



Baseball Federation of Asia

This is an abstract of the BFA U18 Baseball Championship Tournament Regulations, published by the Baseball Federation of Asia (BFA). Its application is compulsory in all competitions.

In the whole document everything that is written in masculine applies also to the feminine:

e.g.: he = she
 his = her

Likewise, "competition", "event" or "tournament" under this document is synonymous with U18 Baseball Championship 2018.



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A. GENERAL NORMS

A1. PLAYERS ELIGIBILITY

Nationality of Competitors

A1.1. Any player in any BFA official competition must be a national of the country or region of the Federation that is entering him.

A1.2. All disputes relating to the determination of the country which a competitor may represent in the BFA official competition or in qualifying tournaments for BFA Official Competitions shall be resolved by the Executive Committee of the BFA.

A1.3. A competitor who is a national of two or more countries or at the same time may represent either one of them, as he may elect. However, after having represented one of them (in a BFA Asian Championship, the U18 Baseball Championship, U15 Baseball Championship, U12 Baseball Championship, Continental or Regional Games or Regional Championships recognized by the BFA), he may not represent another country or region unless he meets the conditions set forth in the following paragraph that apply to persons who have changed their nationality or acquired a new nationality. (Note: Other non-official BFA Invitational Tournaments are considered exceptions to this rule).

A1.4. A competitor who has represented one country in a Baseball Championship, Baseball Asian Cup (eg: Asian Championships), the U18 Baseball Championship, the U15 Baseball Championship and the U12 Baseball Championship and who has changed his nationality or acquired a new nationality shall not participate in any of the aforementioned competitions to represent his new country or region until three years after such change or acquisition. (Note: Non-official BFA Invitational Tournaments are considered exceptions to this rule). This period may be reduced or even canceled with the agreement of the initial National Federation and the approval of the BFA Executive Committee.

A1.5. If an associated state, province or overseas department, a country or colony acquires independence, if a country becomes incorporated within another country by reason of a change of border, or if a new NOC is recognized by the IOC, a competitor may continue to represent the country or region to which he belongs or belonged. However, he may, if he prefers, choose to represent his country or be entered in the BFA official competition or the Olympic qualifying tournaments by his new Federation or NOC if one exists. This particular choice may only be made once.

A1.6. In all cases not expressly addressed in this By-law, in particular in those cases in which a competitor would be in a position to represent a country other than that of which he is a national or have a choice as to the country or region which he intends to represent, the Executive Committee of the BFA may take all decisions of a general or individual nature, and, in particular, issue specific requirements relating to nationality, citizenship, domicile or residence of the competitors, including the duration of any waiting period.

A1.7. Should an eligibility violation occur, and a player be proven to be ineligible prior to any games being played, the player is automatically removed from his team roster and will not be allowed to participate in any game of the competition. The Technical Commission of the Competition will notify the Executive Committee of BFA for further action.

A1.8. Should a violation be discovered during the competition and after the athlete has played in one or more games, the player is automatically removed from the roster, and any game in which he actually played shall be considered a forfeited game for his team. The team shall continue to play in the competition, and the infraction shall be reported by the Technical Commission of the Competition to the Executive Committee of BFA for further action.

A1.9. Should a violation of eligibility be discovered after the competition, the case can be submitted by the BFA Technical Commission, or by the National Federation, directly to the BFA Executive Committee for further action. In any case the Executive Committee may act officially should a violation of eligibility be discovered after the competition.



A1.10. A player, removed for any eligibility violation, cannot be replaced by another player. A team can be penalized for eligibility violation only if a player has actually played in a game.

A1.11. In any case, it is the obligation of the Delegation or the National Federation, officially protesting the ineligibility of a player, to produce valid proof, the documentation and all the information regarding the violation in writing at the moment when filing the protest.

A1.12. For the U18 Baseball Championship, 16-18 years old players are eligible. Accordingly, those players born in 2002, 2001 and 2000 are eligible for the U18 Baseball Championship 2018.

A2. PROVISIONAL TEAM ROSTER – (PTR)

A2.1. Provisional Team Roster is not required for the U18 Baseball Championship.

A3. FINAL TEAM ROSTER – (FTR)

A3.1. At least ten (10) days prior to the beginning of a competition, all National Federations shall communicate to the BFA / LOC the Final Team Roster (FTR), by sending email to the designated email address as informed.

A3.2. Following the team arrival in the country hosting the competition and before the Pre-Competition Technical/Organizational Meeting, the Delegation Leader shall submit the following to the Technical Commission:

- Ø A valid and current passport (individual passport) for each player for verification by the Technical Commission. Other members of the Delegation such as Delegation Leader, Team Manager, Coaches, Trainers, etc. shall appear on the Final Team Roster form (**FTR**) but do not need to submit their Passport.
- Ø The name, room number and phone number (local address) of the Delegation Leader and Team Manager of each Delegation.
- Ø Email address(es) and Phone numbers for Delegation Leader and/or media officer.

A3.3 A maximum of 5 (five) players are allowed to be replaced on the Final Team Roster (**FTR**) for the BFA official tournaments. The BFA/LOC must be informed of such changes at any moment up to and including the Pre- Competition Technical/Organizational Meeting. These documents should be in the hands of the Technical Director at the time of the Pre-Competition Technical/Organizational Meeting. If for whatever reason, previously known and accepted by the BFA, a team arrives in the country later, the team should make sure that the Technical Director gets these documents no later than upon the team’s arrival.

A3.4. The participating team’s official Delegations will be composed of:

Players	18 (minimum 15)
Coaches/Team Manager/Trainer	4
Delegation Leader	1

Max. total: 23

Note: For extra personnel in addition to 23 members per delegation, the LOC is responsible to find appropriate accommodation and food upon request and team delegations are responsible to cover all the associated costs.



A3.5. The non-fulfillment of the deadline to submit the documents mentioned under point A3.1., the incomplete submission or lack of fulfillment of any of the sections shall be sanctioned with a USD five hundred (500) fine per day until the problem is corrected.

A3.6 Once the athletes' verification is over, no changes of the FTR will be permitted for the duration of the competition. Copies of the FTR shall be provided to each Delegation Leader, Tournament Director, Technical Commissioners, Scorers, Anti-Doping Commissioner and Media before the start of the competition.

A4. PRE-COMPETITION TECHNICAL/ORGANIZATIONAL MEETING

A4.1. On the day before the start of the competition (or at most on the same day in the morning when the competition starts with one game only, scheduled to start not before 17:30), an information meeting will be held, to discuss all the technical and organizational issues concerning the competition. Place, date and time of the meeting will be made available to the teams as soon as possible.

A4.2. The Pre-Competition Technical/Organizational Meeting will be chaired by the Executive Director accompanied by the Technical Director, the Director of Umpires (or Coordinator assigned for the competition), the Scorers' Director (or Coordinator), the Anti-Doping Commissioner, a representative of the Local Organizing Committee (LOC) and a representative of the BFA Tournaments Department. The following items will be discussed in this meeting:

- Ø Relationships between the Executive Director, Technical Director, Umpires, Team Managers, Coaches, Delegates and LOC.
- Ø Conduct of the games.
- Ø Competition Norms.
- Ø Ground Rules (if necessary).
- Ø Speed-up rules.
- Ø Handling protests.
- Ø Handling ejections.
- Ø Sanctions/penalties against teams or players.
- Ø Information on the final phase of the Competition.
- Ø Communication between the Technical Commission of the Competition and the teams.
- Ø Teams transportation (information provided by the LOC).
- Ø Housing and food (information provided by the LOC).
- Ø General information (information provided by the LOC).
- Ø Open/Free day.
- Ø Laundry Service (information provided by the LOC).
- Ø Hotel Conduct (information provided by the LOC).
- Ø Team Uniform (colors & ads to be checked).
- Ø Warm up pitches between innings (if televised live).

Note: All materials handed out at this meeting should be printed in English at a minimum.

A5. DOPING CONTROL

A5.1. Doping Control will be conducted in accordance with the BFA Anti-Doping Rules, which are in compliance with the World Anti-Doping Code.

A5.2. During an official competition of any Baseball event under BFA control, unless agreed with the BFA Anti-Doping Program, the frequency of doping controls shall be as follows.



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Preliminary phase: at least one game from each group each day with one player selected per team. The intention in the preliminary phase is to test each team at least once and preferably twice. However, such testing shall be limited to up to 2 games per day.

One player per team will be selected from all super round and final games.

A5.3. BFA will appoint a BFA Anti-Doping Commissioner to oversee the anti-doping program. The BFA Anti-Doping Commissioner may vary the test distribution in consultation with the head Doping Control Officer (DCO).

A5.4. For games in which doping controls will be conducted, the following procedure shall be followed:

- At the end of the first half of the fourth innings the head DCO, the BFA Anti-Doping Commissioner and one of the Technical Commissioners in charge of the game, with a copy of the starting Line-ups, shall meet in the Doping Control Station. The head DCO will have a copy of the FTR for the selection process.

- The Team Manager has to confirm to the TC that all players are at the game and if one is missing (for injury, sickness, etc...) why and where the player is (for Doping test reason).

- The head DCO will provide a random system. In the case of no available system, player names or numbers will be written on pieces of paper and cut up.

- A random selection process will be conducted for each team. This will include selection of reserve players in the event the original selected player/s are seriously injured during the game.

- If one player from each team is being selected, all 18 players will be included in the draw, and one reserve player selected. If two players from each team are being tested, the first selection will be from the Starting Line-up, the second from the full player list of 20. The reserve selections will be made from the full list.

- While a player may be subject to doping control on more than one occasion, the BFA Anti-Doping Commissioner may ask for a redraw if the player has already been tested twice at the same tournament.

- The selections will be marked on the Starting Line-up, signed by the parties in attendance and given to the DCO.

- The names of the selected players shall not be communicated to the teams before the end of the game.

A5.5. Players must stay at the field for the duration of the game. The Technical Commissioner(s) assigned to the game and the Executive Director shall be informed immediately in case of a player needs to be absent from the field or tournament at any time.

A5.6. If a selected player gets seriously injured and needs to be immediately hospitalized; the reserve player selected from the same team shall be tested instead. In such a case, medical evidence on the serious status of the injury must be given to the BFA Anti-Doping Commissioner. The injured player may still be selected for a doping control by BFA once they have recovered. *For example:* a player is hurt before the doping procedure on a Monday and goes to the hospital. On Tuesday, he is taken off the roster but is still in the country at the hotel or at the game. That player is still eligible to be tested just as the rest of the players on the initial FTR are eligible to be tested. In short, any player who is injured or removed from the roster is still subject to the same drug testing procedures as the rest of the team.

A5.7. Any players on the Final Team Roster (FTR) not present at the game may be selected by BFA for a doping control whether still in the host city or not.

A5.8. The LOC is responsible for getting the Doping Control Station properly equipped and ready for use.



A6. AWARDS

A6.1.	First place:	Team: Baseball Championship Trophy	Individuals: Gold Medal
	Second place:		Individuals: Silver Medal
	Third place:		Individuals: Bronze Medal

The total number of Medals will be the number of the Official Delegation members (See A3.4. for details).

A6.2. Individual Awards:

Leading hitter	Trophy
Pitcher with best earned run average	Trophy
Pitcher with best won - loss average	Trophy
Most runs batted in	Trophy
Most home runs	Trophy
Most stolen bases	Trophy
Most runs scored	Trophy
Outstanding defensive player	Trophy
Most valuable player	Trophy

A6.3. The leading hitter of the tournament shall be determined by *Official Baseball Rules*. Candidates for the batting title must be at bat 2.7 times multiplied by the total number of games played by their team. In case of a tie, the decision shall be based on the slugging average according to the *Official Baseball Rules*.

A6.4. The pitcher with the best-earned run average and the pitcher with the best won and loss record of the series shall be determined in accordance with *Official Baseball Rules*. Candidates for the earned run title must have pitched at least as many innings as 80% of the number of games played by their team. In case of a tie, the pitcher who has pitched more innings shall win the award. If there is a tie for the title of most strikeouts by a pitcher, the ones with fewer innings pitched will win the award.

A6.5. If there is a tie for the title of most home runs and/or most runs batted in, the one with fewest number of plate appearances minus the number of BB minus the number of HBP will win the award. That is: HR / RBI leader = PA-(BB+HBP).

A6.6. In case there is a tie for title of most runs scored and most stolen bases, the award shall go to the player with the fewest plate appearances and the one with the best average based on the times he tried to steal and the number of times he successfully stole (rule 10).

A6.7. Determination of the awards mentioned under A6.3, A6.4, A6.5 and A6.6 shall be based on the statistics at the end of the day before the gold medals game. The name of the player and the assigned awards will be delivered to the Local Organizing Committee during the Gold Medal Game to organize the closing ceremony.

A6.8. The Most Valuable Player (MVP), the Outstanding Defensive Player, and the All-Star players shall be selected by the Technical Commission of the competition and the Host Organizing Committee. The Scoring Director (or Coordinator) will deliver the name of the players mentioned in point A6.2 and A6.9 to the Local Organizing Committee during the Gold Medals Game'.

A6. 9. All-Star Team (one for each position, unless noted):

Best Pitcher	Plaque
Catcher	Plaque
First baseman	Plaque
Second baseman	Plaque
Third baseman	Plaque
Shortstop	Plaque
Outfielder (3)	Plaque
Designated hitter	Plaque



A7. INFRACTIONS AND FINES

A7.1. Infraction of specific BFA rules will automatically incur a fine in USD. The violator will have two months from the date of notification to pay the fine or an amount incurred by said fine would be deducted from the participation deposit paid by National Federation to BFA Headquarter. Any appeal of a decision regarding a fine will be handled as per the section B4 of this document. While teams, players and federations will be notified about fines during the tournament by the Executive Director and Technical Director, the BFA Headquarter will be responsible for ensuring that fines are paid in a timely fashion. It is ultimately the responsibility of the National Federations to ensure that these fines have been paid. Failure to do so will result in teams being unable to participate in the next international event, as well as additional fines being incurred. No team will be permitted to play in BFA official events if outstanding fines have not been paid to the BFA Headquarter.

A7.2. The following is the list of infraction levels and associated fines and suspensions:

A level fines: \$1000 - \$2000

B level fines: \$500 - \$999

C level fines: \$100 - \$499

A level infractions:

A level is infractions of rules that are considered crucial for competition success, those that cause serious negative effects on international baseball. The fine for an A level infraction is \$1000 - \$2000.

The following are examples of A level infractions:

- Foreign substance/doctored baseball
- Physically aggressive activities against BFA official
- Physically aggressive activities against a fan
- Illegal/corked bat
- Non-presence of a team in the tournament after confirming the participation
- Intentional throwing at a batter
- Throwing equipment in umpire's direction

B level infractions:

B level is infractions of rules that are considered important for games operations and/or also is a behavior that is considered unsportsmanlike. The fine for an B level infraction is \$500 - \$999.

The following are examples of B level infractions:

- Not leaving dugout after ejection
- Contacting an umpire
- Fighting
- Team personnel ejection

C level infractions:

C level is infractions of logistical and/or routine rules in nature. The fine for an C level infraction is \$100 - \$499.

The following are examples of C level infractions:

- Delay or absence in technical meeting without prior notice
- Failure to follow regulations concerning uniform color and related regulations
- Failure by the host to follow guidelines on stadium use and maintenance
- Failure by the host to notify all participants regarding the ground rules at each competition site
- Failure by the host to meet the protection and security regulations of the players in the playing field
- When non-authorized personnel enters/does not leave the dugout, after being instructed by TCs.

The following incidents are examples of potential infractions and fines. These incidents will serve as guidelines for the types of fines and/or suspensions that the Technical Director and the Executive Director will use when rendering judgments:



Infraction Level	Action	Fine	Suspension
C	Delay or absence in technical meeting without prior notice	\$300	
C	Failure to follow regulations concerning uniform color and related regulations	\$350	
C	Failure by the host to follow guidelines on stadium use and maintenance	\$350	
C	Failure by the host to notify all participants regarding the ground rules at each competition site	\$350	
C	Failure by the host to meet the protection and security regulations of the players in the playing field	\$400	
C	Failure by the host to adhere to the Technical Commission guidelines regarding scheduling of games	\$400	
C	Failure to submit starting line ups in time	\$450	
C	Failure by the host to use the BFA official baseball	\$450	
C	Prolonged arguing	\$500	
C	Non-authorized personnel enters/does not leave the dugout, after being instructed by TCs	\$500	
B	Communication between dugout and stands detected during games	\$500	
B	Inappropriate comments directed at an umpire	\$500	
B	Use of non-approved bat	\$500	
B	Violently throwing equipment	\$500	
B	Inappropriate gestures at an umpire	\$500	
B	Restrained from confronting umpire/player	\$500	
B	Actions causing benches to empty	\$600	
B	Team personnel ejection	\$600	
B	Failure by the host to provide adequate scorekeeping personnel and resources	\$650	
B	Actions during bench clearing (not physical violence)	\$650	0 to 3 games
B	Throwing equipment/debris onto field from dugout	\$700	0 to 6 games
B	Charging the mound	\$750	0 to 3 games
B	Not leaving dugout after ejection	\$800	1 to 3 games
B	Contacting an umpire	\$800	1 to 6 games
B	Fighting	\$950	3 to 8 games
A	Throwing equipment in umpire's direction	\$1,000	1 to 6 games
A	Use of altered bat	\$1,000	7 to 8 games
A	Foreign substance/doctored baseball	\$1,000	10 games
A	Intentional throwing at a batter	\$1000	1 to 6 games
A	Physically aggressive activity against a fan	\$1,500	5 to 15 games
A	Physically aggressive activity against BFA official	\$2,000	0 to 6 games
A	Causing a forfeit game	\$2,000	0 to 6 games

Note: Executive Director has the ability to make additional decisions at his discretion.

A7.3. In case any tournament participants are charged with conduct that requires stronger sanctions than the above, the Technical Director and the Executive Director may impose a penalty and/or suspension they find appropriate and justified. Any appeal of the decision will be taken up by the Jury of Appeal.

A7.4. Conduct on or off the field: damages caused by any member of a Delegation to the installation where they are housed, the Baseball stadium or transport units, or to any other area, will be the direct responsibility of the Federation they represent. The host country and/or Organizing Committee shall not be responsible for the financial situation of any Delegation or team. The Executive Director may impose any penalty he finds appropriate and justified. Any appeal of the decision will be taken up by the Jury of Appeal, which will make the final decision.

B. COMPETITION ADMINISTRATION

B1. COMPETITION OFFICIALS

BFA Executive Director

B1.1. The BFA Executive Director is the highest authority in all official competitions.

B1.2. The Responsibilities of the BFA Executive Director include:

- Ø Enforce all BFA regulations and all agreements between the BFA, the National Federations and the LOC.
- Ø Review final arrangements with the LOC Chairperson for the organization of the competition, which include all logistical aspects such as accommodation, transportation, protocol, etc. and all related aspects.
- Ø Harmonize the interests represented by the BFA, the LOC, the National Federations and the Technical Commission working in the competition.
- Ø Ensure that the Jury of Appeal is constituted to act if the situation arises.
- Ø Ensure that the LOC facilitates and enforces all matters related to the rights and privileges of BFA sponsors regarding the competition.
- Ø Arbitrate and have final authority in making a decision regarding any disputes that cannot be resolved by negotiations among any or all of the groups or organizations involved in the competition.
- Ø Convene and chair along with the Technical Director at the Tournament Technical/ Organizational Meeting before the competition.
- Ø Act as the official BFA spokesperson to all media.
- Ø In the absence of the BFA President, or of his specifically designated representative for this, represent the BFA in all formal acts and presentations related to the competition.
- Ø Inform the BFA Executive Committee about the matters regarding the competition organization.
- Ø Prepare the final official report for its consideration by the Executive Committee.
- Ø Take a final decision in regards to game schedule after consulting the Technical Director and LOC.

Technical Commission

B1.3. For every official BFA competition, a Technical Commission will be appointed to work at least five (5) months prior to the competition. Its functions and responsibilities are:

- Ø Supervise all technical aspects of the competition.
- Ø Compile, verify and submit for the approval of the Executive Committee all statistical data related to the competition.
- Ø Control the eligibility and the credentials of the players.
- Ø Inspect the playing fields and practice facilities for the competition.

- Ø Enforce the regulations as written in the tournament regulations.
- Ø In the event of suspended games the Technical Commission will propose the adjustment of the competition schedule in consultation with the BFA Tournament Department. Any changes in the schedule require the final approval of the BFA Executive Director.
- Ø Receive and judge as first instance protests related to technical matters that come from participating teams.
- Ø Rule as first instance in discipline cases on the playing field involving participants, Players, Coaches, Umpires and Officials.

B1.4. At least one international member of the Technical Commission for the tournament is recommended at each game to supervise all technical aspects of the game and the fulfillment of the present rules.

B1.5 At games selected for doping controls, one of the Technical Commissioners appointed for the game shall participate in the selection of athletes for doping control. This will occur at the end of the first half of the fourth innings in the Doping Control Station (unless another location is agreed.) If there is only one Technical Commissioner, then the selection process will be done in the Technical Commissioners area.

B1.6. The name(s) of the Technical Commissioner(s) assigned for each game shall be announced on the list of Officials specifically assigned to the game. The Host Organizing Committee shall provide an English translator at the disposal of the Technical Commission if it is requested. Also, the Technical Commission Members will be seated in reserve seating which is located behind home plate in the first-row seats.

Technical Director

B1.7. The BFA will appoint one member as Technical Director in the Competition.

B1.8. The responsibilities of the Technical Director include:

- Ø Assign the Technical Commission members to daily game supervision.
- Ø Liaise with BFA Umpire Director (or Coordinator) to confirm assignments of Umpires. The final decision belongs to the Technical Director.
- Ø Liaise with Technical members regarding game delays, rescheduling and cancellation to submit jointly a proposal to the Executive Director, who is charged with making the final decision.
- Ø Gather relevant statistical and game report information from Technical Commission members.
- Ø Chair the meetings of the Technical Commission to review problems associated with technical areas of competition and to determine actions related to participants' discipline or team protests.
- Ø Proceed to the final review and approval of competition and practice venues.
- Ø Chair the All-Star Team selection meeting.



Jury of Appeal

B1.9. The BFA will appoint a Jury of Appeal comprising of the chairman, and two (2) other members

B1.10. The Jury of Appeal will be the organ of appeal for fines, judgments, or suspensions dictated by the Technical Commission in the Competition. It will have no application in the judgments dictated by the Technical Commission in cases related to the *Official Baseball Rules*. Only the Technical Commission decisions that are not related to the Rules of the Game may be appealed in front of the Jury of Appeal.

B1.11. A person having the same nationality as the appealing country may not act as a member of the Jury. If this incompatibility occurs, the Executive Director will designate another member.

Umpires

B1.12. The panel of Umpires shall consist of a number of Umpires from various countries together with a sufficient number of Umpires supplied by the host country to make up the total number needed for the competition. All Umpires for the competition must be appointed by the BFA office.

B1.13. The BFA will directly appoint the international Umpires to serve, taking into account the criteria of quality, experience and ability.

B1.14. All BFA umpires selected, including national umpires, will have their cost of lodging, food and per- diems covered by the LOC.

B1.15. Each Umpire must make the commitment to stay for the whole duration of the competition, including the final phase if needed. Failure to abide by this rule by an Umpire from a participating country may result in a fine of up to US\$ 1.000 to the Umpire's National Federation, and/or a suspension of the individual from participation in BFA events.

B1.16. Two umpires of a same participating country may work together in a game, but an Umpire shall not be allowed to take part as Home-plate umpire in a game in which his country is playing. Every attempt will be made in order for umpires, even host team country umpires, not to be assigned to work their countries games if at all possible.

B1.17. At least three (3) umpires will be assigned to each game.

B1.18. The Umpire Director will have sole responsibility of umpire game assignments, subject to the approval of the Technical Director. These assignments must be submitted at least 24 hours prior to next day's game times if at all possible. Umpires will be notified no less than 12 hours before game time of their assignments. No more than two days of assignments will be distributed at anytime during the competition.

B1.19. At the beginning of the competition, an Umpire Pre-Competition meeting will be conducted by the Umpire Director. The Executive Director, the Technical Director, a representative of the LOC, and other selected BFA staff will be requested to attend this meeting. During the competition, a daily umpire meeting will be held as required. The Umpire Director will conduct this meeting.

B1.20. During events the Umpire Director will complete Umpire Evaluation form. Details are available in Umpire program. BFA Umpire Director will be in contact with Technical Commissioners to seek their feedback on the umpires officiating their games.

B1.21. After the completion of the tournament, the Director of Umpires will submit a complete report to the BFA Executive Director.

Scorers

B1.22. The board of Scorers shall be formed with a sufficient number of local scorers to score and register each game officially. The production of a "live" online transmission of the play-by-play of each game will be provided according to the tournament requirement. All Scorers shall be appointed by the Host Federation and have BFA's official approval.



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B1.23. No later than ninety minutes (90) before the start of the game, the Technical Commissioner(s) shall obtain from each Team Manager a tentative line-up and then distribute it to LOC to make copies for the scorers and other appropriate individuals.

B1.24. Each game shall be recorded by two or more Scorers. At the end of each game, the Scorer(s) shall give game results (box-score) to each Delegation, the Executive Director, the Technical Commission members, the members of the Jury of Appeal, and members of the Media. It shall be the duty of the Scorer to compile the averages of defense and offense plays for the players of each team and provide a day-by-day account and circulate these statistics daily to all the above mentioned persons within 24 hours after the game. At the end of the tournament, in accordance with what has been established; the Scorer(s) shall indicate the name of the players who have excelled individually.

Anti-Doping Commissioner

B1.27. The Anti-Doping Commissioner appointed by BFA will oversee the anti-doping program at the event. This will include ensuring that the facilities for doping control are appropriate, overseeing the doping control process, including athlete selection, notification and the sample collection process, and making decisions on any issues arising during this process.

B2. OTHERS

Bat Boys/Girls

B2.1. For all games the bat boys/girls shall be furnished by the Local Organizing Committee. The bat boys/girls of each team shall be kept close to the dugout when the team is at bat. They must be at least 15 years-old, and they must wear uniforms and double-ear flap protective helmets. They are to receive proper training on their functions and responsibilities from the LOC. Infractions may result in ejection of the bat boy/girl. Also teams can bring own bat boys/girls as long as they are in appropriate clothes during games and teams will be responsible for all associated costs.

Interpreters

B2.2. The LOC will assign a person who speaks the language of the team and English, whichever the case might be, to act as interpreter during the games. This person shall be permitted to sit in the dugout of the team to which he/she is assigned. Note: If a coach for the team is also serving as an interpreter, the manager must let the home plate umpire know about this at the pre-game meeting at home plate.

TV Cameramen and Photographers

B2.3. TV cameramen and photographers are allowed to be at restricted areas on the field.

First Aid

B2.4. Medical and first aid attendance shall be available all the time during the competition and practices. LOC is responsible to make sure adequate staff and facilities are assigned to the competition. Adequate staff and facilities are defined as having present a certified first aid attendant with ambulance and doctor on call.



B3. PROTESTS

B3.1. When protest is made by a Team Manager over a suspected misapplication or misinterpretation of *Official Baseball Rules*, it shall be made to the Home plate Umpire according to the *Official Baseball Rules*. When such protest is made, the Home plate Umpire shall stop the game, inform the Team Manager of the opposing team, the Technical Commissioner(s) assigned to work that game, and the audience that a protest has been filed.

B3.2. The protest shall be presented in written form within ten (10) minutes after it was announced to the Head Umpire, indicating the number(s) of the Baseball Rule(s) involved accompanied with 200 USD in cash to the Technical Commissioners assigned to the game who must immediately take a decision. If the protest occurs on the game-ending play, the desire to submit a protest must be announced by the Team Manager or the Delegation Leader to the Technical Commissioner(s) assigned to the game. They will inform the opposing team, the umpires, and the other necessary parties that a protest has been filed. After consultation with the Umpires, a decision will be taken immediately by the Technical Commissioner(s) assigned to work that game. The opposing team must wait for the decision before they leave the playing field.

B3.3. Any decision of the Technical Commissioner(s) *regarding the playing rules* is final and not subject to appeal.

B3.4. When a participating Delegation protests the participation of any *athlete*; the protest shall be presented to the Technical Commission of the Competition prior to the conclusion of the competition.

B3.5. If the protest does not refer to an action of the game, it must be submitted in writing to the Technical Commission, together with the corresponding deposit, explaining the reasons that state for it and the due dispositions that supposedly apply to it.

B4. APPEALS

B4.1. The appeal brief shall be forwarded to a member of the Jury of Appeal, accompanied by a copy of the judgment being appealed, together with 100 USD cash deposit, quoting the rules that the appellant believes have been violated or have not been applied. Only the Technical Commission's decisions that are not related to the rules of the game may be appealed in front of the Jury of Appeal. Technical Commission's decisions related to the rules of the game are final and they can only appeal other items not related to game rules.

B4.2. The time limit to present an appeal is three (3) hours after having received the notification of the judgment to be appealed.

B4.3. Once the appeal has been presented to the Jury of Appeal, the Jury meet immediately after receiving the appeal, and the decision will be made within 12 hours of receiving appeal, knowing that the decision of the Jury could have a bearing on any subsequent games in the competition.

B5. DELIVERY OF NOTICES

B5.1. The Technical Director in cooperation with BFA Headquarter will deliver the fines or ruling communications to the interested parties with acknowledgement of receipt within 24 hours after the incident occurred, making evident the time of delivery for the latter purposes of appealing. Official BFA sheet provided by the Technical Director shall be dully signed by the parties involved and LOC.

B6. GAME PROTOCOL

B6.1. The following ceremony shall be used before and during all matches:

- Ø Before the match begins, the speaker first calls the visiting team (manager and coaches first, then the players in the starting lineup by name, the pitcher in the bullpen and the rest of the roster) on to the field, followed by the home team and then the umpires. The teams shall line up along the foul line, while the umpires stand at home plate.



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- Ø When the teams are lined up, a flag of each country shall be displayed next to its own team and BFA flag in the middle. All flags shall be adequately equipped for first class presentation.
- Ø A 30-45 second version of the national anthems of the two teams shall be played with the teams and umpires lined up. During the national anthems, the team delegation members must show a respectful posture with hats removed and refrain from talking, laughing, spitting, eating and drinking.
- Ø Music and sound effects should be used prior to, during and after each game in order to enhance a sense of cultural diversity and international competition. After the anthems and before the match starts, time shall be made available for any prize-giving, special recognition or announcement of special guests.

B6.2. Opening ceremony

B6.2.1 Opening ceremony will take place 45-60 minutes before the beginning of the first game as follows:

- a) Parade and presentation of all teams participating in the competition (can be limited to an official representation of the team). Each team shall carry his own flag and a member of the organization shall carry a sign with the name of the country.
- b) Parade and presentation (non-nominal) of the competition Officials (can be limited to a representation with at least one per estate).
- c) Raising of the BFA flag.
- d) Athletes' oath. A player of the local team shall proceed on behalf of all the participating athletes. The text of the oath which cannot be modified under any circumstances, shall be as follows: *«On behalf of all the players I vow to take part in (full name of the competition including its ordinal number) in accordance with its rules, accepting all decisions made by the umpires and officials and in competing with all our strength to win through sportsmanship for the glory of international Baseball and the honor of our teams».*
- e) Umpires' oath. An umpire of the crew assigned to the competition shall proceed on behalf of all the officiating umpires. The text of the oath which cannot be modified under any circumstances, shall be as follows: *«In the name of all the umpires and officials, I swear that we shall officiate in <ordinal number> BFA U18 Baseball Championship with complete impartiality, respecting and abiding by the rules which govern it in the true spirit of sportsmanship».*
- f) Competition inaugural declaration. The BFA President, and in his absence his representative, declares the competition opened with the following words: *«In the city of... (name of the city), in... (name of the country), today... (day, month, year), on behalf of the Baseball Federation of Asia, I have the honor to declare the (full name of the competition including its ordinal number) open».* If the Head of State or Prime Minister of the host country personally attends the ceremony, and the BFA President or his representative consider it appropriate under the circumstances, this latter can invite the former to pronounce the competition inaugural declaration, in which case the following protocol shall be followed: the BFA President or his representative shall publicly address the Head of State or the Prime Minister with the following words: *«Mr. ... (or Mrs, or his/her corresponding title) on behalf of the Baseball Federation of Asia I have the honor to invite you to declare this competition open».* Then, the first authority shall pronounce the following words: *«In the city of... (name of the city), in... (name of the country), today... (day, month, year), I declare the (full name of the competition including its ordinal number) open».*
- g) Further to the inaugural declaration, the national anthem of the host country shall be played and, at the end of which the Ceremony shall be over.



B6.2.2. The Organizing Committee may plan to insert as a part of the Opening Ceremony a sports, cultural or artistic show which shall take place after the parade of participants. In any case this part shall not exceed more than thirty (30) minutes and shall first be approved by the BFA, as indicated in the Competitions General Rules.

B6.2.3. If on the Organizing Committee's side there is a plan to hold a first pitch ceremony before the first game of the competition, then the throw corresponds to the BFA President or his representative according to the following protocol:

The BFA President or his representative, accompanied by the President of the Organizing Committee and the Head of Protocol of the BFA shall enter the field and proceed to the mound. Once there, the BFA President shall receive from the hands of the Organizing Committee's President, the glove and the ball to throw. The catcher of the local team and the chief umpire shall be standing at the home-plate, both in position. The chief umpire shall shout «play ball!» and the BFA President shall throw the ball to the catcher. When the latter receives the ball the chief umpire shall shout «strike!».

If a high authority of the host country or a world personality takes part in this competition, and the BFA President or his representative consider it convenient under such circumstances to invite him to throw the first pitch, the protocol previously defined shall be followed. The BFA President or his representative shall hand the glove and the ball to the personality to allow him to throw.

B 6.3. Closing ceremony

B 6.3.1 After the end of the gold medal final, the awards shall be prepared and a closing ceremony will take place as follows :

a) Parade of the teams classified in the first three places of the competition (entire teams). A member of the organization shall carry a sign with the name of the country. The players of the other teams who shall receive individual awards shall also parade in a single group. The BFA flag, carried by members of the Organizing Committee shall open the parade. During the duration of the Ceremony, the BFA flag shall be raised in a place of honor.

b) The distribution of the trophies shall end with the national anthem of the winning country, at the same time as the flag is being raised to the honor mast.

c) Then, the President of the Organizing Committee shall hand the BFA flag to the BFA President or to his representative who, in his turn, shall give it to the President of the National Federation who shall host the next championship.

d) Acknowledgements and competition closing statement. The BFA President and in his absence his representative, shall thank and declare the competition closed with the following words: *«On behalf of the Baseball Federation of Asia, and particularly on behalf of all the participants, I wish to express our gratefulness to the Federation (full name of the host national Federation) and to the Organizing Committee of this competition. We particularly thank all the volunteers for their collaboration, since without their participation; it would not have been possible to run the competition. We also wish to thank the authorities accompanying us for their help given to the Organizing Committee and to our sport, and to all of you who represent the esteemed nation of (name of the host country). Last, allow me on behalf of the Baseball Federation of Asia to officially declare the... (full name of the competition, including its ordinal number) closed. Thank you very much».*

B 6.3.2 The Organizing Committee may plan to insert as a part of the Closing Ceremony a sports, cultural or artistic show, which shall take place before the parade of participants for the awards. In any case this part shall not exceed more than thirty (30) minutes and shall first be approved by the BFA as indicated in the Competitions General Rules.

B 6.3.3 In some competitions, whenever it is convenient for the BFA and/or Organizing Committee's interest, in a common agreement of both parties which shall be explicitly included in the competition contract, the Opening a/o Closing Ceremonies may be reduced or shortened with the suppression of some items. If there is no indication in the contract to this regard, the Ceremony shall take place as stated in these Rules.



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B7. COMPETITION SYSTEM

8-Team Format

Preliminary Round

2 groups of 4 Teams (1, 2), will play all vs. all, with top 2 teams from each group advancing to the Super Round. In case of a tie, see tie-breaking system. Bottom 2 teams from each group will go to the consolation round.

Super Round

The first 2 teams of group A after Preliminary Round will play all vs. all with the first 2 teams of group B. At the end of this round, the teams to play in Finals will be determined based upon the results of Preliminary Round between 2 qualified teams as well as the Super Round games. (1 game from Preliminary Round and 2 games of Super Round). Game results of Preliminary Round games between two qualified teams will carry over to Super Round.

The 3rd & 4th Place of group A after Preliminary Round will play all vs. all with the 3rd & 4th Place of group B.

Finals

The teams will play in the Final Round in the following manner:

- 1st and 2nd places after the Super Round will play Gold medal game;
- 3rd and 4th places after the Super Round will play Bronze medal game.

C. TECHNICAL ASPECTS

C1. UNIFORMS

C1.1. The Home Team shall have preference to wear the colours of their national uniform, and the Visiting Team shall wear a colour that cannot get confused with the other one. The final decision on the colours to be worn by each Team on each game will be made at the Pre-Competition Technical/Organizational Meeting. The home team shall wear a light colour (ie. white, gray) uniform tops and the Visiting team a shirt of dark color. There will be no changes allowed to the established uniforms without prior approval of the Technical Commission. If any team requests a change to uniform color, the said request must be submitted in writing to the Technical Commission, and the Technical Commission will also communicate to the team its decision (whether approved or disapproved) in writing.

C1.2. All players must wear a specified and different number on the back of the uniform. Each player will keep the same number during the competition. The numbers cannot be changed during the competition unless exceptional circumstances justifying such changes arise. In any case no numbers can be changed on the uniforms without the previous approval by the Technical Commissioners of the game. If any changes to uniform numbers are approved, then Technical commissioners of the game will hand in both teams in writing such notice prior to the start of the game. Uniform numbers must be chosen from 1 to 99.

C1.3. The participants shall fulfil the following regulations with regard to the trademark of the manufacturers and the advertising on the uniforms and material. These items will be checked by members of the Technical Commission upon arrival of that team in the host country. A designated time and location will be determined to check all the following items:

a) Manufacturer trademark

The manufacturer trademark, i.e. indication of the name, a design, a mark, a logo or any other distinguishing mark of the manufacturer of the item, may only appear once on each item and should not exceed the following sizes:

- Ø Uniform and any kind of clothing: Each side of manufacturer trademark should not be longer than 10 cm and the dimension shall not be larger than 20 cm².
- Ø Shoes: All footwear items may carry the Identification as generally used on products sold through the retail trade during the period of 12 months prior to the tournament.
- Ø Equipment of play: The manufacturer trademark should not exceed 10% of the total surface of the material visible during the competition and in any case up to a maximum of 60 cm².
- Ø Bag: The manufacturer trademark should not exceed 10% of the total surface of the material visible during the competition and in any case up to a maximum of 60 cm².
- Ø Accessories (cap, helmet, glasses, batting glove, wrist band, etc.): 6 cm².

b) Advertising

Advertising is allowed on the uniforms, previously authorized by the BFA, with the following restrictions:

- Ø Any kind of religious, political or racial advertising is banned, as well as any other advertising, which may be considered as contrary to the image of BFA.
- Ø Just one and only the same designer or sponsor may appear in all the uniform and accessories. The only exception will be the own BFA sponsor, if any.

In any case the advertising should not exceed the following sizes:



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- Ø Shirt: up to 120 cm² on the left sleeve. The right sleeve is reserved for the BFA advertising if any. No advertising is allowed either in the chest or in the back.
- Ø Jacket: up to 120 cm² on the left sleeve. The right sleeve is reserved for the BFA advertising if any.
- Ø Cap: Up to 35 cm² on the left side. The right side is reserved for the BFA advertising if any. The entire item on cap is considered advertising and will be subject to the dimension above.
- Ø Helmet: Up to 35 cm² on the left side. The right side is reserved for the BFA advertising if any. The entire sticker (or any other material used to place advertising) on helmet is considered advertising and will be subject to the dimension above.
- Ø Other clothing or items: not authorized.

The design and/or name of the advertising or sponsor to appear on the uniform, or any other authorized accessory, should be reported to the BFA at latest thirty days (30) prior to the beginning of the competition and must be authorized by the BFA in writing. Non-authorized advertising may not be allowed and subject to removal.

C2. COMPETITION VENUES

C2.1. All competition facilities shall fulfil the requirements established by the BFA and will be subject to inspections by BFA representatives to verify their use during the official competitions.

C3. GROUND RULES

C3.1. Ground rules related to the stadium(s) will be proposed by the Local Organizing Committee before the start of the competition and approved by the Technical Director. These rules shall be printed in English and the language of the host country and distributed to all Team Managers and Umpires and discussed thoroughly at the Pre-competition Technical/Organizational Meeting. In addition, copies of the Ground Rules shall be posted in both dugouts of all competition sites. Ground rules shall be prepared by the LOC prior to the arrival of the Technical Director and Umpire Director and shall be completed after their site inspection before the technical organizational meeting.

C4. DUGOUT

C4.1. At all the games the home team will be located at 3rd base dugout and the visiting team in the 1st base dugout.

C4.2. Only credentialed personnel (staff, delegation members, translators, uniformed players, and uniformed coaches) will be allowed to stay in the dugout. A maximum of thirty (30) will be permitted. There are no exceptions to this rule. It shall be the responsibility of the Technical Commissioners assigned to the game to make sure that unauthorized persons do not occupy the dugout and that all the authorized persons stay inside the dugout during the game. More than this number of people in the dugout will not be permitted, and teams in violation of this rule subject themselves to fines from the Technical Commission.

C4.3. No communication between any personnel in the dugout and those in the stands should take place during the games. The communication with bullpens is allowed and is considered as exception to this rule.



C5. PRACTICE SCHEDULE

Pre-Competition Practice

C5.1. The Local Organizing Committee in conjunction with BFA Office, shall set up a pre-competition schedule for all teams. This practice should be a two-hour period and should be arranged upon request from teams. If more than one stadium is to be used, teams will be assigned to respective timeframes in accordance to team's arrival time where applicable. Assignments and schedule shall be made available to the teams prior to their arrival at the competition.

Pre-Game Practice

C5.2. The Technical Commission shall determine the site(s) of practice together with the BFA and LOC.

- If held on the field of play:

- a) First game of the day, starting 2 hour 10 minutes before game time:
 - 40 minutes Home team BP
 - 40 minutes Visiting Team BP
 - 10 minutes infield maintenance (just drag infield)
 - 10 Minutes Home team Infield
 - 10 minutes Visiting team infield
 - 10 minutes Field Maintenance
 - 7 minutes Pre-Game Ceremony (Anthems, etc.)
 - 3 minutes Pitcher Warm Up.

Examples

Game start at h. 15:00	
h. 12:50	Batting Practice Home Team
h. 13:30	Batting Practice Visitor Team
h. 14:10	Maintenance
h. 14:20	Infield Practice Home Team
h. 14:30	Infield Practice Visitor Team
h. 14:40	Maintenance
h. 14:50	Pre-game ceremony
h. 14:57	Pitcher warm-up
h. 15:00	PLAYBALL!

Game start at h. 16:00	
h. 13:50	Batting Practice Home Team
h. 14:30	Batting Practice Visitor Team
h. 15:10	Maintenance
h. 15:20	Infield Practice Home Team
h. 15:30	Infield Practice Visitor Team
h. 15:40	Maintenance
h. 15:50	Pre-game ceremony
h. 15:57	Pitcher warm-up
h. 16:00	PLAYBALL!

Game start at h. 18:00	
h. 15:50	Batting Practice Home Team
h. 16:30	Batting Practice Visitor Team
h. 17:10	Maintenance
h. 17:20	Infield Practice Home Team
h. 17:30	Infield Practice Visitor Team
h. 17:40	Maintenance
h. 17:50	Pre-game ceremony
h. 17:57	Pitcher warm-up
h. 18:00	PLAYBALL!

Game start at h. 20:00	
h. 17:50	Batting Practice Home Team
h. 18:30	Batting Practice Visitor Team
h. 19:10	Maintenance
h. 19:20	Infield Practice Home Team
h. 19:30	Infield Practice Visitor Team
h. 19:40	Maintenance
h. 19:50	Pre-game ceremony
h. 19:57	Pitcher warm-up
h. 20:00	PLAYBALL!

b) Additional games of the day:

As soon as the previous game is completed, the groundskeepers shall begin to repair the field. When the head groundskeeper announces the field is ready, if two (2) hours and ten (10) minutes or more remain until next game time, the schedule indicated in a) shall prevail. If less than two (2) hours and ten (10) minutes remain, the time from that moment



until forty (40) minutes prior to game time shall be divided equally between the Home team and Visiting team for batting practice. If less than forty (40) minutes remain prior to the scheduled start of the game, there will be no batting practice on the field.

Note: The TC will be present and is the final authority on how these procedures will take place.

- If held on alternate field(s):

The starting time shall be determined by the length of time needed to get the team from the batting practice site to the competition site, making sure that the team arrives at least fifteen (15) minutes before they are scheduled to take infield practice.

The Home team will hit first for forty (40) minutes followed by the Visiting team for forty (40) minutes.

If two batting practice sites are used, the teams may be scheduled for practice simultaneously.

Infield practice will be held at the competition site as outlined in C5.2a.

If batting cage is available, then Technical commissioners assigned to the game will distribute equal time to both teams.

C5.3. Note that while batting practice prior to the game is for forty (40) minutes, it certainly can be less if a team desires. This does not, however, mean that the other team can hit for a longer period of time. Moreover, teams are not permitted to stretch, warm up, or be near the batting cage until BP for the other team is over. Teams should warm-up in an area outside the baseball field during this time. If no viable warm-up area exists (this will be the discretion of the Technical Commissioner), then teams are permitted to go to the far right or left field area during BP to warm-up during the other teams batting practice time. Should they do so, teams should provide someone to protect the players from getting hit baseballs during the batting practice time. The Technical Commissioner will be on site to assist with any difficulties during this time.

C5.4. Each team will be allowed ten (10) minutes for infield practice before the beginning of the game. Forty (40) minutes before the official game time, the Home team may take a pre-game infield and outfield practice. Thirty (30) minutes before the official game time, the Visiting team may take pre-game infield and outfield practice. Twenty (20) minutes prior to official game time, the field will be made available to the maintenance crew.

C6. STARTING LINE-UP

C6.1. Team Managers shall compulsorily present a tentative line-up to the Technical Commissioner(s) at least ninety (90) minutes before the scheduled start of the game. This line-up is for information purposes only and whether the games are televised or not shall be duly communicated from the BFA staff onsite in advance. This line-up shall include the name, uniform number, and field position of each player in the starting batting order plus the pitcher. All other players on the approved roster (FTR) will be considered as possible substitutes for all the games. The official line-up will be given to the Home-plate Umpire at the meeting at home-plate immediately prior to the start of the game. A copy of the official line-up shall be given to the opposite Team Manager, the Scorer(s) and Technical Commissioner(s) in charge of the game. The preliminary line-up is an important document and should not be misused. If there are changes between the preliminary and starting lineup, it must be announced directly to the Technical Commissioner in charge of the game and to the opposing team. An injury or other extraordinary reason should be the only reason for changes in the preliminary lineup. Abuses in this regard will not be viewed lightly and are subject to fines from the Technical Director.

C6.2. Teams will announce to the other teams whether they will be starting a right-handed or a left-handed pitcher. Such information should be provided to the opposing Team Manager no later than ninety (90) minutes before the start of the game. However, it is recommended that such information is shared with the opposing Team Manager as soon as the teams arrive at the ballpark.

C7. PLAYING RULES AND PACE OF PLAY

Official Baseball Rules

C7.1. All games will be played under the event year of the *Official Baseball Rules* and *Baseball Umpire Manual Procedures and Interpretations* unless noted in this section.



Designated Hitter

C7.2. The designated hitter shall be accepted.

Bat

C7.3. The players can only use one-piece wooden bats that are included in the Official WBSC Baseball Division approved-wood bat list published in the current year.

C7.4. Use of composite bats is prohibited (composite bats refer to wood bats wrapped with fiberglass or other components or a combination of pieces rather than one solid piece of wood - these bats would **not be permitted to be used**).

Protective Equipment

C7.5. Double ear-flap helmet is mandatory for the hitters and base-runners and it is also recommended that base coaches wear the skull caps. For catchers including warm-up and bullpen catchers, wearing protective gear is required.

Note: the skull caps for coaches is not required, only recommended.

Run difference Rule

C7.6. If a team is losing by fifteen (15) or more runs after having batted at least in five (5) innings, the game is ended at that point. If a team is losing by ten (10) or more runs after having batted at least in seven (7) innings, the game is ended at that point. However, mercy rules will not apply to the Championship game while it is enforced for the Bronze medal game.

BFA Exceptions to the Official Rules of Baseball

C7.7. The need to speed-up the play of international competition games must be constantly stressed to the Umpires, Team Managers and Coaches, and the following rules must be constantly enforced in an effort to keep the game moving quickly:

- a) In the event of inclement weather or other unforeseen conditions, the Technical Commissioners assigned to the game will have the responsibility of determining the start of a game. (Note: exception to *Official Baseball Rules* 4.04, ex 3.10).
- b) The 12-second rule for the pitcher must be enforced at all time during the game (without runners on base). Teams shall be directed to have a catcher ready to warm-up the pitcher as soon as an inning is completed. As stated in *Official Baseball Rules* 5.07, ex 8.04, pitchers have 12 seconds to pitch with no runners on base.
- c) The pitcher shall complete five (5) warm-up pitches between innings and the Home-plate Umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the Umpire may terminate them and call "Play Ball". If the game is televised live, the Umpire Director will confirm the number of pitches and/or duration of warm-up pitches between innings.
- d) When a batter hits a home run, members of his team shall not be allowed to touch the hitter until he has passed the home plate. Failure to observe this rule will result in a warning to the Team Manager and if it occurs again the Team will be fined and the Team Manager shall be ejected from the game.
- e) Coaches shall be allowed three free trips to the mound during the game to talk with the pitcher (free trip is one in which the pitcher is not removed from the game). These meetings shall be limited to 45 seconds from the moment the Umpire calls "Time". (Note: the second base umpire will be carrying a stopwatch). After the third free trip, each subsequent trip to the mound shall result in the removal of the pitcher. If the game goes into extra innings, trips not done during the game will not be accumulated and only one additional free trip shall be allowed for each three (3) extra innings. Two trips to the mound in the same inning to the same pitcher must result in the removal of the pitcher. Coaches that are going to make multiple changes involving the pitcher after the two options mentioned above (after the three free trips or for the second

visit in an inning) must go to the home plate umpire to state their changes prior to going to the mound or their moves are invalid and the pitcher must be removed from the game.

- f) Teams are allowed a maximum of 3 "offensive meetings" per game. An "offensive meeting" shall be charged any time a Coach delays the game for any length of time to talk with an offensive player; whether it is the hitter, a base-runner, an on-deck batter going to the plate, or to another Coach. If the game goes to the extra innings, "offensive meetings" not done during the game will not be accumulated and only one additional "offensive meeting" shall be permitted for each three (3) extra innings. Failure to observe this rule will result in a warning to the Team Manager and if it occurs again the Team will be fined and the Team Manager shall be ejected from the game. No offensive trip will be charged if the offense discusses strategy during a delay for which they are not responsible (e.g. trip to the mound, injury, player change, etc.) proving they cause no further delay.
- g) The "between innings infield clean-up" that has become common for many stadiums in the 5th innings will be limited to a maximum of four (4) minutes during the competition.
- h) Collision Rule
The BFA is concerned about unnecessary and violent collisions primarily with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
 - I. Whether the collision by the runner was avoidable (could the runner have reached the plate without colliding) or unavoidable (the runner's path to the plate was blocked);
 - II. Whether the runner actually was attempting to reach the plate or attempting to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball; or
 - III. Whether the runner was using flagrant contact to maliciously dislodge the ball.

PENALTY:

- Ø If the runner attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.
 - Ø If the fielder blocks the path of the base runner to the plate, the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the plate.
 - Ø If the flagrant or malicious contact by the runner was before the runner's touching the plate, the runner shall be declared out and also ejected from the contest. The ball shall be declared dead immediately. All other base runners shall return to the bases they occupied at the time of the pitch.
 - Ø If the contact was after a preceding runner had touched home plate, the preceding runner will be ruled safe, the ball becomes dead immediately and all other base runners will return to the base they had last touched prior to the contact.
 - Ø If the runner is safe and the collision is malicious, the runner shall be ruled safe and ejected from the game.
2. If the defensive player blocks the plate or base line clearly without possession of the ball, obstruction shall be called. The umpire shall point and call, "That's obstruction." The umpire shall let the play continue until all play has ceased, call time and award any bases that are justified in Official Baseball Rules 6.01(h)(2). The obstructed runner is awarded at least one base beyond the base last touched legally before the obstruction.
 - Ø If the base runner collides flagrantly, the runner shall be declared safe on the obstruction, but will be ejected

- Ø from the contest. The ball is dead.
- Ø If the runner’s path to the base is blocked and all stipulations above are fulfilled, it is considered unavoidable contact.

i) Extra-Inning Rule:

If the game remains tied after the completion of nine (9) innings, the following procedures will be implemented during extra innings:

- Each team will begin the 10th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The lineup will continue as in any other inning. For example, if the 9th inning ends with the #8 hitter having the last plate appearance (PA), the 10th inning begins with the #9 at bat and 2B runner is the #7, and 1B runner is the #8 in the lineup.
- With the exception of beginning the inning with runners on 1B and 2B with no one out, all other “Official Baseball Rule ” and “BFA Tournament Regulations” will remain in effect during extra innings required to determine a winner.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning (if needed) will remain in effect until a winner is determined.

j) Pitch count:

Each pitcher must observe a day(s) rest as follows:

- 1 - 49 no rest
- 50 - 104 1 day
- max 105 4 days

The Technical Commissioner will ultimately determine the accurate pitch count by using all the information gathered from the official scorers plus his own work and render any final decisions on protests.

Note:

1. Pitch count is to be accurately recorded by official scorers and non active players will be listed in a daily report.
2. Pitch count thrown by the same pitchers in games on the same day will be added to determine non active pitchers.
3. If the pitcher throws two consecutive days and his pitch count exceeds fifty (50) pitches, he cannot pitch three (3) consecutive days- must have one (1) day of rest. If pitch count is under fifty (50) after two consecutive days pitcher can pitch the third day in a row..
4. Pitcher cannot pitch on four (4) consecutive days. At least one (1) day of rest is required after pitching three (3) straight days.
5. Violating pitch count rules will cause the suspension of the Team Manager when the violation is brought to the attention of the Home Plate Umpire by the opposing team and approved by the Technical Commissioner. After Such a suspension, the said Team Manager will also be suspended for the next scheduled (including possible re- scheduled games) game of the team in the same competition.
6. If a pitcher reaches the max number of pitches, he is allowed to finish the same batter.
7. When a pitcher reaches any of the thresholds as per the Rule C7.7(j), he may not play as a pitcher according to the corresponding rest day(s), however he is allowed to play as a position player during such rest.

Example of Pitch count Rule.

Pitcher	DAY					
	1	2	3	4	5	6
Pitcher 1	30					
Pitcher 2	30	20	X			
Pitcher 3	15	20	10			
Pitcher 4	10	10	10	X		
Pitcher 5	60	X				



Pitcher 6	105	X	X	X	X	
	= pitcher availability					
55	= sample number of pitches					
X	= mandatory rest day pursuant to BFA U18 Baseball Championship rules					

C7.8. No Courtesy Runners are permitted in the competition.

C8. COMPETITION GAME SCHEDULE

C8.1. Once the competition game schedule has been approved by the BFA, it becomes inviolable and can only be amended further to a new decision of the BFA itself. Nevertheless, if during the competition there are reasons unforeseen in these norms and an amendment to the schedule would be necessary, changes to the game schedule could be done through a joint proposal of the Competition’s Technical Commission and the Local Organizing Committee to the BFA Executive Director, who is the only person entitled to sanction an amendment. The BFA Executive Director shall officially approve the new game schedule in writing before being released to all participants.

C9. SUSPENDED GAMES

C9.1. In case a game is stopped because of weather, curfew or other reason, the following will apply: before a contest becomes a regulation game, it is not an official game and shall be resumed at the exact point of suspension.

C9.2. After it becomes a regulation game, it is ruled a complete game.

C9.3. When it is tied or when the visiting team takes the lead in an uncompleted inning, and after it has become a regulation game, it shall be ruled a suspended game and shall be resumed at the exact point of suspension and played to a completion. The scheduling of completion of suspended game shall be given priority by Technical Commission in order to complete it as soon as possible.

C9.4. All suspended, tied or games not played shall be re-scheduled by the Technical Commission and the BFA Headquarter in order to resume them following the suspension order if applicable. The new schedule has to be officially approved in writing by the Executive Director before being released to all participants.

C9.5. If there are difficulties concerning the closing date, only the games necessary to establish the final positions of the first three teams will be re-scheduled. No team shall be asked to play more than two games on the same day, unless the case warranted by exceptional circumstances and agreed upon by both teams affected by this measure. Would the exceptional circumstances persist and would any of the involved teams refuse to play two games on the same day, the Executive Director



has the authority officially to determine whether they must play or not and the team or teams will be under the obligation to do it if the decision of the Executive Director establishes it as to be so. If the team or teams do not agree to play, they will lose the game by forfeit to appear.

C9.6 A game is considered a regulation game if five innings have been completed and the umpire calls the game. In all BFA sanctioned events, the umpires must wait a minimum of 60 minutes – and no more than ninety (90) minutes -- before making a decision about whether to call the game and make it become a regulation game.

C9.7. If a play is in progress at the moment of a failure of the field's lighting system and an additional action is impossible, the game is considered suspended. Whenever the lights are restored, the game shall continue in the same situation that existed at the beginning of the play which was interrupted due to lack of lighting.

C10. SUPER ROUNDS AND FINALS

C10.1. Establishing home and visitor teams in Finals, and in Super Round games shall be done by the drawing of lots if the standings of the Opening Round are equal (ex: 1st from pool A vs 1st from pool B). However, teams with higher seed in the Opening Round should be given home team (ex: 1st from A vs 2nd from B, then 1st from A will be home team).

C11. TIE BREAKING

All ties after the Opening Round will be settled as follows (in order):

The ranking of the teams after the round robin shall be according to the win-loss record of all the games played. All ties after Opening Round, Super Round and Finals shall be settled in the order of the following list. That is, if criteria (1) does not break the tie, then it is no longer considered the criteria capable of breaking the tie, and the next criteria (2) will be used. This logic continues through the list, in order, until the tie is broken:

1. The team that won the game(s) between the teams tied shall be given the higher position.
2. Team's Quality Balance (TQB) and game results between teams tied.

Note: If three or more teams are tied and when criterion 1 does not break a tie, a team or teams with lower TQB will be eliminated so that criterion 1 can break the tie between the teams.

3. The team that has the best Earned Runs Team's Quality Balance (ER-TQB).
4. Highest batting average in games between the teams tied.
5. A coin flip.

Six Examples of the application of the Tie Breaker Criteria.

Scenario 1:

Game 1: Team A – Team B 5 – 4
 Game 2: Team D – Team E 9 – 1

Standings after single round robin:

Team A	3 Won, 1 Lost	*
Team B	3 Won, 1 Lost	*
Team C	2 Won, 2 Lost	
Team D	1 Won, 3 Lost	*
Team E	1 Won, 3 Lost	**

* Criterion 1: Team A finishes higher than Team B, because of the result of game 1.



** Criterion 1: Team D finishes higher than Team E, because of the result of game 2.

Scenario 2:

Game 1: Team A – Team B 5 – 4 (8 ½ innings)
 Game 2: Team C – Team A 2 – 0 (8 2/3 innings)
 Game 3: Team B – Team C 8 – 2 (8 ½ innings)

Standings after single round robin:

Team A 3 Won, 1 Lost *
 Team B 3 Won, 1 Lost *
 Team C 3 Won, 1 Lost *

* Criterion 1: No decision between any of the teams A, B and C.

Criterion 2: Team C is with lowest TQB and therefore Team C is considered the 3rd place. Team A won the game against Team B based on Game 1 result. Therefore, Team A finishes higher than Team B. Team A is 1st place, Team B is 2nd and Team C 3rd place.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	5	17	0.2941	6	17.67	0.3396	-0.0454
B	12	17	0.7059	7	17	0.4118	0.2941
C	4	17.67	0.2264	8	17	0.4706	-0.2442

Team B: 12 runs scored in 17 offensive innings = 0.706; 7 runs allowed in 17 defensive innings = 0.412 TQB = 0.294

Team A: 5 runs scored in 17 offensive innings = 0.294; 6 runs allowed in 17.67 defensive innings = 0.339 TQB = -0.045

Team C: 4 runs scored in 17.67 offensive innings = 0.226; 8 runs allowed in 17 defensive innings = 0.471 TQB = -0.244

Scenario 3:

Game 1: Team A – Team B 6 – 4 (8 ½ innings)
 Game 2: Team A – Team C 0 – 2 (9 innings)
 Game 3: Team B – Team C 8 – 2 (8 ½ innings)

Standings after single round robin:

Team A 3 Won, 1 Lost *
 Team B 3 Won, 1 Lost *
 Team C 3 Won, 1 Lost *

* Criterion 1: No decision between any of the teams A, B and C.

Criterion 2: Team C is with lowest TQB and therefore Team C is considered the 3rd place. Team A won the game against Team B based on Game 1 result. Therefore Team A finishes higher than Team B. Team A is 1st place, Team B is 2nd and Team C is 3rd place.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	6	17	0.3529	6	18	0.3333	0.0196
B	12	17	0.7059	8	17	0.4706	0.2353
C	4	18	0.2222	8	17	0.4706	-0.2484



Team B: 12 runs scored in 17 offensive innings = 0.706; 8 runs allowed in 17 defensive innings = 0.471 TQB = 0.235

Team A: 6 runs scored in 17 offensive innings = 0.353; 6 runs allowed in 18 defensive innings = 0.333 TQB = 0.019

Team C: 4 runs scored in 18 offensive innings = 0.222; 8 runs allowed in 17 defensive innings = 0.471 TQB = -0.248

Scenario 4

Game 1: Team A – Team B 3 – 4 (11 2/3 innings)

Game 2: Team A – Team C 8 – 5 (9 2/3 innings)

Game 3: Team B – Team C 3 – 7 (9 innings)

Standings after single round robin:

Team B 3 Won, 1 Lost *

Team C 3 Won, 1 Lost *

Team A 3 Won, 1 Lost *

* Criterion 1: No decision between any of the teams A, B and C.

Criterion 2: Team B is with lowest TQB and therefore ranked 3rd. Team A won the game against Team C and therefore Team A is ranked 1st and Team C is 2nd.

Team	Runs Scored	Of. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	11	21.67	0.5076	9	21.67	0.4153	0.0923
B	7	20.67	0.3387	10	21	0.4762	-0.1375
C	12	19	0.6316	11	18.67	0.5892	0.0424

Team A: 11 runs scored in 21.67 offensive innings = 0.507; 9 runs allowed in 21.67 defensive innings = 0.415 TQB = 0.092

Team C: 12 runs scored in 19 offensive innings = 0.632; 11 runs allowed in 18.67 defensive innings = 0.589 TQB = 0.042

Team B: 7 runs scored in 20.67 offensive innings = 0.338; 10 runs allowed in 21 defensive innings = 0.476 TQB = -0.137

Scenario 5:

Game 1: Team A – Team B 7 – 4 (8 ½ innings), in earned runs 3 – 4

Game 2: Team B – Team C 7 – 4 (8 ½ innings), in earned runs 5 – 2

Game 3: Team C – Team A 7 – 4 (8 ½ innings), in earned runs 5 – 1

Standings after single round robin:

Team A 3 Won, 1 Lost *

Team B 3 Won, 1 Lost * **

Team C 3 Won, 1 Lost * **

* Criterion 1: No decision between any of the teams A, B and C.

Criterion 2: No decision between any of the teams A, B and C.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	11	17	0.6471	11	17	0.6471	0.0000
B	11	17	0.6471	11	17	0.6471	0.0000
C	11	17	0.6471	11	17	0.6471	0.0000



Criterion 3: Team B finishes higher than Team C and Team A because of the TQB in games 1, 2 and 3.

Team	Earned Runs Scored	Offens. Innings	Ratio	Earned Runs Allowed	Def. Innings	Ratio	ER-TQB
A	4	17	0.2353	9	17	0.5294	-0.2941
B	9	17	0.5294	5	17	0.2941	0.2353
C	7	17	0.4118	6	17	0.3529	0.0588

Team B: 9 ERruns scored in 17 offensive innings = 0.529; 5 ERuns allowed in 17 defensive innings = 0.294 TQB = 0.235

Team C: 7 ERuns scored in 17 offensive innings = 0.412; 6 ERuns allowed in 17 defensive innings = 0.353 TQB = 0.059

Team A: 4 ERuns scored in 17 offensive innings = 0.235; 9 ERuns allowed in 17 defensive innings = 0.381 TQB = -0.294

Scenario 6:

- Game 1: Team A - Team B 5 - 4 (9 innings)
- Game 2: Team B - Team C 5 - 0 (8 ½ innings)
- Game 3: Team C - Team D 8 - 4 (8 ½ innings)
- Game 4: Team D - Team E 9 - 0 (8 ½ innings)
- Game 5: Team E - Team A 5 - 2 (8 ½ innings)
- Game 6: Team A - Team C 1 - 3 (9 innings)
- Game 7: Team B - Team D 3 - 5 (9 innings)
- Game 8: Team C - Team E 1 - 3 (9 innings)
- Game 9: Team D - Team A 0 - 8 (9 innings)
- Game 10: Team E - Team B 3 - 7 (9 innings)

Standings after single round robin:

Team A	2 Won, 2 Lost	*	
Team B	2 Won, 2 Lost	*	
Team C	2 Won, 2 Lost	*	**
Team D	2 Won, 2 Lost	*	**
Team E	2 Won, 2 Lost	*	

* Criterion 1: No decision between any of the teams A, B, C, D and E.

Criterion 2: Team E is lowest TQB. However Criterion 1 does not break the tie among A, B, C and D.

Team C, D and E are with lower TQB's and Team A and B are considered for first two places.

Based on the result of game 1, Team A is given 1st place and Team B is 2nd.

Team E is with lowest TQB among Team C, D and E and therefore is ranked 5th. Team C and D are considered for 3rd and 4th places and based on the result of game 3, C is given 3rd place and D is 4th.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	16	36	0.4444	12	35	0.3429	0.1016
B	19	35	0.5429	13	36	0.3611	0.1817
C	12	35	0.3429	13	35	0.3714	-0.0286
D	18	35	0.5143	19	35	0.5429	-0.0286
E	11	35	0.3143	19	35	0.5429	-0.2286

Team B: 19 Runs scored in 35 offensive innings = 0.542; 13 Runs allowed in 36 defensive innings = 0.361 TQB = 0.181



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Team A: 16 Runs scored in 36 offensive innings = 0.444; 12 Runs allowed in 35 defensive innings = 0.342 TQB = 0.101

Team C: 12 Runs scored in 35 offensive innings = 0.342; 13 Runs allowed in 35 defensive innings = 0.371 TQB = -0.028

Team D: 18 Runs scored in 35 offensive innings = 0.514; 19 Runs allowed in 35 defensive innings = 0.542 TQB = -0.028

Team E: 11 Runs scored in 35 offensive innings = 0.314; 19 Runs allowed in 35 defensive innings = 0.542 TQB = -0.228

C12. ALTERNATE DETERMINATION OF CHAMPION

C12.1. In case of rain during the Super Round and/or Finals, it will proceed as follows:

- a) If rain prevents the playing of all the Super Round and/or Finals, an extra day will be used to permit the top finishers from each of the Opening Round groups to play a game or games to determine the title.
- b) If rain disrupts the Super Round and/or Finals before completion, all efforts will be made to determine a champion by playing only the game(s), which remain to determine the title. If a decision regarding a medal must be made without playing a game, the tie breaking criteria from C-11 shall apply. The same procedure will be followed for subsequent positions if necessary.



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D. FOR THE USE AND CARE OF PROPERTY AND INSTALLATIONS

D1. The participating teams will be responsible for the damages to or disappearance of property in the places where they will be accommodated during the competition. The following procedures will be applied:

- a) A LOC representative and one person from each team will inspect the dormitories upon arrival of each team and an inspection report will follow.
- b) A clearance certificate or a bill for damages and alleged disappearances of property will be prepared by the LOC (in writing) at the end of the competition and submitted to the team Leader of each non-local participating team before leaving the city.
- c) A certificate in writing will certify that the LOC does not have any claim for damages or disappearance of property against the team or any of its members and that it does not know of the existence of any claim against the team.
- d) A written invoice for damages or disappearance of property will specify the damages claimed, the disappeared article(s), name and address of the affected person(s) and amount of the claimed compensation.

D2. In the event of a claim for damages and/or disappearance of property against a team, the LOC and the BFA will conduct a complete investigation of the events, proposing the corresponding steps to be taken.

D3. Failure to fulfill the stipulations of this section shall mean that the LOC loses the right to make any claim for damages or disappearance of property against any offending team and the BFA.



E. OTHER MATTERS

E1. USE OF ELECTRONIC DEVICES

The use of electronic devices is forbidden during the games. None of the electronic devices such as cellular phones, laptops, tablets, video cameras, walkie-talkies, shall be used to communicate to on-field personnel, those in the dugout, bullpen, clubhouse and stands. The only exception to this rule is the use of phone/cellular phone to communicate between dugout and bullpen, however such device must be approved by BFA in advance. No microphones or cameras are permitted in the dugout, bullpens or on the field of play without approval of BFA. The participating teams must obtain approval of BFA before using any other or new electronic equipment during a game.

E2. USE OF SOCIAL MEDIA

The use of social media by uniformed personnel of team delegations is not allowed during the games. If any violation is detected, individual(s) and National Federation(s) in question will subject themselves to fines and penalties by BFA. If your team staff is in the stands during the entire duration of the game, such person may use electronic devices. However, the use of electronic device is prohibited when in and close to dugouts. Before and after the game, use of such electronic devices is allowed. Fans can follow the official online play-by-play, live-stream and/or @BFA. Press officers stationed in designated press zones are encouraged to share posts (no video footage of game) to social media during the games.

E3. BREAK BETWEEN INNINGS

The amount of time between innings shall be as set for each game by BFA, which shall provide that information to the Technical Commission. The Technical Commission shall communicate to the umpires and the participating teams accordingly. Umpires shall keep between-inning timings on the field. The home plate umpire shall signal "one more pitch" 45 seconds before the conclusion of a between-inning break. After signaling "one more pitch," the home plate umpire shall actively call the leadoff batter to approach home plate. The goal is to have the first pitch delivered immediately after the inning break concludes.

E4. SMOKING AND SMOKELESS TOBACCO

Any members of team delegation are not permitted to smoke in places that are visible to the public including audiences on media outlets such as TV, Internet streaming. It is the responsibility of team delegation leader to ensure such smoking is not seen by public as long as they are in game venues and practice facilities as well as other tournament official activities. Any violation of this rule will be taken seriously and violators would be subject to disciplinary action as BFA may deem appropriate. The use of smokeless tobacco is also prohibited for team delegation members during televised interviews or appearances. While spectators are permitted into the stadium, the delegation leader must ensure that such tobacco products (including tobacco tins or packages) are not visible to audience.

E5. TEAM PRESENTATION

All official delegation members must wear official game uniform at the tournament venues. For uniformed personnel including players and coaches, they must wear game uniform during their stay at the venues when participating in official activities (e.g. games, ceremonies, any other events as requested by BFA). For non-uniformed personnel staying in dugout during the games, they must wear official team apparel provided by their respective teams or organizations. All official delegation members must be mindful of how their teams are presented and must maintain professional attire at all time at the venues.

E6. MEDIA OBLIGATIONS

On game and workout days, players and coaches shall be present at media interviews and press conference if so requested by BFA or its partners. All players and coaches must go through the mixed zones at each venue, if any. All official delegation members shall also cooperate on all other media opportunities reasonably requested by BFA or its partners. Team Delegation Members must wear game uniform at press conference and other media appearances if so requested by BFA.



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F. FINAL DISPOSITIONS

F1. The Agreement signed between the BFA and the host National Federation establishes the rules and the general norms under which the competition shall be conducted, as well as the obligations and responsibilities of each of the parties. This document serves as a non-restrictive complement to said Agreement.

F2. During the course of a competition, the BFA Executive Director and the Technical Director shall have the authority to jointly make decisions on any point not specifically covered in this document, according to each competition. In any aspects where there is no mutual agreement, the BFA Executive Director will be the final authority.

F3. Any unforeseen circumstances which arise and are not specified in the BFA Tournament Regulations, then the Official Rules of Baseball will serve as the primary source of guidance for all BFA tournament official.