

7.12.1 General Rules/Policies

- A. Classes** - There are five classes during regular season play: A, 2A, 3A, 4A, 5A. There will be five classes for the state playoffs (A, 2A, 3A, 4A, 5A).
- B. Practice Date** - Practice may begin Monday of Week #32. The season ends when the school is eliminated from or does not qualify for post-season play.
- C. Game Limitation** – Each varsity team or individual is limited to twenty-six (26) total games. Each sub-varsity team or individual is limited to twenty-three (23) total games. This includes regular season and invitational tournament games.
- D. Pitching Restrictions** - Pitchers may throw a maximum of 12 innings in a 72-hour period, regardless of the length of a game.

In state tournament play, a pitcher may throw a maximum of 12 innings during the first round. A pitcher may also throw a maximum of 12 innings during the quarterfinals, semifinals, and finals (final 8).

- E. Bat Regulations:** Wood/composite wood bats **only** will be used. See 7.12.7 for specifics.
- F. Protests** – By state association adoption, protests will NOT be allowed.
- G. NMAA District Clinic** – The head coach from each declared baseball school must complete the district clinic online at www.nmact.org between February 1st and February 28th (February 29th in a leap year). Failure to comply shall result in a \$100 fine to the school which will be assessed on March 1st.
- H. State Association Adoption(s)** - The following options in the National Federation Baseball Rulebook have been adopted by a vote of the schools:
 - 1. NFHS Rule 4-2-2 (10-Run Rule):** A game is ended any time after 5 innings or after 4½ innings when the visiting team is ten or more runs behind and has completed its turn at bat, or when the home team is behind by 10 or more runs and has completed its turn at bat (after five innings).
 - 2. NFHS Rule 4-2-3 Regulation Games:** If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game.
 - a.** If five full innings have been played or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns at bat; or
 - b.** If play has gone beyond five full innings:

If the game is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.

3. **Suspended Game:** If a game is terminated for any reason (weather, darkness, mechanical failures, etc.) and does not meet the requirements of a regulation game, it will then be treated as a suspended game. The game will be continued from the exact point of suspension with the line-up and batting order of each team the same as it was the moment of suspension.
 - a. **Suspended District Games** - All suspended district games must be completed as indicated above. The game should be completed at its original site, on a date agreed upon by both schools, if feasible. Should circumstances not allow for this (travel/expenses, scheduling conflicts), the following protocol should be followed:

If the two schools meet at a later date, the suspended game will be completed first as part of a doubleheader. This may cause the suspended game to be played at a different site than originally scheduled. However, the home team in the scorebook will be the same as it was originally.
 - b. **Suspended Non-District Games** - All suspended non-district games must be completed as indicated above using the same criteria as district games. However, if the two schools involved are more than 150 miles apart in distance, the game does not have to be completed unless both schools agree to do so.
 - c. **Continuation of Suspended Game** - In state tournament play, any suspended game shall be continued from the point of suspension at a later time. All state games must be played out to seven innings or more (unless the state adopted 10-run rule ends the game earlier).
 4. **Unable to Continue Suspended Game** - If circumstances do not allow for a suspended game to be completed, no win, loss, or tie will be given to either team.
 5. **Undetermined Winner** - A regulation game where a winner cannot be determined will be treated as a tie for both team's record.
 6. **Time Limits** – There is no statewide time limit rule for any level.
 - a. **District Time Limits** – A time limit can be implemented by a district if they choose to do so. Games that end due to a time limit will be considered regulation games regardless of how many innings are played. The score will remain as recorded when the game was called.
 - b. **Invitational Tournament Time Limits** – Time limits can be implemented for invitational tournaments put on by schools/school districts. Games that end due to a time limit will be considered regulation games regardless of how many innings are played. The score will remain as recorded when the game was called.
- *NOTE – Special Run Rules can NOT be implemented as game ending procedures as a district policy or for invitational tournaments (i.e. 15 runs after 3 innings). If a game does not meet the NFHS standards of five completed innings (or four and a half if the home team ahead), it is only a regulation game if a specific time limit was in place for the contest in question.*
7. **Forfeited Games – Recorded Scores** – The following procedures for reporting scores should be used when dealing with forfeited games.
 - a. **Forfeits Before a Game Begins** – If a game is forfeited for any reason before the first pitch of the game, the score shall be officially recorded as a 10-0 win. Although the NFHS Rulebook states that the score should be listed as 7-0, district tiebreakers

set forth in the NMAA Handbook deal with run differentials capped at 10. This will help with the implantation of those tie breakers.

b. Forfeits After a Game Begins – If a game is forfeited for any reason after the first pitch of the game, the following protocol should be used when posting scores:

i. Game Has Reached Regulation Standards – If the game has reached standards to be considered regulation, the score will be that which is recorded at the time the forfeit is announced. However, if the forfeiting team is ahead, the score shall be recorded as 10-0 in favor of the team that was behind.

ii. Game Has Not Reached Regulation Standards – If the game has not reached standards to be considered regulation, the score will be that which is recorded at the time the forfeit is announced. However, if the team that forfeits is behind by less than 10 runs, the final score should be recorded as 10-0. The score should also be recorded as 10-0 if the forfeiting team is ahead (thus giving the team that was behind at the time of the forfeit a 10-0 win).

I. Speed-Up Rules - The following speed-up rules have been adopted (Ref. NFHS Baseball Rulebook):

Courtesy Runners:

1. At any time the team at bat may use courtesy runners for the pitcher and/or the catcher. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
2. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.
3. 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.
4. The umpire-in-chief shall record courtesy runner participation.
5. A player who violates the courtesy runner rule is considered to be an illegal substitute.

J. Uniformed Coaches - Coaches must be in complete uniform prior to the start of the game. If coaches are not in complete uniform, they will be restricted to their team's dugout.

7.12.2 Umpires

A. Officials working any NMAA sanctioned event must be registered through the Association. Schools are required to use two (2) NMAA/NMOA officials/umpires for regular season sanctioned contests. When available, three (3) umpires are used at the NMAA State Baseball Tournament.

B. Schools are subject to a fine for using non-registered officials for games.

7.12.3 District Tie-breaker procedures

(to be used by ALL districts within the sport of baseball)

- A.** A school must play each member of the district to be eligible for the championship.
- B.** District placement is determined by district play record
- C.** District Tiebreakers – Two Teams
 - 1. In case of a tie in district record, the team with the better head to head record in district play will have earned higher placement.
 - 2. If the two tied teams have the same head to head record in district play, a run differential from the district games between the tied teams will be used to determine placement. 10 runs will be the maximum allowed for any one game. Each team involved uses either a plus or minus run differential; if a team wins by 7, they are credited +7; the other team has a deficit of -7 in the calculation.
 - 3. If the two teams are still tied, a run differential from ALL district games will be used to determine placement. 10 runs will be the maximum allowed for any one game.
 - 4. If the two teams are still tied, a coin toss will determine placement.
 - 5. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.
- D.** District Tiebreakers – More Than Two Teams
 - 1. In case of a tie in district record, the team with the better head to head record in district play between the tied teams will have earned higher placement.
 - 2. If the tied teams have the same head to head record in district play, a run differential will be used based on all of the head to head district games between the tied teams. 10 runs will be the maximum allowed for any one game.
 - 3. If all teams are still tied, a run differential from ALL district games will be used to determine placement. 10 runs will be the maximum allowed for any one game.
 - 4. If the teams are still tied, a coin toss will determine placement.
 - 5. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff

*****NOTE:** *If any step in this process leads to the placement of a team or teams, but still leaves two teams in a tie, the tiebreaker system from Section C will be used as it will revert back to the two team tiebreaker procedure.*

Example A:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 5-2 and 3-1; therefore, Team A has earned the higher placement.

Example B:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 4-1 and Team B defeated Team A by a score of 3-2. Team A would have +3 and -1 run differential, totaling +2, while Team B would have -3 and +1 run differential, totaling -2. Therefore, Team A has earned the higher placement.

Example C:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:
Team A (4) vs. Team B (2)
Team A (2) vs. Team C (3)
Team B (5) vs. Team C (1)

Results: Team A +1, Team B +2, Team C -3
Therefore, Team B has earned the highest placement, with Team A receiving the second highest placement and Team C finishing last.

Example D:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:
Team A (4) vs. Team B (2)
Team A (2) vs. Team C (3)
Team B (4) vs. Team C (1)

Results: Team A +1, Team B +1, Team C -2
Therefore, Team C is placed in 3rd place with the worst run differential. Teams A and B are still tied, however, and thus the two team tie breaker system will now be used. In head to head competition between Team A and B, Team A was 1-0 and has earned higher placement and 1st Place. Team B is placed in 2nd.

7.12.4 State Tournament Information

***NOTE** – See Section 7.11.2 for Seeding & Selection Process

A. Dates: Week #45 – 1st Round for Classes 2A-5A, Quarterfinals for Class A
Week #46 – Quarters-Finals for Classes 2A-5A, Semis-Finals for Class A

B. State Tournament Format for Class A

1. 8 teams advance to the playoffs.
2. The district champion will automatically advance to the playoffs.
3. The remaining teams will be selected “at large” by the Seeding/Selection Committee (NMAA Staff). There will be 4 at large teams selected.
4. In the quarterfinals, a single game will be held to determine who advances to the semifinals. The higher seed will determine the home site.
5. During the semifinals and finals, a coin flip will determine home/visitor with the higher seed calling the toss.

C. State Tournament Format for Classes 2A-5A

1. 16 teams advance to the playoffs.
2. The district champion will automatically advance to the playoffs.
3. The remaining teams will be selected “at large” by the Seeding/Selection Committee. There will be 11 at large teams selected from Classes 3A and 5A and 10 at large teams selected from Classes 2A and 4A.
4. In the first round of 16 for Class 2A, a single game will be held to determine who advances to the quarterfinals. The higher seed will determine the home site.
5. In the first round of 16 for Classes 3A-5A, a two out of three series will be played with the winner of this series advancing to the quarterfinals. The higher seed will determine the home site and will act as the home team for all 3 games.
6. During the quarterfinals, semifinals and finals, a coin flip will determine home/visitor with the higher seed calling the toss.
7. Recommended protocol for scheduling of the first round series (2 out of 3) for Classes 3A-5A is as follows:
 - a. Game 1 should be played on the Friday of Week #45, no earlier than 3pm and no later than 7pm.
 - b. Game 2 should then be played on Saturday (Week #45), no earlier than 10am and no later than 11am.
 - c. Game 3 (if necessary) should be played following the conclusion of Game 2. The recommended time between games is 30-45 minutes.

D. Roster Limitation:

Each team is limited to eighteen (18) uniformed squad members. Rosters may not be changed during the tournament from the original list submitted.

- E. Officials’ Fees** - Fees for state tournament officials are based on the number of games called plus mileage and per diem if applicable.

7.12.5 Financial Information for the 1st Round of 16

A. Class A Quarterfinal and Class 2A-5A First Round Hosts

1. Each host school will be responsible for paying any expenses that may be incurred during the 1st Round (quarters for class A, 1st round of 16 for Class 2A-5A). This includes game officials, tournament personnel, and any other expenses that may occur from hosting the event.
2. The host school will determine if there will be a gate charge for attendance at these events. However, if admission is charged, it will be \$5. The revenues brought in from this gate will go directly to the school. No money will need to be sent to the NMAA or visiting schools.

7.12.6 School Co-op Participation

Two schools with a combined enrollment of 125 students or less can petition the director to co-op in the sport of baseball. At least one of the schools must show proof that they do not have enough willing participants to field their own team.

7.12.7 Baseball Bats

Only wood or composite wood (NO metal) bats may be used. This rule shall be effective for ALL levels of high school play.

- A. Wood Bats – Any single piece wood bat shall be deemed legal as long as it adheres to NFHS standards as listed in the baseball rules book. These standards state that a single piece wood bat must be no more than 36 inches in length with a barrel no more than 2 ¾ inches in diameter.
- B. Composite Wood Bats – Composite wood bats shall be deemed legal as long as they adhere to NFHS standards which state that the bat must be BBCOR certified. This certification must be permanently displayed on the bat by way of a BBCOR stamp.
- C. BBCOR Certified Metal Bats – ALL BBCOR metal (aluminum or composite metal) bats are illegal for use during NMAA sanctioned high school contests played in the state of New Mexico. These bats may, however, be used in practice.

Q1: A New Mexico school is traveling to play in another state. Do the players on the NM team have to use wood/composite bats?

A1: No, since the game is being played outside of the state of New Mexico, the rules and regulations enforced by the State Association of the host school will be followed. For example, a team playing in Colorado would follow the CHSAA Bylaws which allows the use of BBCOR certified (metal or wood) bats.

Q2: A school from outside of the state of New Mexico is traveling to play at a NMAA member school. Are the players on the visiting team required to use wood/composite wood bats?

A2: Yes, since the game is being played in New Mexico, all players participating in this contest must follow NMAA Bylaws which state that only wood/composite bats are allowed. HOWEVER, if the host school wishes to allow an out of state team to use certified BBCOR metals bats, they do have that option. The host school must work with the visiting school ahead of time to decide if this will be allowed, and if so, this information must be given in advance to the game officials. If an out of state team is allowed to BBCOR metal bats, the NMAA member school/host must still use wood or composite wood bats.

Q3: Are middle school baseball programs required to use wood/composite wood bats?

A3: No, athletes participating in a middle school contest may use any BBCOR certified bat. This includes aluminum, composite metal, composite wood or wood bats.

- ***Note – A middle school athlete must use a wood/composite wood bat while participating in a contest at the high school level.***