

BASEBALL

4.0 GOVERNING RULES

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

4.01 CONTACTS

Contacts may not exceed 27 as determined by the CIF/Sac-Joaquin Section.

4.02 START DATE/END DATE

Starting/Ending date will be designated by the CIF/Sac-Joaquin Section.

4.03 START TIME

Game Times:	Single Game	4:00 p.m. P.S.T.
	Doubleheader	1:30 p.m. (makeup games only)

4.04 PLAYER CLASSIFICATION

An athlete may, during practice games, move from one athletic classification to another but may not compete in more than one classification in one day. In league and section playoff games, the athlete shall only compete at the higher classification where he/she will remain for the duration of the season.

4.05 RULES OF THE SPORT

- A. The host team is responsible for reporting the final results to the Sacramento Bee.
- B. Each team is to have a maximum of fifteen (15) minutes to warm-up. The home team shall warm-up 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. One umpire is to be used for freshmen and frosh/soph games and he must be behind home plate at all times.
- E. Makeup league games must be scheduled for the first available date and played in the order of cancellations. 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 without mutual consent, per Delta River League schedule, and no team will be asked to play five games in a calendar week.
- F. Coaches may coach the bases if they are in uniform.

- G. The schedule: The league schedule will consist of a triple round-robin with three consecutive games against the same school.
- H. Tie breaking: If a tie occurs, it must be finished before the next scheduled game. If a tie occurs during the final game of the three game series, it must be finished on the first available date only if the outcome has a bearing on the league championship or playoff qualification/seeding. The home team during a game that is tied will still be the home team during completion of the tie game. Games are resumed at the point play was stopped.
- I. The last game of the season should be completed two days prior to the first game of the section playoffs.

4.06 ALL-LEAGUE AWARDS AND SELECTION PROCESS

Varsity coaches will meet at the end of the league season to select the Coach of the Year and an All-League Team of sixteen (16) players, which includes the Player of the Year, and one individual per school Sportsmanship Award (not a member of the all league),

4.07 POST-SEASON QUALIFICATION PROCEDURE

In the case of a two-way tie, head-to-head competition will determine the playoff seeding and/or spot. In the case of a three-way tie, wins within the tie would determine the playoff seeding. If a two-way tie remains, the two teams involved will go back to head-to-head competition to determine the final playoff spot. If a three-way tie remains, it will be broken with a coin toss conducted in the presence of the league president or his/her designee.