

2024 NFHS BASEBALL RULE CHANGES POWERPOINT

JOHN SULLIVAN – CHSAA ASST COMMISSIONER

GEORGE DEMETRIOU – RULES INTERPRETER

GEORGE.DEMETRIOU.COS@GMAIL.COM





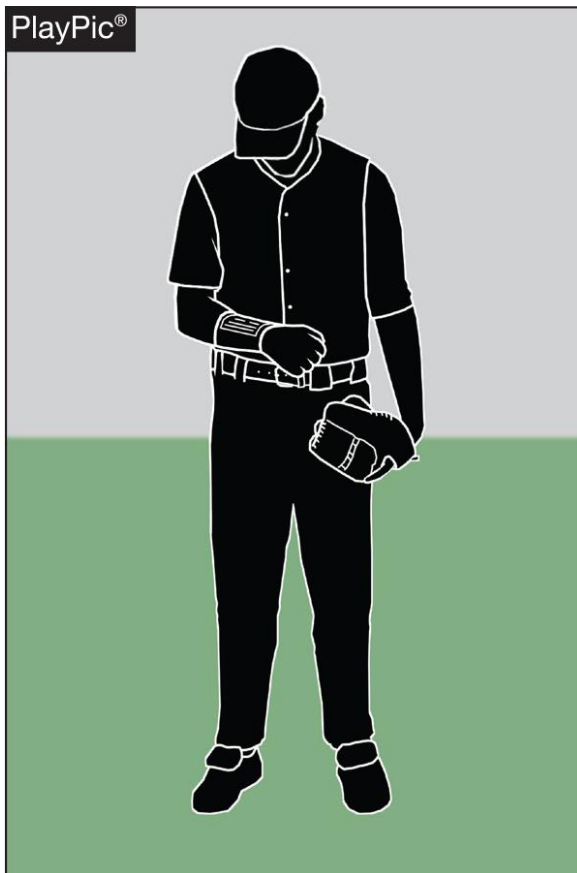
SUMMARY

- Wristbands
- One-way Communication
- Spectators





1-6-1 PLAYER COMMUNICATION EQUIPMENT

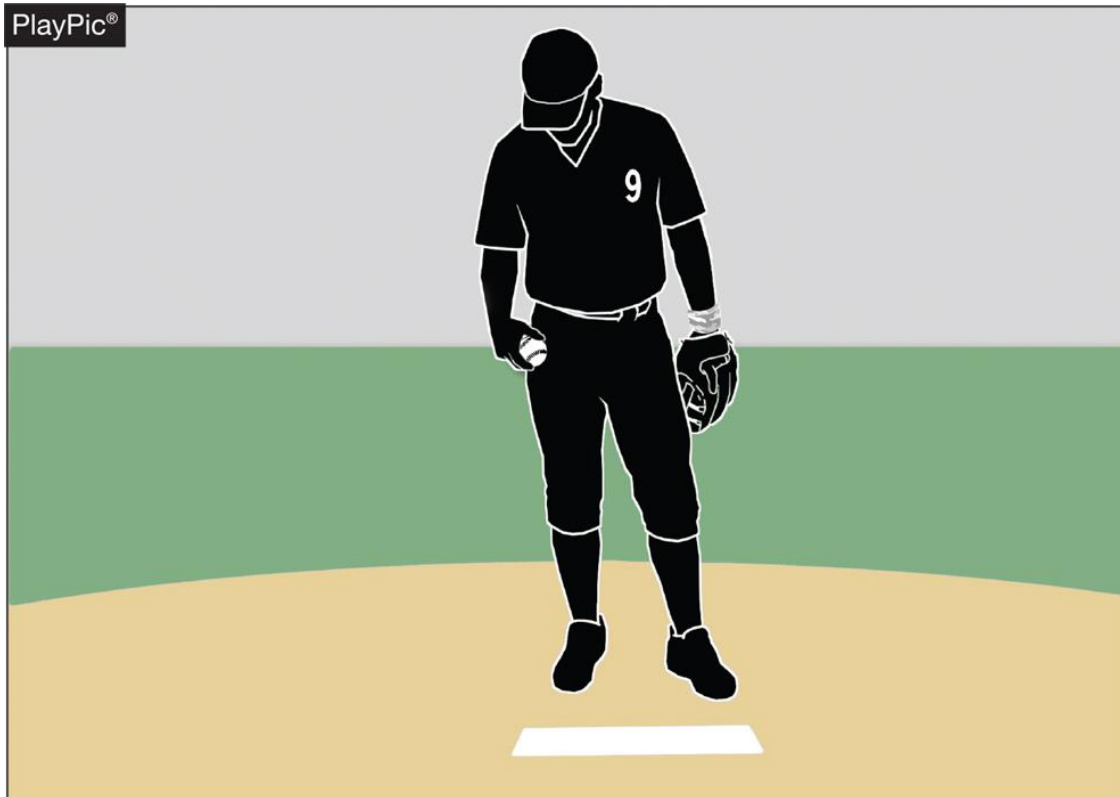


- Any wristband with defensive shifts/offensive plays/pitching choices or game directions attached is non-electronic equipment and is permitted as long as it a single, solid color.



1-6-1

PLAYER COMMUNICATION EQUIPMENT



- For pitchers, it may not contain the colors white, gray or be distracting.
- It does not have to match the color of the uniform or the sleeves worn underneath the uniform.
- It shall only be worn on player(s) wrist or forearm and pitchers shall wear it on their non-pitching arm.



1-6-1

PLAYER COMMUNICATION EQUIPMENT



- The penalty for wearing this equipment improperly is a team warning to the coach on a first offense.
- The next offender of that team will be ejected along with the team's head coach.



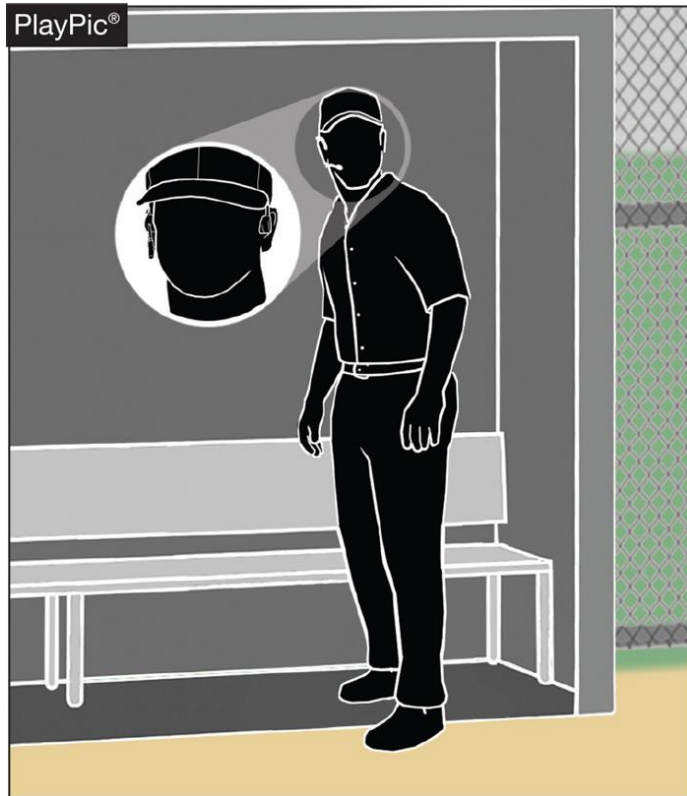
PLAYER COMMUNICATION EQUIPMENT RULE 3-2-5



- One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches.



PLAYER COMMUNICATION EQUIPMENT RULE 1-6-2



- When using the electronic communication device, the coach cannot be outside the dugout/bench **area**.

PLAYER COMMUNICATION EQUIPMENT

RULE 3-2-5



- Coaches may not use electronic communication device(s) to communicate with any other team member than the catcher while on defense, or any team member while on offense.



PLAYER COMMUNICATION EQUIPMENT RULE 3-2-5



- The penalty for improper use is a team warning on the first offense.
- The next offender of that team will be ejected, along with the team's head coach.



UMPIRE-IN-CHIEF

RULE 10-2-3h

h. Forfeit the game for prescribed infractions by ~~spectators~~, coaches, players or team/bench personnel.

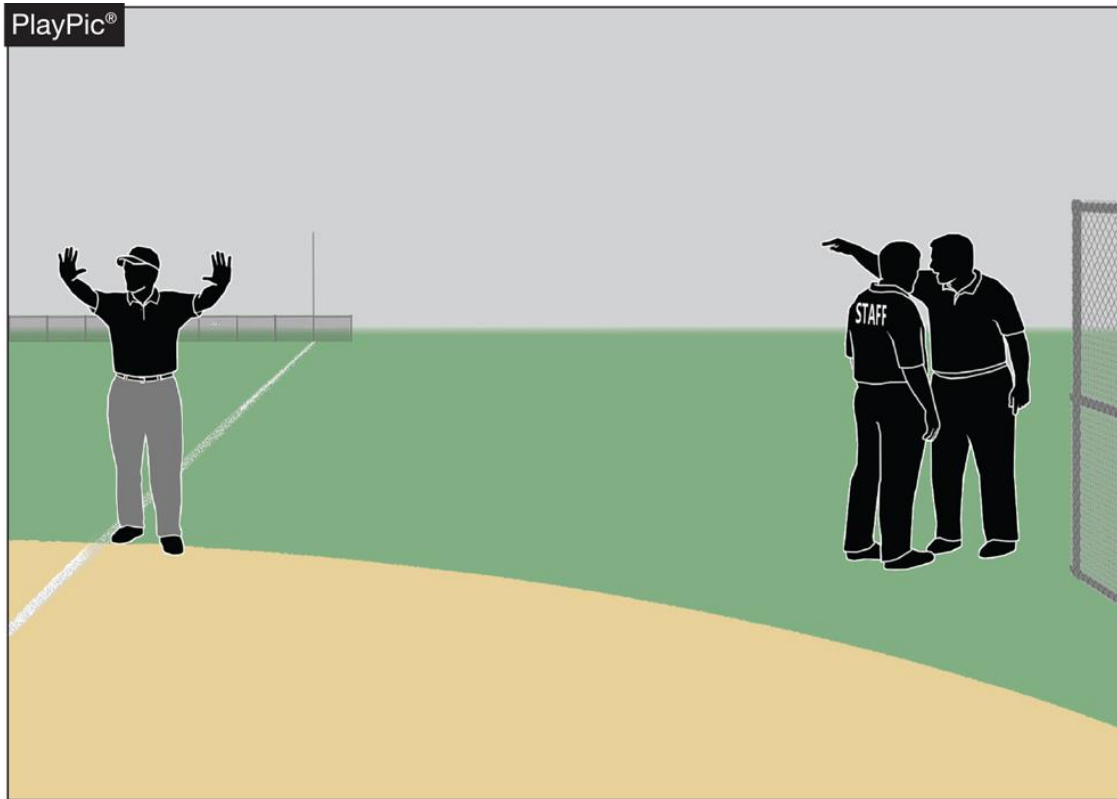
Rationale:

Umpires have jurisdiction over the confines of the field, players, coaches and team/bench personnel. If there are issues with spectators, it is the responsibility of game management to deal with spectators and to ensure that the facility is safe for all involved.





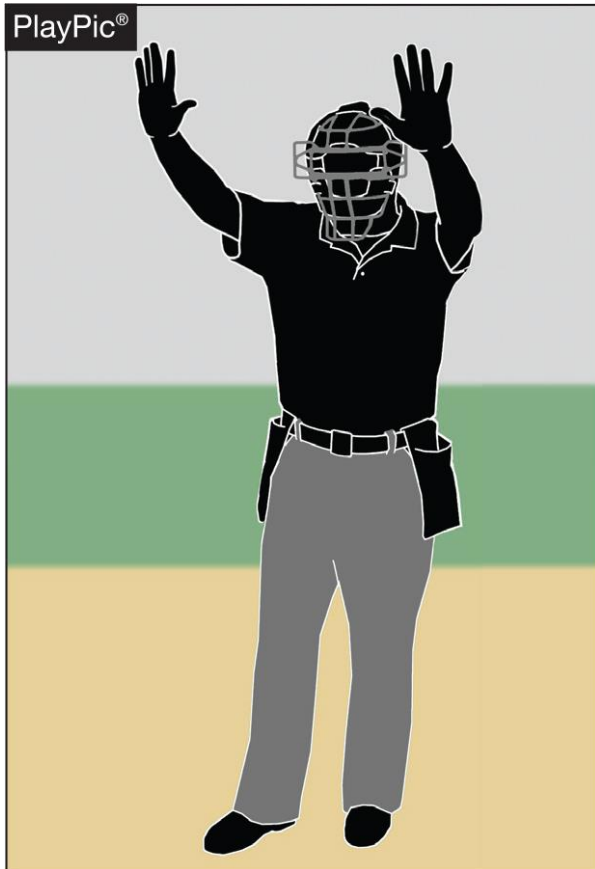
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UMPIRE-IN-CHIEF RULE 10-2-3h



- The umpire-in-chief may forfeit the game for prescribed infractions by coaches, players or team/bench personnel.
 - Most likely repeated refusal to comply
 - See Rule 4-4.
- Do not declare a forfeit if a team is late arriving.
 - Please wait 30 min if no info.
 - Note in the game report.



Points of Emphasis
2024 NFHS BASEBALL





APPROACHING UMPIRES

Head coaches can ask an umpire to get help on a:

- Rules clarification;
- Pulled foot or swipe tag; or
- Dropped ball.





APPROACHING UMPIRES

Coaches may ask an umpire what he saw on:

- Balks;
- Obstruction;
- Interference; or
- Any other unusual play.





APPROACHING UMPIRES

Coaches must avoid questioning:

- Balls and Strikes including checked swings; and
- Outs and safes especially bang-bang plays.





EJECTION PROTOCOL

PRINCIPLES

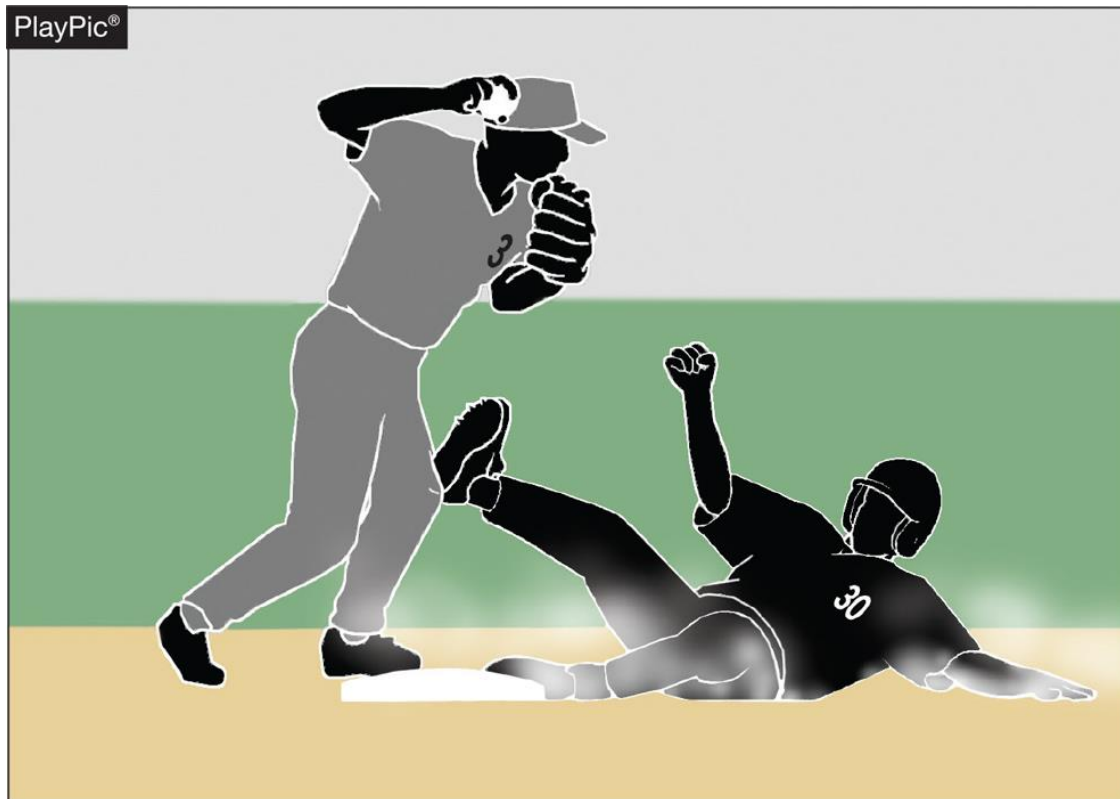
- Assistant Coaches cannot argue calls with umpires.
- Be as tolerant and understanding as possible with Head Coaches

PROCEDURE

- Ignore comments as long as possible
- Acknowledge as appropriate; answer relevant questions
- Warn before lines are crossed or chattering is incessant
- Restrict
- Eject



MALICIOUS CONTACT



- Malicious contact can be initiated by either an offensive or defensive player(s).
- It should not be confused with incidental contact or “train wreck” plays that sometimes occur in baseball.

MALICIOUS CONTACT



- Contact or a collision is considered to be malicious if it the result of excessive force and/or there is an intent to injure.
- The absence of these two conditions does not preclude the presence of malicious contact but would provide a reasonable starting point for proper interpretation.

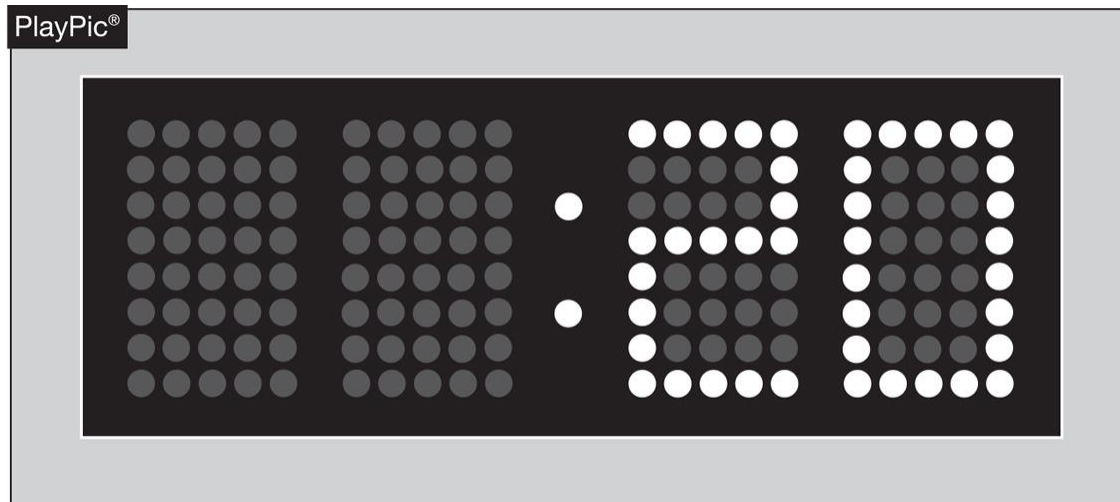
PROFANITY (DIRECT OR INDIRECT)



- Education-based athletics is a direct extension of the classroom.
- The coach is the teacher.
- There is no excuse for “foul language” in school or on the baseball field.
- What is “foul” is an opinion.
- Consider context, target, tone and any gestures

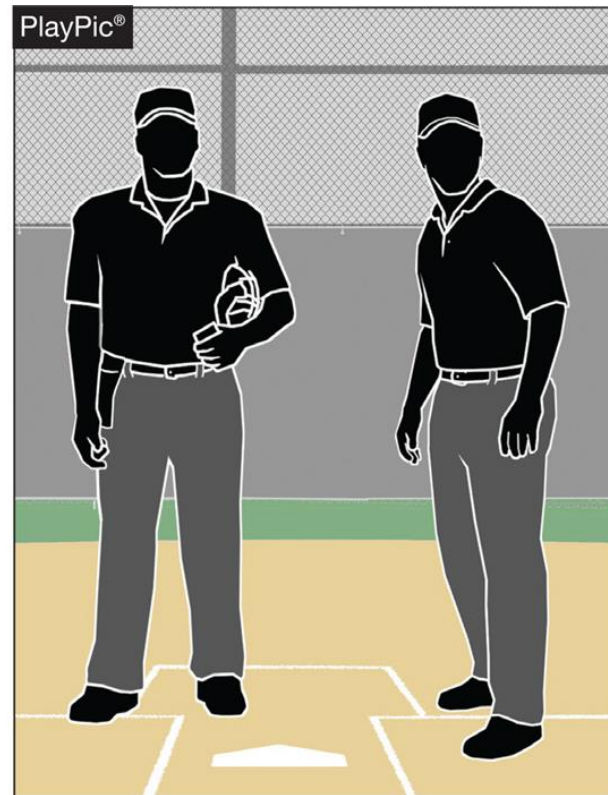
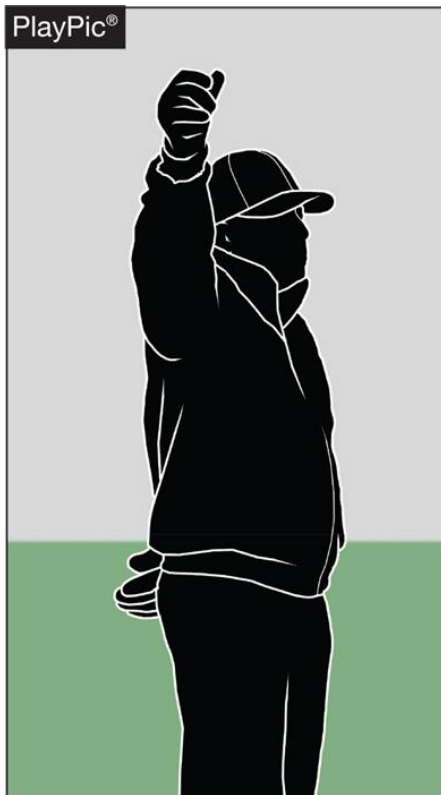


PACE OF PLAY



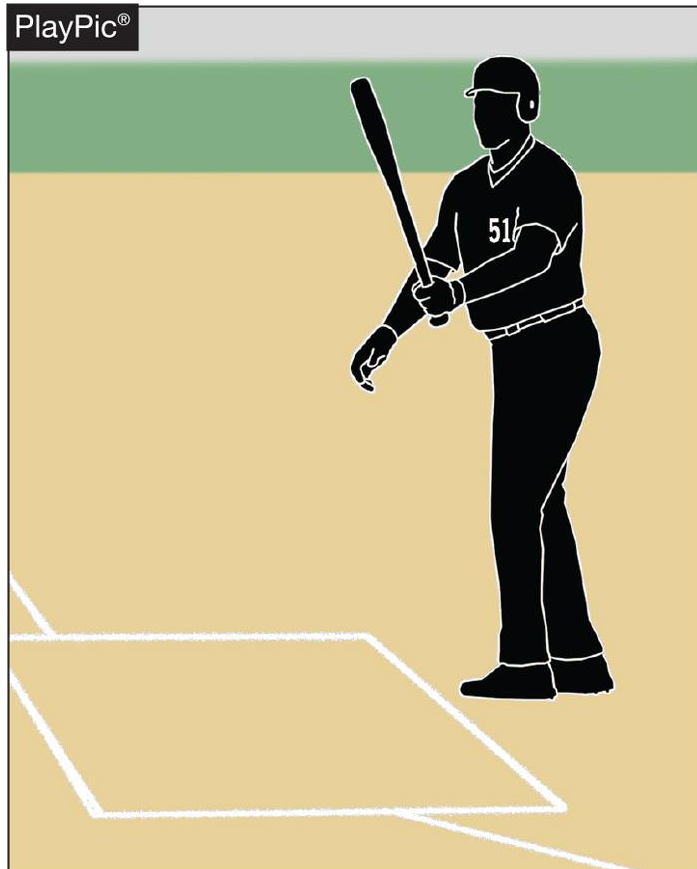
- A 20-second time limit rule has been in the NFHS rules book since the 1970s.
- The rule is meant to only be utilized when other preventive umpiring measures fail to achieve a reasonable pace or rhythm.

PACE OF PLAY



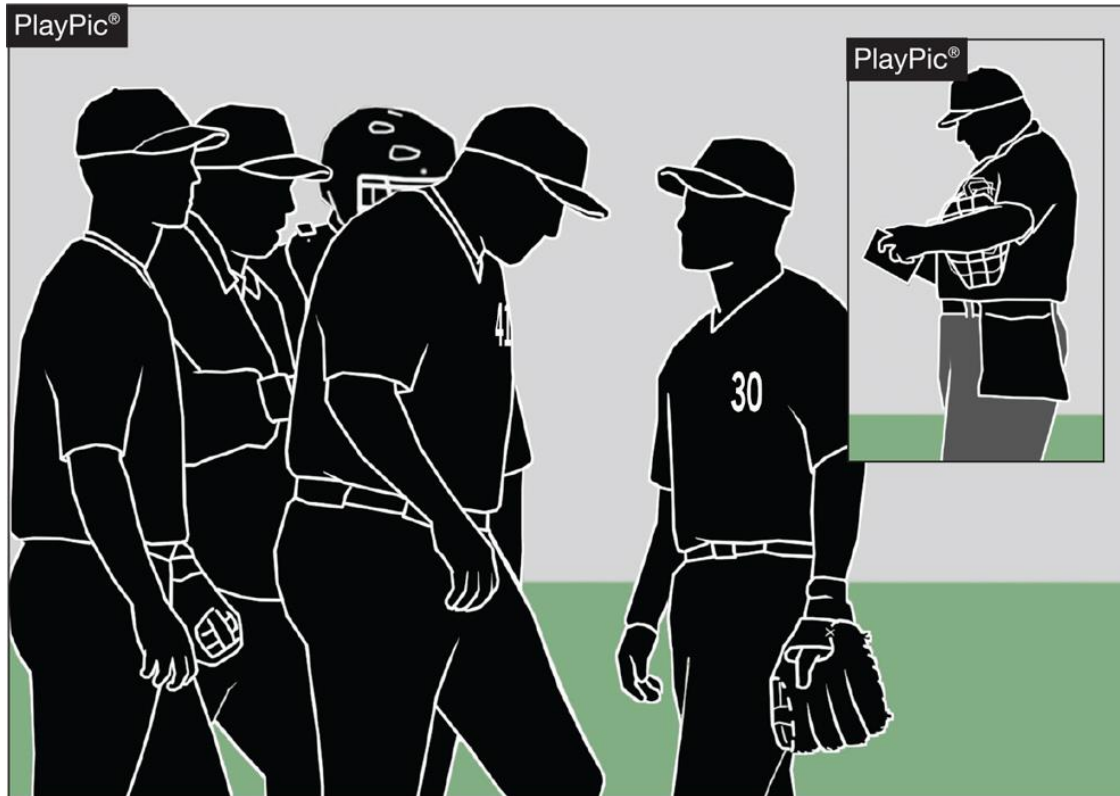
- By rule, the time between the last out of one half-inning and the first pitch of the next half-inning is 1 minute, 20 seconds.
- Umpires should facilitate this and refrain from visiting with fans or having prolonged discussions with other crew members.

PACE OF PLAY



- Rule 7-3-1 spells out the situations when a batter is allowed to leave the batter's box.
- Repeatedly stepping out to alter the rhythm of the pitcher or delay the game is not acceptable, and umpire needs to apply the proper penalty.

PACE OF PLAY



- Umpires need to be consistent in monitoring how teams get on/off the field, conferences, enforcing the batter's box rule and in other areas to create a sense of urgency during the contest.



PACE OF PLAY



- Umpires need to recognize when excessive player conferences begin to delay the game, step in and expedite the conclusion of the meeting.



SPEED-UP RULES

- Courtesy runners for the pitcher and catcher may be used to include the player/DH, if used.
- Teams may huddle outside the dugout before coming to bat, but may not huddle before taking the field.
- After the pitcher completes his warm-ups, players may not huddle at the mound.





MERCY RULES

The game ends when:

- The visiting team is behind 20 or more runs after 2 ½ innings, or if either team is ahead by 20 or more runs after the third inning;
- The visiting team is behind 15 or more runs after 3 ½ innings, or if either team is ahead by 15 after the fourth inning;
- The visiting team is behind 10 or more runs after 4 ½ innings, or after the fifth inning, if either team is ahead by 10 runs in an equal number of innings.





GAME ENDING PROCEDURES

Regular Season Games: In the following three situations, any game which is terminated by darkness, rain or other cause will be considered a suspended game and shall continue from that point of suspension at the earliest time possible:

- *Before* it is a regulation game, or
- *After* it is a regulation game, and
 - It is tied, or
 - An inning is in progress and before the inning is completed, the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead.





GAME ENDING PROCEDURES

Post Season Games:

- All games will be played to their conclusion in seven innings unless the mercy rule comes into effect or extra innings are needed.
- All suspended games at the district, regional and state level shall be completed from the point of suspension to the conclusion of the contest at the earliest time possible.

NOTE: In all cases, the pitches thrown count toward the maximum number of pitches allowed.





GAME ENDING PROCEDURES

Sub Varsity Games:

- Sub varsity games have a two-hour time limit. A new inning will not begin after the limit is reached. The home team is entitled to bat in the limited inning even if they are ahead. The limit begins when the lineups are exchanged at the pre-game conference. This adoption does *not* affect coaches mutually agreeing to end a game at any point.

Varsity Tournament Games:

- If time limits are part of the tournament structure, all schools, athletic directors and coaches who participate have given tacit approval for the stated time limit. Any subsequent change to the time limit must be approved by both coaches.





MEDIA AREAS

Formal media areas will not be established.

- Media personnel are anyone with a camera or any member of the media who the plate umpire approves to be on the field.
 - For playoff games, only credentialed media will be allowed on the field.
 - For regular season games, it is the plate umpire's discretion to determine who to allow on the field. Such personnel must be mobile and must stay against the fence. For non-compliance, they may be asked to leave.
- Anyone who intentionally interferes shall be removed from the confines of field and reported to CHSAA via the game report. Subsequent violators shall be banned from CHSAA events for the remainder of the season.





MEDIA AREAS

- Do not designate a media area.
- If the media are authorized by the UIC to be on the field:
 - Any intentional act is spectator interference;
 - If the ball does not touch anything it remains live and in play.
 - If the ball touches anything, it is dead and the appropriate award is made.
- If the media are not authorized by the UIC to be on the field, treat it as spectator interference.





THANK YOU

National Federation of State High School Associations

PO Box 690 | Indianapolis, IN 46206

Phone: 317-972-6900 | Fax: 317.822.5700

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