



# TEE-BALL ASSOCIATION OF WESTERN AUSTRALIA

## LIGHTNING CARNIVAL RULES 2016

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## **Introduction**

The Lightning Carnival originated in December 1979 as the Perth Building Society Lightning Carnival at Forster Park. The Lightning Carnival is a competition for regular club teams who are nominated by their club. The Lightning Carnival is held on a Sunday in late November or early December.

### **Carnival Committee**

The carnival is organised and run by a Carnival Committee appointed by the T.B.A.W.A. Executive and approved by the T.B.A.W.A. Council annually at its first meeting after the T.B.A.W.A. AGM.

## **Before the Carnival**

### **Team Nominations**

- Nominations will close at a date set each year in the T.B.A.W.A. Calendar of Events approximately 4 weeks prior to the carnival.
- Nominations must be on the form provided and include the nomination fee.
- Late nominations **WILL NOT** be accepted.
- U/10 and older teams must be regular Saturday morning club teams.
- Each player must meet the age group criteria under which the team is nominated.
- Each club that is affiliated, has registered its numbers, has provided proof of insurance, is currently financial and owes no outstanding fines at that date, will be entitled to nominate teams in each age group.
- Any exceptions to the above rules must be approved by the Carnival Committee.

### **Acceptance**

It is highly desirable to have an even number of teams within each age group.

- Should nominations be less than required, T.B.A.W.A. will accept such additional nominations received as may be necessary to fill the desired quota.

- Should nominations be less than required, and no additional nominations exist for the age group, T.B.A.W.A., at their discretion, will approach clubs to provide additional teams.
- In the event that more nominations have been received than the ground capacity allows the Carnival Committee reserves the right to not accept some nominations.

## **Grading**

There may be more than one group of teams per age group. However, no grading will take place and the placing of teams into groups is done at the sole discretion of the T.B.A.W.A. Registrar.

## **Team Registration**

At a date set each year in the T.B.A.W.A. Calendar of Events (typically 2 weeks prior to the carnival) clubs must submit the Team Registrations (one for each team participating) to the T.B.A.W.A. Registrar on the form provided. A club must register any player who will play in the carnival with the Registrar of T.B.A.W.A., *BEFORE that player takes the diamond.*

Players must be a registered and insured player of the club they represent at the carnival and participate in their club's Saturday competition.

Teams may play two (2) overage players, one age group up (according to TBAWA age groups) so long as both players are part of the named Saturday morning team. Overage players may not be borrowed from another team. Under 13 teams do not have this option as overage players in a under 13 team would fall outside TBAWA age restrictions.

For U/10 or older teams if short of players (less than 9) teams may borrow up to two (2) players from one (1) other Saturday morning team from within their own club. Both teams' scorebooks must be presented to the registration table prior to the first game. For U/9 teams no restrictions apply with respect to borrowing players from other Saturday morning teams.

## **Fixtures**

The fixtures will be prepared by the T.B.A.W.A. Registrar and are available only a few days before the carnival. U/9 teams will play 3 40 minute games with a short break between games. U/10 and older teams will play 3 40 minute games with a short break between games followed by a longer break and a single round of 40 minute final games. Distribution of the fixtures to the participating clubs is done by individual arrangement between the clubs and the T.B.A.W.A. Registrar.

## **At The Carnival**

**THIS IS A SMOKE FREE CARNIVAL.**

### **Everybody**

All participants including spectators are expected to conduct themselves in accordance with the Tee-Ball Association of Western Australia Codes of Behaviour. Copies of the code are available from the official table and we encourage all coaches and club officials to make use of them.

### **Clubs**

- Clubs must supply one (1) umpire per team per game.
- All clubs who have nominated U/10 and above teams must provide two (2) adults to assist with the cleanup immediately after the conclusion of the presentations.

### **Teams**

- U/10 and above teams are required to bring their Saturday morning score books and present it to the desk for checking **BEFORE** their first game.
- Failure to comply with team registration rules will mean forfeiture of all points for that team.
- All umpires, coaches (including base coaches), managers and other team officials **MUST** wear closed toe shoes and a shirt (**NO** sandals or thongs permitted).
- Tees and bases are supplied by T.B.A.W.A. Teams to supply all other equipment.

- A scorebook for each team will be provided with the fixtures. This is the scorebook that **MUST** be used by the scorers.
- Bases and shelters are to be set out by the team named first in earliest game of the day.
- Bases and shelters are to be packed up and left at home plate by team named first for the final game of the day.
- SHELTER will be provided at the carnival but there is only limited natural shelter available. Teams will need to provide shelter for players between games. This will NOT be provided by the T.B.A.W.A.. Don't forget - SLIP SLOP, SLAP, SIP.

## Players

- Players **MUST** wear Saturday club uniforms.
- All equipment used and items worn must comply with the current T.B.A.W.A. rulebook.
- ANY INDISCRIMINATE THROWING OF BALLS AND SWINGING OF BATS IS PROHIBITED. Equipment will be confiscated until the completion of the Carnival.

## Umpires

- Umpires do not have to be accredited.
- As per current T.B.A.W.A. rulebook the home team provides the plate umpire and the away team the base umpire.
- Only accredited umpires may wear an 'Official' or 'Umpire' shirt. All non accredited umpires **MUST** wear appropriate clothing. (e.g. club uniform).
- The carnival committee may appoint independent plate umpires for some of the final round games. In such case a 3 umpire system shall be used with the home team providing the 1<sup>st</sup> base umpire and the away team the 2<sup>nd</sup> base umpire.

## Coaches

- Only the coach nominated on the scorecard can address the umpire.
- Only the nominated coach can ask for “**TIME**”, and that can only be when the players’ or spectators’ safety is at risk.
- T.B.A.W.A. 'Official' or 'Umpire' shirts must **NOT** be worn when coaching a team.

## Scorers

- Use the official scorebook provided to the team.
- Collect the scorecard, one for each scorer, from the plate umpire before the game.
- Compare scorebook with the other scorer at the end of the game
- Complete and sign the scorecard after the game and make sure it aligns with the scorebook.
- Get the plate umpire to sign the scorebooks and scorecards x 2 and return the scorecards to the umpire.

## Spectators

- Remember the four F's of Tee-Ball  
Fun      Fair Play  
Fundamental Skills  
Family Involvement
- Behave at all times in accordance with the Tee-Ball Association of Western Australia Codes of Behaviour.
- No consuming alcohol during the carnival.

## Playing Rules

- As per current T.B.A.W.A. rulebook.
- Team named first occupies first base line and fields first.
- All games last 40 minutes. SCORE AT THE LAST EVEN INNINGS STANDS UNLESS the team batting second is ahead or level at the siren and was level or behind at the last even innings. In this case ONLY scores at the siren stand.
- Base umpires **MUST** be used for all games.
- All games start and finish on the official siren.
- Any play in progress when siren sounds shall be completed on the next "TIME" call, and no further plays are permitted.
- No scores or ladders are kept for U/9 games.
- For U/10 and older scores are kept and a ladder per age group based on wins and if required percentage will be calculated after the conclusion of the 3<sup>rd</sup> round of games.
- For U/10 and older the 4<sup>th</sup> and final round of games for each age group will be based on this ladder with 1<sup>st</sup> playing 2<sup>nd</sup>, 3<sup>rd</sup> playing 4<sup>th</sup> and so on with the higher ranked team being the home team.
- For U/10 and older the overall winner of each age group will be the winner of the final round 1<sup>st</sup> vs 2<sup>nd</sup> game. In case of a draw the 1<sup>st</sup> placed team after 3 rounds will be declared the winner.
- Speed up rules to apply to all games:-
  - ◆ One minute changeover
  - ◆ Batters and fielders to be ready when the Umpire calls "Batter Up".
  - ◆ Players to move off and on the diamond quickly.

## **Disputes**

- The Carnival Committee are the arbiters of the weather and the condition of the ground for play to start or continue.
- The sole arbiters of any rule disputes are the T.B.A.W.A. Chief Umpire or Assistant Chief Umpire. Umpires should exercise their discretion and try not to delay any game while waiting for the officials to arrive. All other disputes during the Carnivals should be directed to the Carnival Disciplinary Committee — as appointed by the T.B.A.W.A. Carnival Committee.

## **Presentations**

All Clubs should ensure that all participants attend the presentation. All players will receive a certificate at the presentations.

## **Fines**

Clubs failing to meet their obligations will be subject to the following penalties:

- (a) Nominated teams failing to attend - \$500.00 fine per team.
- (b) Teams withdrawn after close of nominations - \$500.00 fine per team.
- (c) Failure to provide an umpire - \$100.00 fine per game.