

## **BASEBALL**

### **1.0 GOVERNING RULES**

The National Federation rules shall govern all play except where modified by CIF or the Sac-Joaquin Section.

### **1.1 CONTACT**

The Sac-Joaquin Section (Bylaw 1206.D) will determine the number of maximum allowable contests (28). Scrimmages for all levels are determined by the SJS.

### **1.2 START DATE**

The start and end dates will be determined by the Sac-Joaquin Section

### **1.3 PLAYER CLASSIFICATION**

Refer to CIF SJS bylaw 503.5

### **1.4 RULES OF THE SPORT**

- A. The home team must report the final results to MaxPreps.
- B. Each team has a maximum of 15 min. to warm-up. The home team will go first
- C. All game balls must bear the National Federation authentication mark.
- D. The host school shall furnish two umpires for all varsity league games.  
At minimum, one umpire is to be used for freshman and JV games.
- E. Makeup league games must be arranged at the first available date and played in the order of cancellations. Once a canceled game has been rescheduled, the new date takes precedence and acts as a revised schedule. An administrative veto is permissible only in cases of "exceptional" difficulties, lack of transportation, officials, or school closure being deemed "exceptional." This veto may not be invoked by the coach or athletic director but must come directly from the school's administrative office. Saturdays are optional but no makeup games may be scheduled the week of spring break, per Metro League schedule, and no team will be asked to play more than four games in a calendar week. The commissioner must be informed in advance of any games moved up in anticipation of bad weather.
- F. Coaches may coach the bases if they are in uniform.
- G. Suspended games shall be completed the next time the two teams meet. The suspended game shall be played first. If it is the last regularly scheduled game or if there are no remaining games between the schools, the game will be completed only if it has a bearing on the league championship, playoff berths or playoff seeding.
- H. Metro League games will be scheduled by the league commissioner. Each team will play a two game series during the week, alternating between home and away. Each year the order of the series will rotate. A 3rd round of games will be played at the end of the season to complete the schedule.

**1.5 ALL LEAGUE AWARDS AND SELECTION PROCESS**

- A. Varsity coaches will meet at the end of the league season to select the Coach of the Year and the All League team of 20 players, which includes the Offense and Defense Player of the Year.
1. Nominees for Players of the Year will be taken.
    - a. Coach's vote on Player of the Year
      - i. Winner is given an "At Large" All League position
  2. Each coach, in order of league finish, will announce his/her All League players according to the following:

Schools shall be awarded positions on the All League team according to their finish in League Competition. Each school shall make their own determination as to who will be placed on the team from their school. When there is a tie(s), if there is an extra All League slot, playoff tiebreakers shall be applied in order. The team who earns the higher slot will be awarded the extra slot.

- 1st place = 5 players
  - 2nd place = 4 players
  - 3rd place = 3 players
  - 4th place = 2 players
  - 5th place = 1 player
  - 6th place = 1 player
  - + 4 at large selections
3. Coach of the Year Process:

Nominations will be taken.

    - a. A Coach can not nominate himself/herself.
    - b. Coach's vote on the winner. A coach cannot vote for himself/herself

**1.6 POSTSEASON QUALIFICATION PROCEDURE**

- A. Qualification for postseason playoffs will be determined by the Sac-Joaquin Section.

**1.7 TIE BREAKING PROCEDURE**

- A. In case of a tie for the league championship and league representation in post-season playoffs, champion/seeding/qualification will be determined by:
1. Head to Head competition
  2. Run differential between the teams involved in the tie not to exceed 10 runs in any single game.
  3. Greatest number of wins versus the highest placed team(s) above the tie
  4. Greatest number of wins below the tie starting with the next placed team.
  5. Coin Toss