

ARTICLE 14

BASEBALL

Section 1. RULES

All contests under the jurisdiction of the Committee shall be played according to National Federation of High School Association Baseball Rules, except for any special rulings adopted by the Committee.

A. Start of Season:

Teams may allow two catchers and up to eight pitchers to report one week prior to the start of the spring season. Date to be determined by the RIIL.

1. Pre-season conditioning is for 5 days only. Date to be determined by the RIIL.
2. No grade 9 students will participate
3. Recommend a pre-season conditioning program developed and coordinated by a certified athletic trainer or other medical doctor
4. All athletes must be eligible by the RIIL Rules
5. Athlete cannot simultaneously be playing on another RIIL team, i.e. winter sports

B. The RIIL Pitching Limitations Rule is as follows:

A pitcher may not pitch more than thirty (30) outs in any three consecutive calendar days. To determine the eligible number of outs that a pitcher may pitch on game day, total the number of outs pitched during the two previous calendar days (Sunday is considered a calendar day) and subtract from thirty (30). Note: It is strongly recommended that no pitcher during one outing exceed 120 pitches, exclusive of warm-up pitches.

RESPONSIBILITY FOR RECORD KEEPING (PITCHING LIMITATION RULE):

1. Each school can voluntarily attach the RIIL Pitching Log to their baseball scorebooks (varsity, JV and freshman) to log innings pitched for each pitcher.
2. Home and visiting coaches are to initial the opposing teams log in the appropriate place at the end of each game. Whenever a team is in violation, the coaches/AD is responsible to report the violation to the RIIL.
3. Coaches are required to have RIIL pitching logs form from the 2 calendar days preceding any game (including all non-league and out of state games vs. other states).
4. Umpires/teams are reminded that they are NOT to suspend or forfeit any game for pitching limitation rule violations. Schools filing protest regard alleged violation of the rule must file the protest with the RIIL within 24 hours of the start time of the suspected offended game. If discovery occurs during the game, both coaches will present their up to date scorebook to plate umpire for review. If a violation is discovered the pitching limitation penalty will be assessed immediately.
5. At the beginning of each game, both coaches and umpires must review the opposing teams Pitching Log.
6. At the conclusion of each game, coaches must post the score online as well as record the Pitching Log for that game. Schools that do NOT comply will be fined by the RIIL.
7. Penalty for pitching violation: Coach falls under RIIL ejection rule. Player cannot pitch in the next league game but can play a field position.

C. Coaches in Uniform

All coaches, when on the field, must be in a team uniform or jersey with baseball pants that are the same color as the teams. Coaches not in uniform may not leave the dugout and cannot be on the field during the game, except to attend to a sick or injured player.

- D. The home team will be responsible for the condition of the field. The bases, base line, foul lines, home plate, and pitcher's mound will all be prepared according to the rules.
- E. The home team shall supply proper and necessary police supervision.
- F. All coaches are required to submit a RIIL approved baseball game report.

- G. Rule 4-2-2. Any game (regular season or playoff) shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the fifth inning, if either team is behind and both teams have had an equal number of times at bat.
- H. Rule 1-4-4. The state of Rhode Island will allow for special occasion, 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.
- I. The RIIL will not allow for a double first base according to NFHS rule 1-2-9
- J. The RIIL will not allow for any suggested speed-up rules according to NFHS rule 2-33-1 (courtesy runner rule)
- K. Protest (s) are permitted under Article 5 rules of the RIIL. **Note:** (NFHS Rule 10-2-3-i)

Section 2. SCHEDULE/GAMES

The Director of Baseball shall make up the schedules and order of games. No school may make any change in this schedule without the prior consent of the Director of Baseball. See Article 1, Section 17 (Home Confirmation Schedule). Games played during the regular season may not start earlier than 3:30 P.M. except by mutual agreement of the opposing school's Principals. Games may not start later than 4:00 P.M. unless by mutual agreement of the opposing school's Principals.

- A. Assuming that the starting time is to be 3:30, the visiting team is entitled to the field for practice, both batting and fielding, from 3:00 to 3:20. The home team then may use the field from 3:20 to 3:25, and the game must start promptly at 3:30. If the visiting team does not arrive in time to practice at the stated period, the home team may continue to use the field, but must leave the field immediately when the visiting team does arrive.

Section 3. POSTPONEMENTS

The postponement rules contained in Article 4, unless otherwise stated, shall govern all postponed baseball games. Baseball games postponed because of weather conditions shall be played, weather and ground conditions permitting, on the following school day, or on the next fair school day when no league game is scheduled.

- A. If a game is postponed for any reason, other than inclement weather, it must be postponed to a definite date with the consent of the schools and permission of the Director of Baseball.
- B. Where unusual circumstances prevail or where conditions are unfavorable, a game may be postponed by mutual consent of the opposing school's Principals, or authorized agents of the schools involved.
- C. The Chair or the Director of Baseball is empowered to exercise the right to postpone a game if the opposing school's Principals cannot agree. If in the judgment of the Plate Umpire, playing conditions at game time are too hazardous; the umpire may postpone the game without mutual agreement.
- D. The RIIL game ending procedure is as follows: To interpret NFHS Rule 4-2-Sec.1, 2, 3 & 4:
If a REGULATION game (4 (four) and ½ innings if the home team is ahead or 5 (five) complete innings if the visiting team is ahead) during the REGULAR SEASON (not a state tournament playoff game) is stopped for any reason other than forfeiture and a winner can not be determined, the game is considered SUSPENDED and will be completed at a later date from the exact point of suspension.

Games that have not reached REGULATION length prior to suspension are considered NO GAME and must be replayed from the beginning.

All state playoff games are SUSPENDED from the first pitch regardless of the inning or score and must be continued from that point to completion.

Section 4. OFFICIALS

RUIL assigned officials shall have supervision of the playing field from thirty minutes before the game until it is finished.

- A. Each school must present to the visiting team coach and the umpire(s) PRINTED copies of the ground rules which apply to the field. If such copies of the ground rules are not given to the visiting coach and umpires, the umpires will make the necessary ground rules for the game, which must be complied with by both teams.
- B. It shall be the responsibility of the officials to see that benches are cleared of everyone except coaches, assistant coaches, managers, scorers, players, the school physician, and a representative of the press.

Section 5. PLAYOFFS

The Championship Playoffs will be conducted under the direction of the Director of Baseball in a format determined by the Director of Baseball, approved by the Committee, and published with the RUIL Baseball Schedule. A playoff series will be arranged at the end of the regular season to determine the State Championship in accordance with rules adopted by the Committee.

- A. Tournament games to determine the State Championship or to resolve ties to enter the State Tournament must be seven inning games. Games interrupted by rain or other causes will be resumed from the point of interruption to the completion of the seven innings.

B. RUIL Baseball Tiebreaking Procedures

The postseason participants will be seeded as follows:

1. The division champion with the best record.
2. The division champion with the second-best record.
3. The division champion with the third-best record.
4. The division champion with the fourth-best record.
5. – 28. The teams with the best won-lost percentage, in descending order.

The following procedures will be used to break standings ties for postseason playoffs and to determine regular-season schedules in 2008 – 2010.

TO BREAK A TIE WITHIN A SUBDIVISION

If, at the end of the regular season, two or more teams in the same subdivision finish with identical won-lost percentages, the following steps will be taken until a champion is determined.

Two Teams

1. Head-to-head (best won-lost percentage in games between the teams).
2. Best won-lost percentage in games played within the subdivision.
3. Best won-lost percentage in common games.
4. Strength of victory (stronger combined won-lost percentage among teams beaten in league games).
5. *Strength of schedule (stronger combined won-lost percentage among teams played in league games).*
6. Coin flip.

Three or More Teams

(Note: If two teams remain tied after third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format).

1. Head-to-head (best won-lost percentage in games among the teams).
2. Best won-lost percentage in games played within the division.
3. Best won-lost percentage in common games.
4. Strength of victory (strongest combined won-lost percentage among teams beaten in league games).
5. *Strength of schedule (strongest combined won-lost percentage among teams played in league games).*

TO BREAK A TIE BETWEEN TEAMS IN DIFFERENT SUBDIVISIONS

If it is necessary to break ties to determine at-large teams, the following steps will be taken.

1. If the tied teams are from the same subdivision, apply division tie breaker.
2. If the tied teams are from different subdivisions, apply the following steps.

Two Teams

1. Head-to-head, if applicable.
2. Best won-lost percentage in games played within their subdivision.
3. Best won-lost percentage in common games, minimum of four.
4. Strength of victory (stronger combined won-lost percentage among teams beaten in league games).
5. *Strength of schedule (stronger combined won-lost percentage among teams played in league games).*
6. Coin toss.

Three or More Teams

(Note: If two teams remain tied after third or other teams are eliminated, tie breaker reverts to step 1 of applicable two-team format.)

1. Apply division tie breaker to eliminate all but the highest ranked team in each subdivision prior to proceeding to step 2. The original seeding within a subdivision upon application of the division tie breaker remains the same for all subsequent applications of the procedure that are necessary to identify the two at-large participants.

Note: When the first at-large team has been identified, the procedure is repeated to name the second at-large, i.e., eliminate all but the highest-ranked team in each subdivision prior to proceeding to step 2. In situations where three or more teams from the same division are involved in the procedure, the original seeding of the teams remains the same for subsequent applications of the tie breaker if the top-ranked team in that division qualifies for an at-large berth.

2. Head-to-head sweep. (Applicable only if one team has defeated each of the others or if one team has lost to each of the others.)
3. Best won-lost percentage in games played within their subdivision.
4. Best won-lost percentage in common games, minimum of four.
5. Strength of victory (strongest combined won-lost percentage among teams beaten in league games).
6. *Strength of schedule (strongest combined won-lost percentage among teams played in league games).*
7. Coin toss

OTHER TIE-BREAKING PROCEDURES

1. Only one team advances to the playoffs in any tie-breaking step. Remaining tied teams revert to the first step of the applicable division or at-large tie breakers. As an example, if two teams remain tied in any tie-breaker step after all other teams have been eliminated, the procedure reverts to step one of the two-team format to determine the winner. When one team wins the tie breaker, all other teams revert to step 1 of the applicable two-team or three-team format.
2. In comparing subdivision records or records against common opponents among tied teams, the best won-lost percentage is the deciding factor since teams may have played an unequal number of games.
3. To determine home-field priority among division titlists, apply at-large tie breakers.
4. To determine home-field priority for at-large qualifiers, apply subdivision tie breakers (if teams are from the same division) or at-large tie breakers (if teams are from different subdivisions).