# NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION <br> 1161 Route 130 North, P.O. Box 487, Robbinsville, NJ 08691 <br> Phone 609-259-2776 ~ Fax 609-259-3047 

TO: Baseball Coaches, Athletic Directors and Umpires
FROM: Tony Maselli, Assistant Director
DATE: January 2020
RE: $\quad$ NFHS Baseball Rules Modifications

## NJSIAA RULES INTERPRETER

## Craig Yetman

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Baseball Coaches, Athletic Directors and Umpires are advised to read all rules carefully and to note the following state approved modifications:

1. Rule 1, Section. 4, Article. 4 - (p.13): For special occasions commemorative or memorial patches may be worn not to exceed 4 sq . in. They must be worn in a uniform fashion in an appropriate and dignified manner without compromising the integrity of the uniform. The patch must be worn on the jersey.
2. Rule 4, Section. 2, Article. 2 (p. 33) The game shall end when the visiting team is behind 10 or more runs after $41 / 2$ innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat. (Adopted by the NJSIAA)
3. Rule 4, Section. 2, Article. 4 - (p. 34): A two-hour time limit may be approved for (subvarsity) games by mutual or conference agreement or facility regulations (2) Please see new game ending rules below.
4. Rule 4, Section 4, Article 1a - (pp. 34): A game shall be forfeited to the offended team by the umpire when a team is fifteen (15) minutes late in appearing or in beginning play, after the umpire calls "play" at scheduled game time. This may be set aside if the home team is not notified by the visiting team of an unavoidable transportation issue and the umpire is notified.
5. Rule 4, Section 5, Article 1 (p. 35) Protests based upon an official's judgment or misinterpretation (misapplication) of the playing rules will not be honored by the NJSIAA.
6. Speed-up Rule - Courtesy Runners (pp. 65) are adopted in total.

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## HANDLING EJECTED PLAYERS/COACHES

A. It is the coach's responsibility to provide proper supervision of all players at all times.
B. NJSIAA procedures will supersede a playing rule which requires a coach or player to leave the premises upon disqualification; therefore, a player will be confined to the bench area to remain under the supervision of the coach. If said player continues to be disruptive or act in an unsportsmanlike manner, the official may terminate the game/event.

NOTE: All schools must present the umpires with a completed 5 " x 7" lineup card and when exercising the DH option, the designated hitter should be listed right above the defensive player in which the DH is batting for.

## REGULATIONS FOR BLEEDING, OPEN WOUNDS AND BLOOD ON THE UNIFORM

A player, coach or umpire who is bleeding, who has an open wound or who has blood on his or her uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The reentry rule would apply to players.

NOTE: See Infectious Disease Policy Note (4) for process.

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## NJSIAA Baseball Game Ending Rule

A complete game consists of seven complete innings. Exceptions to this are:

- The game requires extra innings because of a tie score after 7 complete innings
- The game was shortened because the home team needs none of its half of the seventh inning or only a fraction of it.
- The 10 -run rule. The visiting team is behind 10 or more runs after $41 / 2$ innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat.

An official game is a game that has reached 5 complete innings. Exceptions to this are:

- The away team has had 5 complete innings at bat and is behind in the score.
- The score is tied after 5 complete innings.
- Games playing under the suspended game rule will supersede this rule. Please see suspended game regulations below.


## Regular Season:

- A complete game that is tied and in extra innings and called for weather, field conditions or darkness will be considered final. The final score will follow the procedure below:
- The final score will be reflected from the last completed inning, which includes ties.
- CL1: If the game is tied at the completion of the $10^{\text {th }}$ inning and the away team goes ahead in the top of the $11^{\text {th }}$ inning and the game is called. The score will revert to the last completed inning thus conclude as a tie.
- CL2: If the game is tied at the completion of the $10^{\text {th }}$ inning and the home team goes ahead in the bottom of the $11^{\text {th }}$ inning, the game will end.
- Any official game that is called for weather, field conditions or darkness will be considered final. The final score will follow the procedure below:
- The final score will be reflected from the last completed inning ( $5^{\text {th }}$ inning minimum) which includes ties; 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.
- CL1: If the game is tied at the completion of the $5^{\text {th }}$ inning and the away team goes ahead in the top of the $6^{\text {th }}$ inning and game is called. The score will revert to the last completed inning ( $5^{\text {th }}$ ) and will remain a tie.
- CL2: If the game is tied at the completion of the $5^{\text {th }}$ inning and the home team ties or goes ahead in the bottom of the $6^{\text {th }}$ inning and game is called. The final score shall be as recorded when the game is called.
- If a game is called before it becomes official because for weather, field conditions or darkness, the umpire shall declare the contest "no game". It will be up to the two schools to determine if the game will be replayed. Except if the game is played under the suspended game rule (See rule below).
- All games shall end when the visiting team is behind 10 or more runs after $41 / 2$ innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat (10-run rule).


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## Suspended Game Procedure

All NJSIAA State tournament games will be played under the suspended game rule.
All conference, league, \& county tournament play will also play under the suspended game rule when a winner is needed to advance or crown a champion.

The suspended game rule will also be in play for any regular season conference, League, or county play that needs to have a winner to determine a conference, league, county or division champion.

- NOTE 1: The regular season game opponents must be in the same conference or league.
- NOTE 2: Any regular season tournament that requires a winner to advance may also use the suspended game rule if applicable.

All games will end when the visiting team is behind 10 or more runs after $41 / 2$ innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat (10-run rule)

## Suspended Game Rule

If a game is called before it becomes a completed game because of weather, field conditions or darkness, the umpire shall declare the contest a "suspended game". There are no official games when the contest is played under the suspended game rule. The game must be played to completion.

A game that is suspended at any time shall be picked up at the point of interruption the next day. If the next day is a Sunday, the game may be played if both schools are permitted to play on Sundays, otherwise, the game must be played on Monday. Local conference, league, or county rules may supersede this rule with the exception of the state tournament.

All pitch count rules remain in effect regardless of the number of pitches or days in between the suspended game (except the state tournament)

In an NJSIAA State Tournament a game that is suspended and resumed the next day, the pitcher of record may continue to pitch to the extent of his eligibility provided he has pitched 50 or fewer pitches.

- If the pitcher has thrown 50 or fewer pitches before the game was suspended, that pitcher's count shall carry over to the next day and the pitcher may pitch until the maximum of 110 pitches in a game is reached.
- If the pitcher has thrown more than 50 pitches before the game was suspended, that pitcher shall be required to meet the rest period as per pitch count rule limits.

