

The National Federation of State High School Associations (NFHS) **Baseball Rules** shall govern all TAPPS games.

A. NATIONAL FEDERATION RULES EXCEPTIONS.

1. Metal cleats may be worn.
2. For minor violation of the Bench and Field Conduct rule,
 - a. the umpire may restrict the coach to the dugout.
 - b. Offender may not be in coaches boxes and may not come on the field except to attend an injured player.
 - c. More abusive or flagrant behavior shall require banishment from the game.
 - d. The umpire may bypass this step with or without warning and eject a coach.

B. SPEED-UP RULES. Speed-up rules as outlined by the National Federation may be used:

1. in non-district and in playoff games by mutual consent of the schools prior to the beginning of the contest;
2. in district play by district executive committee approval prior to district play.
3. If prior mutual consent is not obtained in a., or if approval is not obtained by district executive committee in b., speed-up rules shall not be used; and
4. in the state tournament, by decision of the tournament director.

C. NATIONAL FEDERATION SPEED-UP RULES - RUNNERS.

1. The team at bat may use courtesy runners for the pitcher and/or the catcher as soon as they reach base. The same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
2. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.
3. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. **NOTE:** An unreported courtesy runner is an illegal substitute. **PENALTY:** For illegal substitution, such substitute shall be ejected.

D. TAPPS rules include:

1. Live animal mascots, cannons, firearms, fireworks, etc. are prohibited at TAPPS athletic contests.
2. No dogs or other animals are allowed at TAPPS contests.
3. Except in their normal course of business, emergency vehicles shall not flash lights or sound sirens during the course of a game.

4. Noisemakers are prohibited at TAPPS events held at field houses and/ or gymnasiums.
 5. In events held in field houses/gyms, megaphones may be used only by cheerleaders, in uniform. Megaphones must not be used to strike walls or playing surfaces.
 6. Bands, when permitted, shall play only during time-outs and intermissions. Individual instruments may not be used as noisemakers.
 7. No sound systems, other than the one(s) provided by the host school are allowed at TAPPS Secured sites or at neutral sites unless mutually agreed
 8. Body paint and like decoration shall not be permitted by players or spectators. (Exception: Small markings as sold by cheer or other school organization on the cheek are permitted) This rule applies to all games held at neutral sites. If a TAPPS school is not going to permit this activity at their facility, the opponent should be notified in advance of the contest.
 9. Air horns and bullhorns, handheld or otherwise, are not permitted at any TAPPS contest.
 10. The use of, or appearance of using, any controlled substance (alcohol, drugs, etc.) before, during or after games at contest sites is prohibited by TAPPS.
 11. Streamers, confetti or other such materials.
- E. **PRACTICE BALLS.** Each team is responsible for its own practice balls for warm ups in batting and infield practice.
- F. **COACHING BOXES.** Student players in uniform or coaches may occupy the coaching boxes.
- G. **PRE-GAME WARMUP.** It is recommended that batting practice be eliminated and that each team be given 10 minutes for infield and outfield workouts prior to each game.
- H. **HEAD PROTECTORS.** All players must wear head protectors when batting and when on the base paths.
- I. **RESOLVING TIES IN WON/LOSS PERCENTAGE.** Districts should outline procedures (before the season begins) for determining two representatives in their district. Definite procedures should be outlined (in writing) to provide orderly facilitation for teams tied in win/loss percentage. Especially remember to outline a procedure to be used when three teams are tied for the district runner-up spot.

J. GAMES

1. All games will be for seven innings (unless tied).
 - a. Exception: The 10-run rule after 4 ½ or 5 innings may be employed
2. In district and non-district games if a game is called before completion of the required number of innings, the umpire shall declare the contest "no game."

K. TIE GAMES. A regulation called game where a winner cannot be determined shall be counted as ½ game won and ½ game lost for each team and the game shall not be replayed. If the game is called before the completion of the number of innings, the umpire shall declare the contest "no game." The game shall be replayed from the start when and where determined by the two schools involved.

L. SUSPENDED GAMES IN PLAYOFFS. In playoff games past the district level, any suspended game shall be continued from the point of suspension at a later time.

M. RAIN (BAD WEATHER) POLICY FOR BASEBALL PLAYOFFS. Teams may not play after the deadline for determining a district representative unless the following conditions are met:

1. Every effort must be made by both teams to determine the winner before the deadline.
2. If weather conditions make this impossible, then permission must be obtained from the potential next round opponents (or opponent). **Example:** District 1 winner and 2 runner-up find they cannot get their playoff decided by the deadline. They must obtain permission from District 3 winner and 4 runner-up representatives to play after the deadline (or just District 3 winner, if District 3 has already defeated District 4 runner-up in their respective playoff game).
3. If the teams or team involved in District 3 winner and 4 runner-up fail to give approval, then District 1 winner and 2 runner-up will have to determine a representative before the deadline specified in the baseball playoff procedures.
4. Extreme scheduling difficulties such as those mentioned above could result in a coin flip determining the representative to the next round.
5. Every effort must be made to get the representative determined on time. This includes obtaining neutral sites and scrambling for any available field. This could mean giving up a home field advantage if another field is playable.
6. In single elimination playoffs a team deciding a round after the deadline with the approval of the next round opponents will have to play on the date specified by the next round opponent.

- N. OFFICIALS. See Section 134.
- O. BI-DISTRICT/REGIONAL GAMES. The first round play-off games shall be Bi-district games, if more than eight teams qualify for the play-offs. If less than eight teams qualify, the first round shall be regional games.
- P. BI-DISTRICT/REGIONAL SITE. Bi-District/Regional games shall be played at the site indicated in **Section 141**
- Q. ARRANGEMENTS. The two teams involved shall be responsible for all arrangements for the game and shall pay all expenses.
- R. GATE RECEIPTS. Gate receipts, after expenses shall be divided between the two schools, unless mutually agreed before the game.
- S. REPORT RESULTS. The winner of ALL Playoff Games shall call, fax, or e-mail the State TAPPS office and report the results, within 24 hours.(phone:254/947-9268, fax:254/947-9368, email:edd@tapps.net)
- T. ROSTERS. **Team rosters of play-off qualifiers must be in the TAPPS STATE OFFICE by the deadline shown on the TAPPS calendar to be assured of being included in the state tournament programs. SEE ROSTER FORMAT IN THE ATHLETIC FORMS MANUAL.**
- U. PLAY OFF FORMAT.
1. Admission for Bi-district and Regional should be determined by the teams involved. Admission for State Semi-Finals and Finals shall be \$6.00 for Adults, \$4.00 per students.
 2. Baseball play-offs are
 - a. single elimination.
 - b. **by mutual agreement, Bi-District and Regional rounds MAY be 2 out of three.**
 - c. STATE SEMI-FINALS AND FINALS SHALL BE SINGLE GAME ELIMINATION.
 3. *TAPPS rules* will apply. The basis for TAPPS rules is the National Federation of State High School Associations.
 4. *Time Limits.* Any time limits at Bi-District and Regional games shall be agreed upon by both schools prior to the beginning of the game. There is NO TIME LIMIT in State Tournament Games.
 5. *Run Rule.* 10 run rule after 4 ½ or 5 innings.

6. *Number of Umpires.* (A) For District at least two SOA/TASO umpires per game shall be used; (B) In the State tournament three SOA/TASO umpires shall be used; (C) In the state tournament umpires shall be scheduled from more than one chapter, if possible. (D) Unless mutually agreed, umpires will be selected from a neutral chapter.
7. *Home Team.* Home team designations shall be determined by a coin flip in play-off games on neutral fields, unless mutually agreed otherwise.
8. *Baseballs.* In the play-off games, each school shall provide three (3) new **WILSON** baseballs , with each team retaining their own balls following the game. **WILSON WILL provide baseballs** for the state tournament.

V. IN BASEBALL FINAL FOUR GAMES,

1. HOME and VISITOR will be determined by coin flip prior to the game.
2. The team listed on the BOTTOM of the Bracket will be responsible for
 - a. The Pre-Game Prayer
 - b. The National Anthem
3. The team listed on the BOTTOM of the Bracket will use the FIRST BASE DUGOUT.
4. BATTING CAGE times will be assigned prior to Final Four games.