

RUNNING FOR OVER 30 YEARS

17 November 2019

Pittwater Cup



RULES & REGISTRATION

THE BIGGEST AND BEST BASEBALL TOURNAMENT

REGISTRATION

17 November 2019

Pittwater Cup

To register please complete this form and send to secretary@pittwaterbaseball.com.au

Association/Club			
Contact Name			
Contact Email			
U/9 Team Name	U/10 Team Name		
Eligibility Criteria - Club Level T-Ball	Eligibility Criteria - Club Level Zooka		
Total Teams Entered		Total Payment	\$

**Over age players can be used to fill teams in both divisions, but only on a consideration.
Please contact president@pittwaterbaseball.com.au for approval.*

REGISTRATION PRICE

1 Team	\$200/team
2 + Teams	\$175/team

Please pay by Direct Deposit:

A/C Name	Pittwater Baseball Club
BSB	112-879
A/C No.	113 188 185
Reference	Pittwater Cup & Club Name



U\9 T-BALL RULES SUMMARY

Base Distance	60 Feet (18.29m)
Pitching Rubber Distance	46 Feet (14.02m)
Game Duration	60 minutes
End to an Innings	3 out or 6 runs
Stealing Bases	Not permitted.
Dead Ball	Runner can only go to base they were running to
Infield Fly	Not permitted
Runner Scoring From 3rd	Only on Batted ball or Catchers play
Bunting	Not permitted
Number of Players	Up to 15 on a game roster. Teams will bat through the full line up. All players to receive equal game time.
Helmets	May be used for outfielders if risk from nearby diamonds
Bats	2 1/4' max diameter & 31' in length
Time	Normal rules for T-Ball apply. The intent is to make T-ball emulate a live pitch game with fielders who can throw & catch sufficiently well to stop runners stealing bases easily.

GAME DURATION & TIME

Each game is 60 mins, with 30 minute change over. In the event equal innings are not completed at the end of 60 minutes, the scores will revert to the last completed innings, unless the team batting second is ahead. In this case all runs scored will count in determining the winner. The game will be played until the hooter is sounded. There is NO TEN MINUTE rule applying for this tournament.

Games will start and finish at the sound of the hooter except, the batter in the box shall complete their time at bat, or if there is a batter just entering (stepping into the batting box), the batter will complete their time at bat. The objective of this rule is to overcome any arguments about the hooter sounding while a play is in progress.

A maximum of 1 minute change over time between innings applies and we would expect all teams to abide by this rule to make the day fast and full of action.

A legal game is one that has continued for a least half the scheduled playing time, or one that has completed at least 3 equal innings (or 2 1/2 innings if the team batting second is leading).

SUSPENDED GAMES

Where play is suspended during a game (at the discretion of the Umpire due to bad weather conditions or for some other reason) and is not resumed, the score shall revert to the last completed innings unless the team batting second is ahead in which case all runs scored count in determining the winner.

UMPIRES & SCORERS

Team to provide own Umpires.

Umpire allocation is on the draw.

Home team is 1st mentioned on the draw and will occupy 3rd base line. If a team occupies the same diamond on the game prior, then it is not necessary to change dougouts if they are listed differently on the draw. However the draw for home and away stands. Home team bats 2nd.

Each team will be required to provide a scorer and score book for reference if required.

RESULTS

Scorers for each team shall sit together behind home plate and shall agree on the score at the end of the game. The official result sheet will be completed and signed by the Umpires and each Team's Coach, Manager and Scorer. The Manager of each home team (the first named in each game of the draw) will be responsible for the delivery of the result sheet to the Tournament Headquarters to PBC Clubhouse, immediately upon the completion of each game. This may include the score book if it is deemed necessary by the Umpire of the game, or is called for by the Tournament Director so that it may be vetted before the declaration of a winner of any game.

POINT SCORES

WIN	4 Points
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DRAW	2 Points
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LOSS	1 Point
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TEAM PLACINGS

Team finishing on the highest points will be placed 1st, and so on...

FINAL	Team 1 vs Team 2	Winner will be 1st Place	Runner up will be 2nd Place
FINAL	Team 3 vs Team 4	Winner will be 3rd Place	Runner up will be 4th Place

In the event of a draw for any of 1st, 2nd, 3rd or 4th place, the drawn place will be decided on the basis of, "runs for divided by runs against" percentage. If still drawn, then the highest number of runs scored in the Tournament shall break the draw. If a result cannot be determined by the above processes, then the result will be decided by the toss of a coin.

If for any reason, a game is not played (e.g. called off due to weather) or does not become a legal game it will be declared a 'NO GAME' and each team will be awarded 2 points.

TEAMS

There is no provision for a late start. Therefore, any team that is unable to field with at least 8 eligible players by the scheduled Start Time will forfeit the game and be recorded as a 6-0 loss.

PLAYER PARTICIPATION

It is intended that all players in the team participate equally in the tournament. The penalty for not abiding by this is: Disqualification of the team.

CLOTHING

Shoes	Only soft moulded shoes are permitted. Metal cleats, screw-in studs, hard plastic or nylon cleats are not permitted.
Helmets	Each team must provide an adequate number of ABF Approved double eared helmets. To be worn by the batter, a batter on deck, a base runner, a bat person and any Base Coach if not an adult. A protector box should be worn.
Box	A protector box should be worn.

NO COLLISIONS

Any runner who in the opinion of the Umpire deliberately charges a fielder will be given an out and may be excluded from the game. Players are required to avoid a collision. Fielders are not to obstruct a runner unless in the act of making a play on a runner.

BALLS

PBC will supply 2 baseballs to each team at 8.00 am after tournament briefing. These balls are to be used for games. There will be a supply of additional balls available as backups in case of any lost balls.

HOME TEAM

The team mentioned first in the draw shall be the Home Team and will occupy 3rd base bench. The Home team will bat second. The Home team will be in their defensive positions ready to play when the hooter sounds to start the game.

INNING CHANGEOVER

The time between innings is one 1 minute. The Coach/Manager will ensure that the catcher is ready to go at the start of each inning.

PROTESTS

No protests will be permitted on judgement decisions made by the Umpire.

Protests may only be made in relation to breaches of these Playing Rules, or an Umpire's decision that is in breach of the Rules of Baseball.

Any protest to be lodged must be done so by the Manager or Coach to the Umpire by calling for "TIME" after the play, or the situation under protest occurs. The protest must take place before play resumes. It is to be noted in the score books showing the position of the game, and be signed by the relevant Umpire, Scorers and Protesting Manager or Coach.

Details of protests together with the game score sheets are to be delivered to the Tournament Director immediately after the completion of the game, for adjudication by the Protest Committee.

A Tournament penalty of the loss of 1 point may be imposed, if the matter under protest be deemed frivolous.

The Protest Committee shall be the sole and final authority, and the decider of the penalty if any is to be imposed.

UNSEEMLY BEHAVIOUR

Behaviour or conduct of 'an un sportsperson like nature' or prejudicial to the game of baseball reported to the Tournament Director shall be dealt with by the Protest Committee in a manner appropriate to the level of misconduct, up to and including expulsion of the offender's team from the Tournament. Such penalties as are determined shall not be subject to further protest.

TIME RULE

When an Infielder has "control of the ball" and the Umpire considers no further play is about to occur, then the Umpire shall call "TIME". After "TIME" is called the ball is dead and Runners are to be directed to a base by the Umpire, starting with the Lead Runner.

Calling of "TIME" and the directing of runners are Umpire Judgment calls.

Any Fielder stationed within, or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.

To be in "control of the ball" means the ball is in the immediate vicinity of an Infielder or in flight and about to be caught by an Infielder.

When applying the "TIME" rule the Umpire should bear in mind that the purpose of the rule is to try and make T-ball as near as practicable to a Baseball Game.

Coaches are not to encourage base running in the hope of forcing an error.

PLEASE NOTE

The Tournament Director, Tournament Committee or Tournament Planning Team reserve the right to advise any amendments to these Rules, and/or additional rules prior to or on the morning of the Tournament.

U\10 ZOOKA RULES SUMMARY

Base Distance	60 Feet (18.29m)
Pitching Rubber Distance	46 Feet (14.02m)
Zooka Distance	40 Feet (12.19m) and approximately 2 feet (61cm) off the centre line, between home plate and 2nd base.
Zooka Speed	40 - 43 mph (64.37km - 69.20km)
Game Duration	60 minutes
End to an Innings	3 out or 6 runs
Stealing Bases	Permitted, after ball crosses home plate
Dead Ball	Runner can only go to base they were running to
Infield Fly	Does not apply
Dropped 3rd Strike	Batter is out
Runner Scoring From 3rd	Only on Batted ball or Catchers play
Bunting	Permitted
Number of Players	Up to 14 on a game roster. Teams will bat through the full line up. All players to receive equal game time.
Helmets	May be used for outfielders if risk from nearby diamonds
Bats	AS per BNSW Bat Regulation
Time	Normal rules for Zooka apply. The intent is to make Zooka emulate a live pitch game with fielders who can throw & catch sufficiently well to stop runners stealing bases easily.

GAME DURATION & TIME

Each game is 60 mins. In the event equal innings are not completed at the end of 60 minutes, the scores will revert to the last completed innings, unless the team batting second is ahead. In this case all runs scored will count in determining the winner. The game will be played until the hooter is sounded. There is NO TEN MINUTE rule applying for this tournament.

Games will start and finish at the sound of the hooter except, the batter in the box shall complete their time at bat, or if there is a batter just entering (stepping into the batting box), the batter will complete their time at bat. The objective of this rule is to overcome any arguments about the hooter sounding while a play is in progress.

A maximum of 1 minute change over time between innings applies and we would expect all teams to abide by this rule to make the day fast and full of action.

A legal game is one that has continued for a least half the scheduled playing time, or one that has completed at least 3 equal innings (or 2 1/2 innings if the team batting second is leading).

SUSPENDED GAMES

Where play is suspended during a game (at the discretion of the Umpire due to bad weather conditions or for some other reason) and is not resumed, the score shall revert to the last completed innings unless the team batting second is ahead in which case all runs scored count in determining the winner.

UMPIRES & SCORERS

Team to provide own Umpires.

Umpire allocation is on the draw.

Home team is 1st mentioned on the draw and will occupy 3rd base line. If a team occupies the same diamond on the game prior, then it is not necessary to change dougouts if they are listed differently on the draw. However the draw for home and away stands. Home team bats 2nd.

Each team will be required to provide a scorer and score book for reference if required.

RESULTS

Scorers for each team shall sit together behind home plate and shall agree on the score at the end of the game. The official result sheet will be completed and signed by the Umpires and each Team's Coach, Manager and Scorer. The Manager of each home team (the first named in each game of the draw) will be responsible for the delivery of the result sheet to the Tournament Headquarters to PBC Clubhouse, immediately upon the completion of each game. This may include the score book if it is deemed necessary by the Umpire of the game, or is called for by the Tournament Director so that it may be vetted before the declaration of a winner of any game.

POINT SCORES

WIN	4 Points
DRAW	2 Points
LOSS	1 Point
BYE	0 Points

TEAM PLACINGS

No playoffs for 1st or 2nd place. Placings will be determined by the number of wins, draws & losses divided by the number of games played. For example:

4 WINS, 1 LOSS, 1 DRAW = $16 + 2 + 1 = 19 / 6 \text{ GAMES PLAYED} = 3.16$

3 WINS, 2 LOSSES = $12 + 2 = 14 / 5 \text{ GAMES PLAYED} = 2.8$

Highest outcome at the conclusion of the day will take 1st place, and 2nd highest will be Runner-up

In the event of a draw for any of 1st, 2nd, 3rd or 4th place, the drawn place will be decided on the basis of, "runs for divided by runs against" percentage. If still drawn, then the highest number of runs scored in the Tournament shall break the draw. If a result cannot be determined by the above processes, then the result will be decided by the toss of a coin.

If for any reason, a game is not played (e.g. called off due to weather) or does not become a legal game it will be declared a 'NO GAME' and each team will be awarded 2 points.

Teams vs BYE game will receive no points, as the placing will be based on ratio percentage.

TEAMS

There is no provision for a late start. Therefore, any team that is unable to field with at least 8 eligible players by the scheduled Start Time will forfeit the game and be recorded as a 6-0 loss.

PLAYER PARTICIPATION

It is intended that all players in the team participate equally in the tournament. The penalty for not abiding by this is: Disqualification of the team.

PITCH RUNNER RULE

THIS IS A MANDATORY RULE and applies to the catcher (for the next inning) only.

When the catcher reaches base safely on their play, and as soon as play stops the catcher is to be replaced by a Pinch Runner (the last batter over the plate or out). The catcher will then immediately put on their full protective equipment in readiness for the inning change.

As this is a timed Game Tournament, it will speed up the change of inning. Umpires are required to enforce this rule.

CLOTHING

Shoes	Only soft moulded shoes are permitted. Metal cleats, screw-in studs, hard plastic or nylon cleats are not permitted.
Helmets	Each team must provide an adequate number of ABF Approved double eared helmets. To be worn by the batter, a batter on deck, a base runner, a bat person and any Base Coach if not an adult. A protector box should be worn.
Box	A protector box should be worn.
Catcher	All catchers are required to wear leggings, a properly fitted breast plate, face mask with helmet, throat guard and protective box.

TIME RULE

When an infielder has control of the ball and the Umpire considers that no further play is about to occur, the Umpire shall call "TIME". After "TIME" is called the ball is dead and runners are to be directed to a base by the Umpire, starting with the lead runner.

To be in "control of the ball" means the ball is in the immediate vicinity of an infielder or in flight and about to be caught by an infielder.

When applying "TIME" rule, the Umpire should bear in mind that the purpose of the rule is to try and make Machine Pitch Zooka as near as practicable to a Baseball game.

If the Umpire considers runners would make no further attempt in a normal game of Baseball, then they should call "TIME".

Coaches are not to encourage base running in hope of forcing an error.

NO COLLISIONS

Any runner who in the opinion of the Umpire deliberately charges a fielder will be given an out and may be excluded from the game. Players are required to avoid a collision. Fielders are not to obstruct a runner unless in the act of making a play on a runner.

BALLS

PBC will supply Baseballs. Home Team to collect when picking up results Sheet. Balls need to be returned with the result sheet at the conclusion of the Game.

HOME TEAM

The team mentioned first in the draw shall be the Home Team and will occupy 3rd base bench. The Home team will bat second. The Home team will be in their defensive positions ready to play when the hooter sounds to start the game. If the same team on the game prior occupies the opposite dugout, moving is not necessary, home and away rule still apply.

INNING CHANGEOVER

The time between innings is one 1 minute. The Coach/Manager will ensure that the catcher is ready to go at the start of each inning.

PROTESTS

No protests will be permitted on judgement decisions made by the Umpire.

Protests may only be made in relation to breaches of these Playing Rules, or an Umpire's decision that is in breach of the Rules of Baseball.

Any protest to be lodged must be done so by the Manager or Coach to the Umpire by calling for "TIME" after the play, or the situation under protest occurs. The protest must take place before play resumes. It is to be noted in the score books showing the position of the game, and be signed by the relevant Umpire, Scorers and Protesting Manager or Coach.

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