

**ARTICLE 18
BASEBALL**

18.1 GENERAL INFORMATION

18.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Baseball Rules and Regulations. These rules shall govern unless noted below.

18.1.2 Any discrepancies will be ruled upon by the Executive Director, Sport Commissioner and/or Executive Board.

18.2 COACHING

18.2.1 All CAA coaches must be certified to coach in any regular season or post-season games.

18.2.1 A coach in the coach's box must wear a helmet.

18.3 HOME TEAM RESPONSIBILITIES

18.3.1 Enter game scores within 24 hours upon completion of the game.

18.3.2 Enter forfeit results as 2-0. Score of a forfeited game is 2 to 0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 2 to 0; otherwise, the score shall be the score at the time of the forfeit if the team ahead at the time of the forfeit is not the offending team.

18.3.3 Responsible for at least 2 NEW game balls AND at least 2 slightly used game balls prior to the game (given to umpire). In addition, supply any additional balls needed.

18.4 EQUIPMENT, FIELD AND UNIFORM GUIDELINES (Please refer to NFHS Rules 1-3 and 1-5 for information on Player equipment)

18.4.1 SPIKES. Metal spikes are permissible.

18.4.2 BAT. Bat must meet current NFHS requirements.

18.4.2.1 Junior High Division - all bats between -3 and -5

18.4.2.1 Illegal bats will be removed from play after verification by the umpire regarding the bat in question.

18.4.2.1.1. Penalties for the use of illegal bats will be enforced per NFHS guidelines

18.4.3 OFFICIAL BASEBALL - Teams are strongly encouraged to use Wilson baseball, official baseball of the CAA, for all regular season contests.

18.4.4 FIELD.

18.4.4.1 Pitching mound rubber will be 60'6" from home plate

18.4.4.2 Bases will be 90' apart.

18.4.5 TEAM UNIFORMS.

18.4.5.1 Uniforms must be of the same color and style.

18.4.5.2 A uniform shall not have any dangerous or reflective buttons or ornaments.

18.4.5.3 Each player shall have a number on the back of his/her jersey.

18.4.5.3.1 Number should be at least 8"high.

18.4.5.3.2 No players on the same team shall wear identical numbers (0 and 00 are considered the same number.)

18.4.5.4 Uniform sleeve lengths may vary but shall not be ragged, frayed or split.

18.4.4.2.1 If a pitcher's undershirt sleeves are exposed, they shall NOT be white or gray.

18.4.5.5 A pitcher shall not wear any item on his/her hand, wrists or arms which may be distracting to the batter.

18.4.5.6 Caps and shoes are required equipment.

18.4.5.6.1 When a player is required to wear a head protector, it replaces the required cap.

18.4.5.6.2 CATCHER. This player is required to wear a protective cup

18.5 GAME TIME AND LATE ARRIVAL

18.5.1 Warm up time - Mandatory 10-minute warm-up time

18.5.1.1 10 minute grace period from posted game time

18.5.1.2 Communication between member schools who may be late should begin no later than 30 minutes from posted game time. Failure to communicate may lead to penalties under Article 10.

18.5.2 Varsity games are scheduled for 7 innings.

18.5.3 Junior High games are scheduled for 6 innings.

18.5.4 High School games will adhere to no new inning after 2 hours.

18.5.5 Junior High games will adhere to no new inning after 1 hour and 30 minutes.

18.5.3.1 Time will officially start on the first pitch.

18.5.3.2 An inning will be considered started after the final out of the previous inning is recorded.

18.5.4 The CAA has the following Mercy Rules in effect:

18.5.4.1 Run Rule

18.5.4.1.1 6 Runs per inning or Three outs whichever comes first. (JH regular season only)

18.5.4.1.2 The inning concludes on the 6th Run regardless of the continuation of an extra base hit. (JH regular season only)

18.5.4.1.3 Twenty (20) runs after four inning (3.5) if the home team is ahead

18.5.4.1.4 Ten (10) Runs After five Innings (4.5) if the home team is ahead.

18.5.5 TIE GAME. If the game is tied after a completed inning and the time limit has expired, the game shall be considered a tie.

18.6 GAME MANDATES

18.6.1 Designated Hitter will be used according to NFHS Rules.

18.6.2 Teams may use courtesy runners for pitchers and catchers to help speed-up the game. Courtesy runners must be a player NOT currently in the game and has not previously entered the game.

18.6.2.1 Teams may not use the same player for both the catcher and the pitcher.

18.6.3 After an out, the ball shall be immediately given back to the pitcher (no throwing the ball around). Likewise, at the beginning of the inning, after the catcher throws the ball to 2nd, the ball shall immediately be thrown to the pitcher.

18.6.4 Pregame for the HOME team starts 30 minutes prior to game time.

18.6.5 Pregame for the VISITING team starts 20 minutes prior to game time.

18.6.6 Pregame Coaches meeting starts 10 minutes prior to game time.

18.7 Arizona Pitch Smart Guideline Limits (High School Only)

See appendix posted on association website.

18.8 SPORTSMANSHIP AND EJECTION - Refer to Article 12

18.9 POSTSEASON INFORMATION

18.9.1 Tournament brackets will be created according to standings from power rankings.

18.9.2 Game time is forfeit time.

18.9.3 CAA High School State Tournament games will be 7 innings, no time limit.

18.8.3.1 CAA Mercy rules are in effect.

18.9.4 CAA Junior High State Tournament games will be 6 innings, no time limit.

18.8.3.1 CAA Mercy rules are in effect.

18.9.3.5 All State Tournament games will be played with the Wilson baseball, official baseball of the CAA.