



PENRITH BASEBALL CLUB INC.

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A.B.N. 61 204 111 400

Shuttleworth Shield Gala Day Rules

- Coaches are to ensure their players understand and follow all Gala Day rules
- Each grade (except 1st grade) starts with 2 runs on the board for each grade they are below the team they are playing:

Table 1:

Grade	Runs Start
1 st Grade	0
2 nd Grade	2
3 rd Grade	4
F1 Grade	6
F2 Grade	8
G1 Grade	10
G2 Grade	12
G3 Grade	14
H Grade & below	16

Example: 3rd Grade vs F2 Grade would mean the score at the start of the game would be 0 – 4 to the F2 Grade side

- If non-registered players are used to fill a team, your team's grade will be re-assessed for the gala day, for e.g. if you bring in a 1st grade major league player along to fill in and your team is a 4th grade team, your grade would be re-assessed and the team may become a 3rd, 2nd or even 1st grade team (for the gala day only), which will affect the handicap runs allocated to your team for each game. The decision will be at the club Executive committee's discretion.
- There is a 7 run per innings limit on all games.

- Games will have a 1 Hr 15 min hard cut off, except in the case of 6 or 8 team competitions which will have a 1 Hr hard cut off
- The grand final will have a 1 Hr 30 min game time
- No new innings shall start within 10 minutes of the finish time
- Games will start and finish by the Umpires watch.
- The higher grade will always field first, if same grade, then a toss of the coin.
- Team/s that are not playing at the time MUST provide umpires for games being played.
- Teams will also need to provide their own scorer, whether it is a spectator, player etc
- Pitching restrictions will apply for juniors.
- The batter in the box at the cessation of time shall complete his/her turn at bat. The opposition Pitcher is NOT permitted to pitch an intentional walk and the batter MUST be either put out or reach base safely. Any deliberate attempt to hit a batsman to end a game will see the pitcher ejected and the ball deemed an illegal pitch.
- The revert back rule shall NOT apply. Score at Time & Game will stand as the final result.
- Teams selected for finals shall be on most wins + half wins (drawn games). If even, then head to head result will be used. If still even then the higher grade will be declared the handicap winner.
- Results are to be handed into the Gala Day coordinator immediately after the game.
- Gala Day team entry fees will be used as Club Fundraising

General Rules

- All Players and Club Members will be bound by the Sports Code of conduct and Behaviour throughout the event. If a Player or Club Member is deemed to be in breach, they will be cited to appear before the Club Judiciary. Should a penalty be imposed (EG: game suspension), the Club Executive will enforce this penalty.
- Where a Player has accepted to participate in the Gala Day, they do so with the full understanding that they will abide by the rules as set down above.
- The Club Executive have the sole right to exclude any person from participating
- Rules are governed by the Club Executive who has sole discretion in the interpretation of the rules and no discussions will be entered into.

Home Run Derby

- The Home Run Derby will be held on a reduced sized field and players are encouraged to bring their own pitcher. A Zooka machine will pitch where available, otherwise a pitcher will be appointed to throw.
- Players will be put into categories
 - Mens
 - Womens
 - Juniors
- Each player will be given a set amount of time to hit as many home runs as possible. The amount of time will depend on the number of entrants.

Scores will be tallied to determine a winner. Winners will receive the total entry fee amount received for the appropriate category