



PAN PACIFIC MASTERS GAMES

GOLD COAST AUSTRALIA 4-13 NOVEMBER 2022

IT'S LIVE!
in Queensland

Baseball – Competition Rules

The Surfers Paradise Baseball Club welcomes all competitors and supporters to the Gold Coast for the 2022 Pan Pacific Masters Games. The Games provide a wonderful opportunity for competitive spirit and social interaction.

The club is honoured to be your host.

This is the 12th occasion that this great club has hosted this event and it is again our goal to ensure that you have an enjoyable time on the Gold Coast, renewing past friendships and building new ones.

Thanks to your participation we have 31 Baseball teams from around Australia competing. There are visitors from overseas players amongst the teams, and we welcome them to this year's event. The Games schedule set up to provide for all visitors and competitors, the maximum time for playing Baseball and enjoying the Gold Coast area and its attractions.

On behalf of the entire Surfers Paradise Baseball Club, I wish you the best sporting luck for the games and a positively memorable week. Your enjoyment in being part of this event is our objective and we would love to see you return and compete in 2024.

Thanks for the opportunity to be a part of your games.

Tony McPhail
President, SPBC

Telephone 0411755776

Your Event Convenors and Committee.

Tony McPhail
Steve Horrigan
Kim Rawlings
David Counter
Kylie McPhail

Games Director & Pan Pacific Sports Convenor
Assistant Games Director,
Canteen Food & Beverage Convenor
Head Groundsman
Results & Registration Co-ordinator

A Team Managers (or representative) meeting will be held at the Baseball venue on Saturday 5/11/2022 at 7.30am

All players must be accredited to participate in the games, or they will not be permitted to compete. Accreditation verification will be carried out before play commences.

Event Structure.

The 2022 Pan Pacific Masters Games provides for the following structure.

There are Seven Divisions: 35 Plus, 40 & 45 Plus (combined), 50 Plus two groups 55 Plus, 60 Plus and Women's 25 Plus

The 35+ division consists of 5 teams. Each team will play 6 games in the division to determine ladder positions & the teams eligible for the medal rounds (See Standings below)

The 40+ division consists of 2 teams & The 45+ division consists of 3 teams. Each team will play 6 games in the combined division. Ladder positions will be determined from all games played and both divisions will play separate finals games (See Standings below)

The 50+ division consists of 9 teams and are separated into 2 groups of 5 & 4 teams. Each team will play 6 games within their groups to determine ladder positions and teams eligible for the medals rounds within each group (See Standings below)

The 55+ division consist of 4 teams. Each team will play 6 games to determine the final placings within each group and division to determine ladder positions to be eligible medal rounds. (See Standings below)

The 60 + division consist of 6 teams. Each team will play 6 games to determine the final placings within the division to determine ladder positions to be eligible medal rounds (See Standings below)

The 25 + women's division consist of 2 teams. Each team will play 4 games to determine the final placings within the division for the medal round (See Standings below)

Points will be allocated for each game as follows:

WIN	3 Points
DRAW	2 Points
LOSS	1 Point
FORFEIT	0 Points (with the winning team awarded the game 7-0)
WASHOUT	2 Points (shall also be scored as a 0-0 draw)

All points earned throughout the tournament will be counted towards the team's final standings within the division.

A separate Draw for all divisions has been created and is available for all participants.

DIVISIONS, GROUPS AND POOLS

35 Plus DIVISION

Surfers Bluewave
Wolfpack
Good Bunts
Voodoo
Rays

40 Plus DIVISION

Coomera
Big Cat Tomatoes

45 Plus DIVISION

Bravehearts
Qld Red Sox
Tide Young Ones

50 Plus DIVISION

Group 1.

Big Cat Tomatoes
FY Masters
Triple D's
Snags
Southern Stars

Group 2.

Surfers Cougars
Pandas
Gold Diggers
Tide Diehards

55 Plus DIVISION

Surfers Clippers
Northport Rams
Sunshine Coast D'ol Fins
Original Senators Canberra

60 Plus DIVISION

Surfers Clippers
Adelaide Aces
Triple D's
Tide Legends
Snags
Gold Diggers

25 Plus Women's Division

Surfers Bluewave Dragons
Field Of Dreamers

Standings

At the conclusion of the Games schedule and prior to the finals, teams will be ranked on their points/ win/loss record.

The top two teams in the 35+ division will play the final for the Gold /Silver medals and the third and fourth placed teams will play for Bronze.

The two teams in the 40+ division will play the final for the Gold /Silver medals.

The top two teams in the 45+ division will play the final for the Gold /Silver medals and the third placed team will be awarded the Bronze Medal

The top two teams in the 50+ division in each group will play the final for the Gold /Silver medals and the third and fourth placed teams in each group will play for Bronze.

The top two teams in the 55+ division will play the final for the Gold /Silver medals and the third and fourth placed teams will play for Bronze.

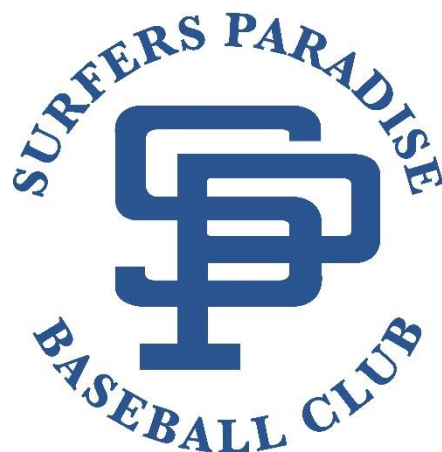
The top two teams in the 60+ division will play the final for the Gold /Silver medals and the third and fourth placed teams will play for Bronze.

The two teams in the 25+ division will play the final for the Gold /Silver medals

If more than 1 team finishes the preliminary games level on Points/Win/Loss results that will affect the team's standings, the following ranking methods will be applied.

In order of preference:

- # 1. Head-to-Head records if this fails to separate the teams then.
- # 2. The fewest runs allowed in all games played by those teams. If this fails to separate the teams then;
- # 3. The fewest runs allowed by those teams against the highest ranked team within the respective pool/division during the tournament games. If this fails to separate the team then,
- # 4. Coin Toss supervised by the Games Director



TOURNAMENT PLAYING CONDITIONS

Regulation Game

All Games including finals in all divisions are to be 120 minutes (2 hours) duration or a maximum of 7 innings whichever comes first. (Note wet weather restrictions and conditions).

Any new inning commenced before 110 minutes from the start of the game shall be completed except where the team batting second is leading or takes the lead at the bottom half of the inning. However, no game is to continue past 125 minutes. If the inning has not been completed by 125 minutes, the game score shall revert to the last completed innings.

If both teams are equal on runs at the end of the game, then draw will be declared.

Game times will be under the control of the Tournament Director and game times are to be adhered to. Some games may be delayed if the prior game is not completed within the required time frame.

The umpires will be directed to keep the game moving. If time wasting tactics are observed by any umpire or the Tournament director, the offending player(s) and manager are to be placed on report and a judiciary panel convened. Appropriate action may be taken against the person(s) involved and/or the associated team.

It is the responsibility of each team to ensure that they are at the correct diamond ready to commence play at the scheduled time. If a team fails to appear or are not ready to start the game within ten (10) minutes of the scheduled commencement time, a forfeit can be claimed.

On-field warm-ups are not allowed during this Event - there are several areas throughout the park to facilitate team warm up.

Medal Rounds Games

All Games including finals in all divisions are to be 120 minutes (2 hours) duration or a maximum of seven innings whichever comes first. No new inning is to commence if the game has been in progress for 110 minutes.

In the event of the game being tied, one additional tie breaker inning is permitted. In this inning the last batter or substitute player (not previously removed from the game), shall commence the inning at second base with no outs against the batting team.

If there is no clear result at the conclusion of this inning, then the result will be determined by the Games Director based on final preliminary round standing. (The highest ranked team will be awarded the gold medal and so on)

Please note that Medals will be presented without engraving. This service is available throughout the Gold Coast and at the Games Village, but the cost is not provided by either the host club or Pan Pacific Masters Game Office.

Eligibility and Participation

All players must be accredited within the Pan Pacific Masters Games registration and data base System. Any team playing with an unaccredited player will lose the competition points and the game will be ruled a forfeit. Accreditation checks will be carried out before play over the course of the event.

All teams must take the field with a minimum of nine (9) accredited and eligible players.

Once registered with a team, players will not be allowed to transfer to another team permanently or temporarily unless the Tournament Director sanctions the transfer. The exception is where a team with only eight (8) players can "borrow" a player from the opposing team. Again, prior approval from the Tournament Director is required.

Designated hitters will only be allowed for Pitchers and will be credited three (3) defensive outs for each plate appearance.

To qualify to play in the finals, each player must participate in at least 30% of innings played in preliminary Games. Exceptions to this rule must be pre-approved by the Games Director. An inning is defined as three (3) defensive outs, and therefore one (1) defensive out equals 1/3 inning, etc.

Equipment and Uniforms

All teams must supply their own equipment.

All players while on the field must wear their team uniform. Uniforms will be of the baseball nature and caps must be worn. The exception will be that single participants who have been placed in a team will be allowed to play in the uniform they have, providing it is of baseball nature.

No restrictions shall apply to gloves or footwear, other than those that apply in normal baseball rules. All batters and runners must wear two (2) eared helmets.

Bats

The Pan Pacific Masters Games event is a Wood bat competition. An exemption applies to the Women's competition to use approved Aluminium Bats.

Wood and wood composite bats must be used in ALL Male divisions. Bats may be of any length or weight, within the allowable current official rules of baseball.

Wet Weather Procedure

In the event of poor/wet weather, the following conditions will apply:

1. Games may be rescheduled at the sole discretion of the Games Director in the event of games declared a wash out.
2. The Games Director in consultation with the Chief Umpire (if appropriate) will allow for a 30minute delay in proceedings before declaring the game a wash out. This will be allowed once only during a game.
3. If a game is delayed past the scheduled commencement time, the 30minute time delay allowance will be invoked.
4. In all games including medal rounds, 3 innings (or 2 ½ if the home team is ahead) or 60 minutes, will constitute a regulation game and points will be allocated accordingly.

Mercy Rule

A ten (10) run mercy rule will come into effect after five (5) completed innings or 90 minutes, whichever comes first.

Courtesy Runners

All divisions may substitute a designated runner for the catcher and pitcher at any time.

It is mandatory to substitute the catchers at two (2) out. Additionally, one other courtesy runner may be a substitute for an injured or disabled player participating in the game. The substituted players must be identified and made known to both the Umpires and the opposition Team Manager at the commencement of the game. This substitution can occur for one player in the team.

Home and Away Games

It is the responsibility of each team to ensure that they are at the correct diamond ready to commence play at the scheduled time. If a team fails to appear or are not ready to start the game within ten (10) minutes of the scheduled commencement time, a forfeit can be claimed.

On-field warm-ups are not allowed during this Event - there are several areas throughout the park to facilitate team warm up.

The team named first in the Games scheduled will be the home team. They will field first and will occupy the third base dugout.

Pitchers – No Pitching Restrictions

Normal common-sense rest periods should be observed for pitchers.

Scorers

It is a requirement of the Event that each team supply a competent person to act as a scorer for their games.

Umpires

Each team is expected to supply an umpire for the event. In the event of an official plate or base umpire not being available, the home team will supply the plate umpire and the away team will supply the base umpire.

Plate umpires (accredited/experienced to A grade standard), will be appointed when available. They will do their best to make every call 100% correct. In the interest of good sportsmanship, it is up to you to accept their decision.

The Event Organisers anticipate all games will be played in the spirit of healthy competition – your cooperation is appreciated.

Banned Substances

Smoking, consumption of alcohol, and the use of chewing tobacco or drugs (unless prescribed by a physician), will not be permitted within the playing area and will result in automatic ejection and potentially subject to further action by the Tournament Tribunal.

Blood Rule

Upon direction of an umpire, a player shall immediately leave the playing area where the umpire believes the player is bleeding or has blood on any part of their person or uniform. Upon being directed to leave the playing area, a player shall not return or take any further part in any baseball game until and unless:

1. The cause of the bleeding has abated, and the bleeding has stopped;
2. The injury is securely covered to the extent that no blood shall emanate there from;
3. Any blood-stained article or uniform has been removed and replaced; and
4. Any blood on any part of a player's person has been thoroughly cleansed and removed.

Any player leaving the playing area under the Blood Rule may be replaced by a substitute player (in the field and batting line up), until they are able to return to the field of play. The substitute player must be a player on the bench that is not already in the offensive line up. The substitute can be a player that has been removed from the game (temporarily re-enter), providing there are no others on the team sheet that have not participated offensively. On returning to the game the player **MUST** occupy the same position in the batting line up. The substitute player can enter the game at any time and at any spot in the batting order once the injured player has returned. All defence out during the time the injured player is missing from the game, shall be considered for finals eligibility for the injured player and not the substitute player.

Disputes, Breaches & Procedures

- The Judiciary process is controlled and administered by the Games Director.
- All disputes, breaches and offences are to be detailed on the games cards provided for each game and delivered to the games director within 30 minutes following the completion of the game.
- The Games director will be required to countersign the game card and note the details of the dispute breach or offence.
- The games director shall decide on the appropriate course of action- which may include convening a judiciary hearing, applying a penalty, taking no further action, or dismissing the action.
- Should a Judiciary hearing need to be convened the panel will consist of the Games Directors, Umpires Co Ordinator and up to 3 other independent persons with the appropriate skills and understanding of judiciary related matters.
- Any judiciary hearing will be undertaken at a convenient time during the day of following the close of the day's proceedings.
- If a hearing proceeds, the Games director will cite the relative parties to attend.
- All relevant parties including team Managers will be advise of the outcomes after the conclusion of the hearing.
- The decision of the Games Director and or the Judiciary Panel will be final, and no appeal will be allowed.

Schedule of Penalties

(Please note that these penalties are a guide only)

<u>Breach/Offence</u>	<u>Occurrence</u>	<u>Penalty</u>
1. Player Accreditation	1 st 2 nd	Removal from Game Removal from Event
2. Delay Start of Game	Immediate	Forfeiture of Game
3. Time Wasting	1 st	1 Game suspension for team Manager
4. Equipment Abuse	1 st 2 nd 3 rd	Official Warning Ejection from Game Removal from Event
5. Banned Substances	Immediate	Removal from Event
6. Offensive Behaviour (Disputing an Umpires Judgement call, Audible Obscenity, Bringing the game into disrepute)	1 st 2 nd 3 rd	Official Warning 2 game Suspension Removal from Event
7. Dangerous & Violet Behaviour Personal Intimidation, Illegal Personal Contact,	1 st 2 nd	3 game Suspension Removal from Event
Illegally leaving the dugout or playing position to participate in a melee, Fighting.	Immediate	Removal from Event
