



# Sydney Metropolitan League

## Rules for Final Series - Summer 2019-20

**CLUBS: MUST issue the rules to each team involved in the final Series.**

The League's competition rules will apply for the Final series with the following exceptions:

- The team mentioned first is the home team and will occupy first base dugout and field first. Each team is to provide two leather baseballs of acceptable standard to the umpires and have a further two balls available. NOTE to teams and umpires: make sure there are new balls available toward the end of the late games.

- **Games are two hours or 9 innings whichever occurs first and subject to:**

# **The start time of the early game will be 1:15 pm.**

We will allow up to a maximum of 30 minutes extra to be played enabling an extra innings in the case of a draw or to allow the bottom of the innings to be completed if necessary, to achieve a result. If it is not possible to obtain a result within 30 minutes, the game will be called at 3:45 pm with the batter in the box.

The score will revert to the last completed innings provided that the home team has not drawn or won the game, in the uncompleted innings. If necessary, the scheduled start time of the second game will be extended if there is a late finish to the early game resulting from an attempt to resolve the drawn game. In this case only will there be a revised start time. In that case the game time will start from when the umpire calls "Play Ball".

- **The late game will be played to a result, subject to 'light'. In these games once the top of the innings has commenced the bottom of the innings is to be played, subject to 'light'.**

# The top of an innings cannot commence within 10 minutes of the scheduled completion time. Note that the scheduled completion time for the early game is 3:15 pm. There is no provision for late starts for the late game (3:30 pm) except when there was extra 30 minutes played in the early game.

- **Teams with less than nine players WILL incur an automatic out for each player missing in the line up. Minimum number of players is seven, six of which must be registered players with that team.**
- **Players from LOWER GRADE TEAMS may be given permission to play if the team is short.** However, they cannot play other than as substitutes in case of genuine injury or illness. They cannot play ahead of registered team players or be used to strengthen a team. They can be used to bring the team up to nine players but cannot play as 10<sup>th</sup> – 11<sup>th</sup> – 12<sup>th</sup> players in the batting line up. **Such players must be registered with the League and be named in advance and can only be the last players on the batting line-up and only play in the outfield. They are to be shown as substitutes in both the line-up and Scorebook.**
- Other than substitutes the first nine batters do not have to be the first nine fielders.
- A draw or a washed out/incomplete game in Semi Final or Final will result in the team finishing highest on the competition table, qualifying for the next phase of the Final Series.

If washed out, or drawn game, the Grand Final will be replayed.

### FURTHER NOTES:

Only registered and qualified players are to play in the final series. Clubs are to seek approval from the League for the use of replacement players from lower grades, by 4.00 p.m. on the Friday before the game.

**Teams DO NOT PAY Umpires.** The cost of Umpires in Final Series is met by SMBL.

The winning team MUST advise result to [results@sydneymetrobaseball.com](mailto:results@sydneymetrobaseball.com) by 8pm Saturday.

In the event of inclement weather during the week, the League reserves the right to alter the venues without prior notice. **Wet weather and information line - 8604 2793 Line 3**