



**SUPER
LEAGUE**
B A S E B A L L
A D E L A I D E

2018/19

RULES AND REGULATIONS

Super League Baseball Adelaide is an existing, new and fresh competition aimed at providing an extension to Baseball SA summer competition as well as supporting the ABL National competition. Its format will be attractive to local, interstate and international players.

The aim of many of these rules is to ensure games are fast-paced. The Super League is an opportunity to test whether rules can be applied to other competitions in South Australia.

The 2018 Official Baseball Rules apply unless modified by these Rules and Regulations.



1. Rosters

1.1 Players

Each club has a roster of 22 players as follows:

- 18 regular players
- 4 development / rookies

A team is allowed up to these 22 players on their team sheet. It is preferable for the Development players to be marked.

There is no limit on the number of imports a team can have.

1.2 Coaches

A team is allowed a maximum of 4 coaches on the team sheet and involved in any game.

2. Game Times

2.1 Game Limits

All games are limited to:

- 7 innings
- 120 minutes

2.2 Clock Runs Regardless

In the event of a rain delay, the game clock will not stop. If there is a significant delay during the first game and there is no completion, the intention is to start the second game on time. All decisions involving game delays will be decided by the Commissioner in conjunction with the umpires.

3. Speed Up Rules

3.1 Warm up pitches

A new pitcher shall be allowed up to eight (8) warm-up pitches.

That pitcher shall be allowed up to five (5) warm-up pitches for any subsequent innings that they start.

A pitcher is allowed these warm-up pitches provided they fall within the innings changeover time limit.

3.2 Innings Changeover

There is a 2 minute limit for the commencement of any half innings. The umpire shall provide the pitcher and the on-deck batter with a warning 30 seconds before the end of this limit.

The pitcher shall be limited to a maximum of 1 more warm-up pitch. The pitcher must begin his wind-up or begin the motion to come to the set position at some point within the last 20 seconds of the 2 minute break.

If the defence fails to be ready to start within this time limit then a ball shall be called on the batter.

If the batter fails to be ready to start within the time limit then a strike shall be called on the batter.



3.3 Pitch timer

The pitcher must start his delivery to the batter within 20 seconds of receiving the ball back from the catcher, or from a fielder following pick-off.

Penalty: ball called on the batter

3.4 Mound visits

Teams are only allowed 4 visits to the pitcher for the game.

3.5 Between Games

There will be a 30 minute changeover between games. This may be shortened upon agreement by the Plate Umpire of the second game and both Head Coaches.

4. Pitchers

4.1 Pitch Restrictions

Each pitcher may throw a maximum of:

- 40 pitches
- 6 outs

If a pitcher starts a batter before he reaches his 40 pitch limit he may finish the batter even if it results in a pitch count that exceeds the limit.

4.2 Pitcher Outings

Once a pitcher is removed he cannot play the field.

4.3 Substitute Pitchers

Substitute pitchers must come from either the bench or bullpen. They cannot come from the field.

A player from the batting line-up may be substituted as the pitcher without it affecting the designated hitter.

The substitute for the player becoming the pitcher will hit in the place in the batting line-up previously occupied by the new pitcher.

4.4 Pitcher re-entry

A player in the batting line-up may be substituted out of the game at any point during the game for the purposes of warming up to become the next pitcher. The Plate Umpire must be informed at the time of substitution of the team's intention to use this player as their next pitcher. Failure to do so will mean the player may not re-enter the game.

Once a player is removed under this rule they may only re-enter the game as that team's next pitcher. If they are not their team's next pitcher they cannot return in any capacity.

The player substituted in when the next pitcher is removed becomes a legal substitution and takes the position in the batting order previously occupied by the player being removed, except in the case of a double-switch.



5. Courtesy Runners

5.1 Courtesy Runners for Catchers

It is mandatory for a courtesy runner to be used for the catcher when they get on base. The courtesy runner must be someone from the bench and can be a pitcher already substituted out of the game.

There is no longer a courtesy runner allowed for the next pitcher.

6. Designated Hitter

The designated hitter is compulsory for all games. A team must nominate a designated hitter at the start of the game and no substitution can be made that will result in the designated hitter being lost.

A change under the pitcher re-entry rule will not cause the designated hitter to be lost.

A designated hitter may not come to pitch.

7. Game Ending Rules

7.1 Tie-Breaker When Tied

If after 1 hours 40 minutes of playing time the game is tied at the completion of an even innings then the international tie-breaker rules will come into effect even if the game is not yet in extra innings.

7.2 Extra Innings

In the event of a tied game after 7 completed innings the international tie-breaker rules will come into effect immediately.

7.3 Game Time Cut-Off

No new innings will start after 1 hours 50 minutes of game time have elapsed.

If the home team is in front at any point during the bottom half of an innings and the game time has exceeded 1 hour and 50 minutes then the game shall be called.

7.4 International Tie-Breaker Rules

The line-up remains the same. The next hitter due up in the line-up is the batter. The hitter immediately preceding the batter is placed on 1st base. The hitter immediately preceding that runner is placed on 2nd base.

The innings starts with no outs.



Notes to umpires:

1. Professionalism

The overall theme for the Super League is what is best for baseball in this state. They want fast and energetic games so act accordingly and feel free to enforce the speed up rules.

This is an experimental league so be ready to roll with the changes, even mid-game.

2. Uniform

For all games:

- Navy blue BUASA / Baseball SA shirt
- Navy blue Baseball SA hat

3. Base Umpire to Assist Plate Umpire

With various courtesy players being allowed and the need to track the re-entry of a player the base umpires should help out their plate umpire wherever possible.

The 1st base umpire will assist with issues concerning the team occupying the 1st base dugout.

The 3rd base umpire will assist with issues concerning the team occupying the 3rd base dugout.

The following are examples when the base umpire should assist:

1. Pitcher leaving to warm up

When a team removes a player from the field to go warm up, the base umpire should record who that player is. The base umpires should be on hand to inform the plate upon the re-entry of that player.

2. Tie-breaker

In situations where it is likely that the tie-breaker rule will be applied in the next innings, the base umpire should record who was the last out. During that innings break they should then use the plate umpire's line-up to determine the runners who are to be placed onto the bases should the tie-breaker rule be required during that team's next batting innings.

Having the base umpires confirm who should be the correct runners placed onto the bases will relieve the plate umpire of this responsibility. However, the plate umpire needs to inform the base umpire if there is a substitution made for either or both of these runners.

Situations where the tie-breaker rule may come into effect:

- Close or tied game approaching the 1 hour 40 minute mark
- A close or tied game that has reached its final scheduled innings where there is likely to be sufficient time remaining to allow another innings

3. Innings changeover

The 3rd base umpire should carry a stop watch and use this to record the time from the 3rd out of the previous innings. A signal to the plate umpire once 1 minute 30 seconds have elapsed will assist the plate umpire in ensuring the innings starts on time.

Furthermore they should assist the plate umpire in counting the number of warm-up pitches and signal to the plate umpire once 4 pitches have occurred.

