

DIAA BASEBALL RULES ADOPTIONS/MODIFICATIONS

1-4-4 By state association adoption, to allow for special occasions, commemorative or memorial patches, that will be uniformly placed, not to exceed 4 square inches, to be worn on jerseys in an appropriate and dignified manner without compromising the integrity of the uniform.

The DIAA Board of Directors has approved the wearing of commemorative or memorial patches provided they conform to the aforementioned specifications. The placement and size must be confirmed with the DIAA Executive Director prior to wearing.

1-2-9 By state association adoption, a double first base is permitted. The double first base shall be a white base and a colored base. The colored base shall be located in foul territory.

The DIAA Board of Directors has taken no action on this provision.

2-33-1 Suggested speed-up rules.

The DIAA Board of Directors has approved the use of courtesy runners by either team for both regular season and state tournament play. The use of courtesy runners is not subject to conference approval or mutual consent of the opposing coaches. The courtesy runner rules are as follows:

- *At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.*
- *The same individual runner may not be used for both positions (pitcher and catcher) during the game.*
- *Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.*
- *A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If an injury, illness or ejection occurs and no other runners are available, the courtesy runner may be used as a substitute.*
- *The umpire-in-chief shall record and announce to the scorer, courtesy runner participation.*
- *A player who violates the courtesy-runner rule is considered to be an illegal substitute.*
- *Exception: Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run.*

AFTER PUTOUTS

- *After a putout in the outfield and with no runners on base, the ball shall be thrown to a cutoff man and, if desired, to one additional infielder before being returned to the pitcher for delivery to the next batter.*
- *After a putout in the infield and with no runners on base, the ball shall be returned directly to the pitcher.*
- *Following the final out in any inning, the ball shall be given to the nearest umpire. The plate umpire shall give the ball to the catcher. The base umpire shall place the ball on the pitcher's plate.*

4-2-2 Any game that is tied at the end of 4½ or at least five full innings when the game is called shall be a tie game, unless the state association has adopted a specific game ending procedure.

The DIAA Board of Directors has adopted the completed/suspended game rule for regular season play only.

Completed/Suspended Game Rule

A game called for any reason in which a winner cannot be determined or a game called at any time for mechanical failure (artificial lights, watering systems, etc.) will be considered a

suspended game. Such a game will be continued from the point of suspension, with the lineups and batting orders for both teams exactly the same as at the time of suspension subject to the rules of the game. The rule is as follows:

1. If a game is stopped prior to the completion of 4 1/2 innings, it is a suspended game and will be resumed from the point of interruption.
2. If a game is stopped after 4 1/2 innings or in the bottom of the 5th inning and the home team is ahead, it is a completed game and the home team is declared the winner. If the score is tied or the visiting team is ahead, it is a suspended game and will be resumed from the point of interruption.
3. If a game is stopped after 5 or 6 innings and either team is ahead, it is a completed game and that team is declared the winner. If the score is tied, it is a suspended game and will be resumed from the point of interruption.
4. If a game is called in the top of the 6th inning, after 5 1/2 innings, in the top of the 7th inning, or after 6 1/2 innings, the score reverts back to the last completed inning. If either team was ahead, it is a completed game and that team is declared the winner. If the score was tied, it is a suspended game and will be resumed from the point of interruption.
5. If a game is stopped in the bottom of the 6th or 7th inning, the score reverts back to the last completed inning unless the home team scored to tie or take the lead in the bottom of the incomplete inning. If so, the score remains as it was when the game was discontinued. In either case, it is a suspended game if the score was tied and will be resumed from the point of interruption.

4-2-4

A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state does not adopt game ending procedures, by mutual agreement of the opposing coaches and the umpire-in-chief, any remaining play may be shortened or the game terminated. If a state association has adopted game-ending procedures, only those game-ending procedures may be used, should the opposing coaches wish to terminate a game.

The DIAA Board of Directors has adopted the completed/suspended game rule (see 4-2-2 above) for regular season play only. All state tournament games will be played to the full seven innings, except if the mercy rule can be applied. No other completed/suspended game rule may be used.

The DIAA Board of Directors has also adopted the 10-run mercy rule at the varsity level for both regular season and state tournament play. No other mercy rule may be used except at the sub-varsity level (including all middle school games).

10-Run Mercy Rule

A game will be called if five or more full innings have been completed and either team is leading by 10 or more runs. In addition, a game will be called if, after 4 ½ innings or after the completion of the visitor's half of a subsequent inning, the home team is leading by 10 or more runs. The final score will be as recorded when the game was called.

- *If a DIAA member school is competing out of state and the opposing school's state athletic association has mandated a different mercy rule, then that rule will be in effect. If an out-of-state school is competing in Delaware, the 10-run mercy rule will be in effect. The use of the 10-run mercy rule is mandatory at the varsity level and is not subject to conference adoption or mutual consent of the opposing coaches.*
- *At the sub-varsity level (including all middle school games), conference mercy rules will be in effect. In non-conference games or if a conference has not adopted a mercy rule at the sub-varsity level, the game may be shortened or terminated in accordance with the provisions of NFHS Rule 4-2-4.*

4-3-1

By state association adoption, a regulation called game where a winner cannot be determined (4-2-3) shall be counted as ½ game won and ½ game lost for each team.

The DIAA Board of Directors has taken no action on this provision and consequently, the aforementioned completed/suspended game rule will be applied.

4-4-1a A game shall be forfeited to the offended team by the umpire when a team: is late in appearing or in beginning play after the umpire calls "Play." State associations are authorized to specify the time frame and/or circumstance before a forfeit will be declared for a late arrival by one of the teams;

The DIAA Board of Directors has determined that the game will be played regardless of the visiting team's arrival time provided they notify the host school within 30 minutes of the scheduled starting time that they will be late. If the visiting team does not notify the host school as indicated above, they will forfeit the game if they don't arrive within 30 minutes of the scheduled starting time.

4-5-1 It is optional on the part of a state association as to whether protests are permitted. When allowed, protests are permitted regarding rules one through nine only. When protests are submitted to organizations which do allow the filing, such protest must be submitted using a prescribed procedure. All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or charged with a loss in such a game, if the game is not regulation.

The DIAA Board of Directors permits protests only during the regular season. Protests in conference games are adjudicated in accordance with the procedure established by the conference. Protests in non-conference games are submitted to the DIAA Executive Director who, in consultation with the DIAA State Rules Interpreter, will render a decision. Protests are not permitted during the state tournament.

6-1-6 Each state association shall have a pitching restriction policy based on the number of pitches thrown to afford pitchers a required rest period between pitching appearances.

The DIAA Board of Directors has adopted the following pitch limits for both the regular season and state tournament play for High School.

| <i>Pitches Thrown</i> | <i>Rest Period</i> |
|-----------------------|-----------------------|
| <i>1-25</i> | <i>None (no days)</i> |
| <i>26-50</i> | <i>1 day</i> |
| <i>51-80</i> | <i>2 days</i> |
| <i>81-105</i> | <i>3 days</i> |

- *There is a one day limit of 105 pitches by the pitcher. However, the pitcher may finish the batter if the 105 pitch is reached during the at bat.*
- *A maximum of 205 pitches may be thrown in a seven (7) period day.*
- *There is a maximum of 85 pitches for the first six games of the season. All teams become eligible for the 105 pitch count after one team finished their sixth contest.*
- *Doubleheaders: A player is ineligible to pitch in the second game of the day if during the first game he/she throws 25-39 pitches in two consecutive innings and/or throws more than 40 pitches in any one inning. The pitcher starting the second game will be held to the 105 pitch limit. Any pitches thrown during the first game will be counted towards this 105 pitch limit for the day.*

The DIAA Board of Directors has adopted the following pitch limits Middle School.

| Pitches Thrown | Rest Period |
|-----------------------|--------------------|
| 1-20 | None (no days) |
| 21-35 | 1 day |

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|-------|--------|
| 36-50 | 2 days |
| 51-65 | 3 days |
| 66-90 | 4 days |

- *There is a one day limit of 90 pitches by the pitcher. However, the pitcher may finish the batter if the 90 pitch is reached during the at bat.*
- *A maximum of 175 pitches may be thrown in a seven (7) period day.*
- *There is a maximum of 70 pitches for the first four games of the season. All teams become eligible for the 90 pitch count after one team finished their fourth contes.*

10-1-9

Umpires shall wear gray slacks, and navy pullover shirt or state association adopted shirt.

The DIAA Board of Directors has granted permission for umpires to wear the following NFHS approved shirts: navy with red and white trim, powder blue with navy and white trim, powder blue with red, navy and white trim, powder blue with black trim, black with white trim, cream with black trim, scarlet red with navy and white trim, grey with black trim. Umpires are to wear grey slacks (heather or charcoal shades) and a navy blue hat, preferably sized. Umpires have three options for hats during regular season play: plain navy, an approved association hat or the approved DIAA-lettered hat. All Umpires assigned to a game must wear the EXACT same matching uniform options (Hat, Shirt & Slacks).

- *For the state tournament only the plain navy or DIAA-lettered hat may be worn.*