

7.12.1 General Rules/Policies

- A. Classes** - There are five classes: A, 2A, 3A, 4A, and 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.
 - 1. Innings of Play** - If a school plays two games at different levels (i.e. JV & Varsity) back to back on the same day, at the same site, and against the same school, a student-athlete may participate in 10 innings between the two contests and only count this as one game towards his/her game limitations.

NOTE – If a player participates in a contest as a courtesy runner only, this will not count towards that player’s game limitations for the season.

D. Pitching Restrictions -

- 1.** At the varsity level, a pitcher may throw 120 pitches in any three-day period. At the sub-varsity level, a pitcher may throw 105 pitches in any three-day period. The pitcher will be allowed to finish a batter if they hit the maximum limit (120 in varsity, 105 in sub-varsity) during an at-bat, but must exit the game after the batter.

Note – Once a player exceeds the maximum pitch count threshold, that player is considered ineligible to pitch, and if used as pitcher once ineligible, the game must be forfeited by the team in violation of these regulations. The school and/or head coach will also be subject to additional sanctions as determined by the Executive Director.

Q1: Does a player who has exceeded his maximum daily pitch threshold have to be removed from the game completely, or can he stay in the game at another position?

A1: Once the maximum pitch count threshold is reached, a player can stay in the game and participate at any position other than pitcher.

- 2.** Coaches must post the pitch counts for all players from each game to MaxPreps, along with results, within 24 hours. (Coaches are responsible for players from their own team only)

Note – Failure to post pitch count numbers to MaxPreps within 24 hours will result in the following:

1st Offense – Warning

2nd & Subsequent Offenses – Head Coach will be suspended for one game

- 3.** Required Rest Periods (varsity & sub-varsity)

Pitches	Required Rest
91+	4 Calendar Days
61-90	3 Calendar Days
41-60	1 Calendar Day
0-40	0 Calendar Days

Calendar day = If a pitcher throws 85 pitches on Tuesday, that player cannot pitch again until Saturday (3 required calendar days of rest).

Note – If a player pitches on consecutive days and accumulates more than 60 pitches total during those two days, the cumulative pitch count must be used to calculate the required rest period. If a player pitches on two consecutive days and is eligible to pitch a third consecutive day, the maximum number of pitches allowed on day three will be 60. The pitcher will be allowed to finish a batter if they hit this maximum limit during an at bat, but must exit the game after the batter.

**If a player pitches on three consecutive days, the cumulative pitch count from those three days must be used to calculate the required rest period after day 3. (Example = Pitcher A throws 25 pitches on Thursday, 27 pitches on Friday, and 35 pitches on Saturday, which is 87 pitches cumulatively – required rest after day three would be 3 calendar days.)*

Q1: Pitcher A throws 21 pitches on Thursday, thus is eligible to pitch on Friday. Pitcher A then throws 39 pitches on Friday. Is he eligible to pitch on Saturday? If so, how many pitches can he throw?

A1: Pitcher A totaled 60 pitches between Thursday & Friday, thus is eligible to pitch on Saturday because he did not exceed 60 for the two days nor 40 for Friday. Due to the consecutive day note, the maximum number of pitches allowed for Pitcher A on Saturday would be 60*. *Pitcher A may exceed 60 pitches if he is finishing an at-bat that started before 60.

Q2: Pitcher A throws 21 pitches on Friday, thus is eligible to pitch on Saturday. How many pitches can he throw on Saturday?

A2: Pitcher A can throw 99* pitches on Saturday. The three-day maximum is 120, unless the player pitched the two previous days. *Pitcher A may exceed 99 pitches if he is finishing an at-bat that started before 99.

4. Other Recommendations

Once a pitcher is removed, consideration should be given to the position he is assigned once he is done pitching. Consideration should be given to the throwing requirement of the fielding position once the pitcher vacates the mound.

Develop a pitching philosophy that includes the instruction in proper throwing mechanics, broadening the number of players who will become pitchers on their staffs, and developing a “work up” plan so that a pitcher is not throwing the maximum allowable pitches from the first day of competition (i.e., no more than 65 pitches in weeks 1-3, no more than 85 in weeks 4-6 to allow for growth and arm strength to develop.)

- E. Bat Regulations:** All legal bats as per NFHS Rules can be used.
- 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 either in person or online at www.nmact.org between February 1st and February 15th. 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** - Suspended non-district games can be completed if both schools agree to do so. The same protocol should be followed as listed above for district games.

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** – Only the below time limits are permitted in the sport of baseball.

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.

- c. **Sub-Varsity Time Limits** – At the sub-varsity level, no inning may start after two hours of play. Schools can lower this time limit if mutually agreed upon in advance (i.e. 1 hour & 45 minutes).

**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 implementation 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 its full district schedule 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. A 10 run differential 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. A 10 run differential 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. A 10 run differential 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. A 10 run differential 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 – Quarters for Class A

1st Round for Classes 2A-5A

Week #46 – Semis-Finals for Class A

Quarters-Finals for Classes 2A, 3A, 4A, & 5A

B. State Tournament Format for Class A

1. 6 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 NMAA Staff to fill the 6-team bracket.
4. In the quarterfinals for Class A, a single game will be held to determine who advances to the semifinals. The higher seed will determine the home site/team. This game should be played on the Wednesday of Week #45.
5. During the semifinals and finals, the higher seed will be the home team.

Note – in the semifinals, and finals, the higher seed may opt to be the visiting team but must provide notice of this choice to the Tournament Director no later than 2 hours prior to the start of the contest.

C. State Tournament Format for Classes 2A & 3A

1. 12 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 NMAA Staff to fill the 12-team bracket.
4. In the first round of 12 for Class 2A, a single game will be held to determine who advances to the quarterfinals. The higher seed will determine the home site/team. This game should be played on the Wednesday of Week #45.
5. In the first round of 12 for Class 3A, 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. Protocol for scheduling of the first round series (2 out of 3) for Class 3A 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.

*NOTE – Deviations from this schedule must be approved by the NMAA.

7. During the quarterfinals, semifinals, and finals, the higher seed will be the home team.

Note – in the quarterfinals, semifinals, and finals, the higher seed may opt to be the visiting team but must provide notice of this choice to the Tournament Director no later than 2 hours prior to the start of the contest.

D. State Tournament Format for Classes 4A & 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 NMAA Staff to fill the 16-team bracket.
4. In the first round of 16, 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.
5. Protocol for scheduling of the first round series (2 out of 3) 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.

*NOTE – Deviations from this schedule must be approved by the NMAA.

6. During the quarterfinals, semifinals, and finals, the higher seed will be the home team.

Note – in the quarterfinals, semifinals, and finals, the higher seed may opt to be the visiting team but must provide notice of this choice to the Tournament Director no later than 2 hours prior to the start of the contest.

E. Roster Limitation:

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

- F. 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 12/16

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 (quarterfinals for Class A). 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.