## **BASEBALL BY-LAWS**

## 1. GOVERNING RULES

The current edition of the National Alliance Baseball Rule Book and the By-laws of the league shall be the official rules governing baseball.

#### 2. TEAM CLASSIFICATIONS

There shall be Varsity and JV teams. (5/24/07)

#### 3. ALL LEAGUE SELECTIONS

Each division will select 11 first and 11 second team players for both Varsity and JV. Varsity will receive 5 special recognition awards: MVP, SR. JR., Soph, and Freshman of the year. (5-24-07)

**Section 1:** In an attempt to avoid confusion when selecting All League teams, this section provides a number of formulas in which a division chairperson can follow. It is **required** that all JV-F/S level teams use these formulas and allow Varsity level teams the option to use them. (5/27/10)

- Special awards are limited to 5 and not to be included in the 1<sup>st</sup> team (these are considered "over and above" the 1<sup>st</sup> team recognitions.)(MVP, SR, JR of the year are automatically included in 1<sup>st</sup> team and do not need to be added/listed as such, certificates say "...and is a member of the First Team All-league".
  - SOPH or FR of the Year are considered "over and above" the all-league teams and do not need to be included on all-league teams.
- In the case of a tie in the league standings, extra certificates will be provided to equal the exact finish amount (i.e.: if 2 teams tie for 2<sup>nd</sup> place, both teams will receive the number of all league certificates that the formula states the 2<sup>nd</sup> place should receive.)
- Honorable mention awards will be pre-printed (with "Honorable Mention") and be limited to 2 per school, per team (these will not be recorded by the BVAL)
- If you choose to give Co-MVP, Co-SR, etc., you must give up one of your remaining special awards. **You may** not give up an all-league spot for a Co-spot.

Section 2: Baseball and Softball Formula - 11 All-League certificates -(1st & 2nd team)

<u>(8 tear</u>	ms)		(7 tea	ms)		(6	teams)	)
1st	3	2	1st	3	3	1:	st 3	3
2nd	2	2	2nd	3	2	21	nd 3	3 2
3rd	2	1	3rd	2	2	31	:d 2	2 2
4th	1	2	4th	1	1	41	.h 1	2
5th	1	1	5th	1	1	51	.h 1	1
6th	1	1	6th	1	1	61	.h 1	1
7th	1	1	7th	-	1			
8th	-	1						

#### 4. PRACTICE AND GAME LIMITATIONS

- 1. Saturday practice is allowed throughout the entire baseball season. (5/28/09)
  - A. No practices or games on Sunday, Christmas Day, New Year's Day (10-06-94)

## 2. Game Limitations shall be as follows:

2.1 Practice games and scrimmages may be scheduled after completion of the last league contest of the previous season. (10-11-95)

2.2. Any player can move up and down (varsity & JV with the exception of seniors) all season just as long as that player does not exceed 27 games in a season or 10 innings per week (pitcher). (05/28/09)

# 3. Number of games:

27 Games, 2 scrimmages, and 1 non-CIF contest (Alumni/Faculty). Any other non-CIF contest must be counted as a game against total. (5-28-09)

- 4. JV games shall be played at sites opposite those of the Varsity game.
- 5. In JV: tie games shall stand with each team earning one (1) point in the standings.
- 6. No batting practice of any kind may be held prior to a league game or league tournament game (6/2/14).

  Penalty: Forfeit of game and 1 win deducted from final won/loss league record, with that loss a value of two points. (10-11-95)

## 5. GAME MANAGEMENT

- 1. Starting times for all weekday League games shall be 3:30 PM prior to daylight savings time, and 4:00 pm following daylight savings time. (5/27/10)
- 2. Rained out or make-up games:
- 2.1 If 5 innings are not completed and a game is halted due to darkness/rain, the game will resume from the *point where it was suspended*. 1st and 2nd round games in a triple round robin that are not completed will be completed at the site where the two teams meet in the 3rd round. Games played in the final round of the schedule that are rained out or halted due to darkness will resume at the original site and should be made up on the next available open date for both teams. No make-up games are allowed to be scheduled on the last Saturday of the season. (5/24/12)
- 2.2 Varsity contest takes precedence over JV contest when rain or field conditions dictate a change of Home/Visitor site. Change of site will occur and the next meeting of the two teams will change its site. (5-18-99)
- 3. There shall be two (2) umpires for Varsity games and one (1) umpire for JV games.
- 4. The home team shall be responsible for keeping the official score.
- 5. Every player shall be in complete uniform.
  - 5.1 The uniform shall consist of baseball shoes, socks, belt, pants, numbered upper, cap, team affiliation top.
- 6. Pre game fielding practice shall be limited to fifteen (15) minutes for each team.
- 7. Home team will take infield 30 minutes before game time for 15 minutes to be followed by the visiting team for 15 min.
- 8. The coach and/or team captain only may approach the umpire to request or question a rule interpretation.
- 9. All players and coaches must be in uniform to be on the field.

- 10. Protests may be registered by the coach according to procedures outlined in Article 15 of the BVAL Constitution.
- 11. Wood, aluminum and/or ceramic bats are to be used.
- 12. Pitchers must have time to warm up, on the practice mound only, prior to the start of a game. (10/11/95)
- 13. Pre game batting drills limited to wiffle balls with the exception of "pepper". (10/17/96)
- 14. West Valley Division ONLY: The 10 run rule will be in effect after 5 innings for both varsity an JV programs. (5/26/05)
  - 14.1 The "10 run rule is optional for all JV divisions. (5/28/09)

## 14.2 NFHS Rule Book – page 67 Rules by State Association Adoption

By state association adoption, the game shall end when the visiting team is behind 10 or more runs after 4  $\frac{1}{2}$  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. (5/28/09)

## 6. SPECIAL RULING

- 1. The following re-entry rule authorized in the National Rule Book shall be in effect for all classifications:
- 1.1 Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the line-up. The Pitcher whose team is not at bat shall pitch to the first opponent to bat against him until the batter has advanced to first base, or has been put out or until there has been a third out. To insure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference, which will violate it.

**Exception:** A pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct.

- 2. The following pitching limitations rule shall be in effect for all classifications. Thirty (30) outs and/or three (3) appearances in a calendar week through the season, Monday trough Saturday.
  - Innings pitched in a no game: i.e., rain, power failure, etc., shall count toward the total.
  - If the 30th out involves a double or triple play, the team will not be penalized.
  - An Appearance is defined as a pitcher pitching at least one pitch.
  - Any violation constitutes a forfeit of the contest.
  - Include on the back of the lineup card the number of appearances and outs for pitchers for the calendar week.

## 8. SPECIAL RULINGS

## **Baseball Chairperson:**

- 1. Baseball chairpersons shall be elected by the BVAL baseball coaches for each division (Mt. Hamilton, Santa Teresa, and West Valley) (5-18-99)
- 2. The duties of the baseball chairpersons shall be:

- 2.1 Call a meeting of all the baseball coaches prior to the beginning of the season, in conjunction with the Commissioner, to go over schedules, by-laws, rule changes, and anything pertinent to the sport.
- 2.2 Call a meeting of all the league baseball coaches, in conjunction with the Commissioner, at the end of the season to review the by-laws, make revisions in the by-laws, set up schedules for the next season, and discuss problems that came up during the season and try to determine how to solve these problems. The sport chairperson shall present any by-laws changes to the Athletic Directors and the Board of Managers.
- 2.3 Compile the All-League results and sends to the League Commissioner as well as to the League schools.
- 2.4 The Chairperson shall represent the League on the CCS Baseball Committee.
- 2.5 The Chairperson shall notify the sport administrator, Athletic Director, and Commissioner of all sports committee meetings.

## 9. CCS SEEDING

Each champion from the Mt. Hamilton, Santa Teresa, and West Valley Divisions will be involved in the CCS Tournament.

Automatic Qualifiers - Mt. Hamilton 4 (05/20/08)
Santa Teresa 2
West Valley 1

- The eighth (8th) automatic bid is awarded to the team with the most CCS power points. The team must qualify for the CCS playoffs under the CCS By-laws, 500 overall, .500 in league, or .500 in last 22 games. If the team with the most points in eighth (8th) spot does not qualify the next team will be the next highest qualifying team. (05/27/10)
- For the Mt. Hamilton Division tournament, the 4<sup>th</sup> CCS automatic slot will go to the tournament champion if the tournament champion is not already an automatic qualifier (i.e., the 5<sup>th</sup> or 6<sup>th</sup> place team in division). If champion is an automatic qualifier, the 4<sup>th</sup> automatic slot goes back to the 4<sup>th</sup> place Mt. Hamilton Division finisher. (ADs 5/17/13) (6/6/16)
- At-large are determined by points, and can come from whichever league team has the most points after automatic qualifiers. (05/20/08)
- 9.2 The tiebreaker for two or more teams tied for first place will be used to determine placement in league for CCS automatic bid and seeding purposes. If a tie occurs between two or more teams for first place the following tiebreakers will be used:
  - 1. Head to head in league amongst the teams involved in the tie.
  - 1. a. In the case that three or more teams are tied in the standings, the team with the highest winning percentage against those teams involved in the tie will be declared the first place team for CCS automatic bid and seeding purposes. (5/31/13)
  - 2. The win-loss record against the team directly below them in the standings, working down the standings until the tie is broken.
  - 3. Winning percentage against common opponents. (6/2/14)
  - 4. Overall record by winning percentage, including both non-league and league contests. (6/2/14)
  - 5. Coin flip.

**Once one of the above criteria eliminates a team	(or teams) go back to #1 and start over. (5	5/27/10)
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- 9.3 The tiebreaker for two or more teams tied for second, third, fourth, or fifth place will be used to determine placement in league for CCS automatic bid and seeding purposes. If a tie occurs between two or more teams for second, third, fourth, or fifth place the following tie breakers will be used:
  - 1. Head to head in league amongst the teams involved in the tie.
  - 1. a. In the case that three or more teams are tied in the standings, the team with the highest winning percentage against those teams involved in the tie will be declared the higher placed team for CCS automatic bid and seeding purposes. (5/31/13)
  - 2. The win-loss record against the team(s) directly above them in the standings. If still tied, win-loss record against teams below them in the standings, working down the standings until the tie is broken. (6/2/14)
  - 3. Winning Percentage against common opponents. (6/2/14)
  - 4. Overall record by winning percentage, including both non-league and league contests. (6/2/14)
  - 5. Coin flip.

# 10. <u>LEAGUE SCHEDULES</u>

Mt. Hamilton Division will play double round robin. (5/31/13)
Santa Teresa Division will play double round robin. (5/24/12)
West Valley Division will play triple round robin. (5/25/00)

a The Mt. Hamilton Division will play a post-season division tournament in the final week of the regular
The fire Hammon Division will play a post season division tournament in the final week of the regular
season. Teams will be seeded based on their finish in league play. The team with the best record will receive the #1
seed, the team in second place receives the #2 seed, etc. The 1 <sup>st</sup> and 2 <sup>nd</sup> seed receive a bye to the second round. The
#3 seed plays the #6 seed and the #4 seed plays the #5 seed on Tuesday of the final week. The winner of the #3 seed
and the #6 seed plays the #2 seed and the winner of the #4 seed and the #5 seed plays the #1 seed, both on Thursday
of the final week. The winners play in the division tournament championship game on Friday of the final week. The
higher seeded team hosts games and admission will be charged for all tournament games. (5/31/13)

b. The winner of the Mt. Hamilton Division tournament, it different from the winner of the regular season
The winner of the Mr. Hammon Division tournament, if different from the winner of the regular season
41. 41.
round robin, shall be declared will not be a co-champion. If the 5th or 6th seed wins the Mt. Hamilton Division
found foom, shan of declared wat not be a co-champion. If the s or o seed was the wit. Hummon Division
tournament, they will be awarded the 4th Mt. Hamilton automatic CCS berth. (5/28/15)
tournament, they will be awaraca me + 1911, 11 amilion automatic CCS berth, (3/20/13)

The following criteria are to be used in the event of a tie when seeding the division tournament:

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7	 Troau	ιο	neau	111	Tougue	amongst	unc	teams	mvorved	m me ne.	

In the case that three or more teams are tied in the standings, the team with the highest winning
in the case that three of more teams are fied in the standings, the team with the highest winning
percentage against those teams involved in the tie will be declared the first place team for CCS
percentage against those teams involved in the tie will be declared the first place team for Ces
<u>automatic bid and seeding purposes. (5/14/13)</u>
automatic old and seeding purposes. (3/1 1/13)

- 2. The win loss record against the team directly above them in *beginning with the top of* the standings, working down the standings until the tie is broken. (5/28/15)
- 3. Coin flip. (6/6/16)

<sup>\*\*</sup>Once one of the above criteria eliminates a team (or teams) go back to #1 and start over. (5/27/10)

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