

# **CAPITAL VALLEY CONFERENCE BASEBALL BY-LAWS**

ADOPTED BY THE CVC ATHLETIC BOARD: April 19, 2010

LAST REVISED: January 21, 2016

## **Section 1 - Starting Date**

1.1 The dates for the first day of practice, first scrimmage, first game and last game are determined by the Section.

1.2 A coaches meeting shall be held prior to the first allowable contest.

*Adopted: January 11, 2012*

## **Section 2 - Official Rules**

2.1 The official rule book shall be the National Federation of State High School Association rule book.

## **Section 3 - Official Ball**

3.1 The official ball shall be any ball with an NFHS Stamp.

## **Section 4 - Contacts**

4.1 The number of contacts allowed is determined by the Section.

4.2 A maximum of three (3) tournaments will be allowed.

4.3 Scrimmages held after the first game shall be counted as a contact.

## **Section 5 - Game Times**

5.1 Game times shall be indicated on the officially adopted league schedule.

## **Section 6 - Game Results**

6.1 The home school shall be responsible to notify Max Preps with game results.

## **Section 7 - Change in Classification**

7.1 Refer to Section Rule

## **Section 8 - Championship**

8.1 The varsity team with the greatest number of wins in league competition shall be designated as League Champion. In the event of a tie, all teams tied for the best records shall be recognized as League Champions. No champion will be recognized below the varsity level.

## **Section 9 - Playoffs**

9.1 The number of teams qualifying for participation in the playoffs shall be determined by the Section.

9.2 Tie Breakers for qualifying spots, seeding and extra All Conference slots.

9.2.1 The first tie breaker shall be head to head competition. If head to head competition does not break the tie, the following shall apply:

*Revised: October 7, 2013*

9.2.2 Two-way tie for one qualifying spot

9.2.2.1 Teams shall play a game at a neutral site.

9.2.2.2 A coin toss will determine the home team.

9.2.2.3 Winning team advances

9.2.3 In the event of a three way tie for the one qualifying spot.

9.2.3.1 All teams would meet at a neutral site. The first game shall start at 2:00 PM.

9.2.3.2 A coin toss will determine the bye team and the home team for all games.

9.2.3.3 The remaining teams will play a 7 inning game.

9.2.3.4 The losing team is eliminated.

9.2.3.5 The winning team plays the bye team in a 7 inning game, with the winner advancing.

9.2.4 In the event of a three way tie for two qualifying spots.

9.2.4.1 All teams would meet at a neutral site at 12:00 noon.

9.2.4.2 A coin toss will determine the bye team and the home team for all games.

9.2.4.3 The remaining teams will play a 5 inning game.

9.2.4.4 The losing team plays the bye team in a 5 inning game.

9.2.4.5 If the loser of the first game loses the second game they are eliminated, the other two teams advance.

9.2.4.6 If the bye team loses the second game they will play the winner of the first game in a 5 inning game.

9.2.4.7 If after three games the tie still exists, a coin flip will determine the qualifiers.

*Entire section Revised: October 7, 2013*

9.3 All games played to break a tie must occur on or before the CIF Section last contest date. All games shall be played on one day.

*Revised: October 7, 2013*

9.4 The coordinator for Baseball shall arrange for a neutral site for any play-in games.

9.4.1 The host school shall retain all revenue generated by these games and be responsible for all expenses.

9.4.2 Should revenue not equal or exceed expenses, including officials, the participating schools shall reimburse the host school.

*Entire section Revised: October 7, 2013*

9.5 If a tie exists between teams qualified for playoffs a coin flip will determine the higher seeds(s).

## **Section 10 - Rain Outs, Ties and Suspended Games**

10.1 The home team will cancel games by 12:00 Noon if the field is unplayable or as soon as possible in the case of inclement weather.

10.2 Rained out games shall be made up in the order of the original schedule. Both teams will play on the next day that neither team has a game scheduled. Games may be played on Saturday if both teams agree. If transportation is a factor, the principals and/or Athletic Directors of the competing schools will resolve

the issue.

*Revised: October 7, 2013*

10.2.1 Saturday games shall be played at 1:00 PM

10.2.2 Failure of either team to play will result in a forfeit.

10.2.3 If the original site for a game is unplayable, the contest will be switched to the opponent's field, providing that field is playable.

10.2.4 If sites are switched in the first round, the site of the second-round game shall also be switched.

10.3 Suspended games shall be completed the next time the two teams meet. The suspended game shall be played first. If it is the last regularly scheduled game or if there are no remaining games between the schools, the game will be completed only if it has a bearing on the league championship, playoff berths or playoff seeding.

10.3.1 Only players on the roster at the time a game was suspended may participate in the completion of that game.

10.3.1.1 Players who were on the roster but are not academically eligible at the time of the make-up may not participate.

10.4 Tied games shall be considered suspended games.

10.4.1 Tied or suspended games shall not be made up if the result of the game has no bearing on either the league championship, playoff berths or playoff seeding.

*Revised: October 7, 2013*

## **Section 11 - Miscellaneous - Activity Specific**

11.1 Unless inclement weather or a safety hazard exists, regularly scheduled games must be played on the date scheduled.

11.2 There will be at least two (2) umpires for varsity games and one (1) umpire for Frosh/Soph games.

11.2.1 In the event only one umpire is available for a varsity game, the game may be played if both coaches agree.

## **Section 12 - All Conference Selection**

*Revised: August 19, 2015*

12.1 The baseball coordinator shall call a meeting for the first Monday evening following the completion of the league season. Coaches shall be informed of the meeting, time and location at least a week in advance. Notification shall be by phone or Email.

12.2 Schools shall be awarded positions on the All-Conference team in accordance to their finish in League Competition. Each school shall make their own determination as to who will be placed on the team from their school. When there is a tie(s), if there is an extra All Conference slot, playoff tie breakers shall be applied in order. The team who earns the higher slot will be awarded the extra slot. Should the tie breakers not resolve the issue, coaches will vote on individuals nominated. If a tie exists after one ballot, a coin flip will decide the issue.

12.2.1 A total of eighteen players will be selected.

12.2.2 The automatic and at large positions shall be as follows:

EIGHT TEAM LEAGUE		SEVEN TEAM LEAGUE	
<u>Finish</u>	<u>Selections</u>	<u>Finish</u>	<u>Selections</u>
1st Place	4	1st Place	4
2nd Place	3	2nd Place	3
3rd Place	3	3rd Place	3
4th Place	2	4th Place	2
5th Place	1	5th Place	1
6th Place	1	6th Place	1
7th Place	1	7th Place	1
8th Place	1	At Large	3
At Large	2		

12.2.2.1 Coaches will select the At Large Positions through a ranking system.

12.2.2.2 Each school may nominate a number corresponding to the number of at large positions available.

12.2.2.2.1 If schools do not use all their automatic positions, those positions are added to the number of at large positions

12.2.2.3 Coaches will rank every player nominated starting from 1 for the best player numerically through the last player nominated. Coaches will rank their own players.

12.2.2.4 The Coordinator shall total the numbers. The players with the lowest numbers will be added to the All-Conference team.

12.2.2.5 In the event of a tie(s), coaches will vote.

12.2.2.5.1 If the vote does not break the tie, the tie breakers used for playoffs shall be applied.

12.2.2.5.2 If the tie breakers do not break the tie a coin flip shall determine.

12.3 From the automatic positions to the All-Conference team (at large selections are not eligible) a ballot shall be taken to name three special designation players as follows:

Most Valuable Player

Defensive Player of the Year

Offensive Player of the Year.

12.3.1 Each school shall have one vote for each award.

12.3.2 A school may vote for its own candidate.

12.3.3 No player shall receive more than one of the special designation awards.

12.4 Each school will receive two Second Team positions.

12.3 No all-conference team shall be selected below the varsity level.

12.4 In the event a coach does not attend the All conference meeting.

12.4.1 They may provide the coordinator with the names of the automatic qualifiers. Those students will be included on the All-Conference team.

12.4.2 They may send nominations for at large berths and special award consideration

12.4.3 They will not be able to participate in any vote taken at the meeting.

12.5 In the event a coach does not attend the meeting and does not forward the coordinator the names of the automatic qualifiers.

12.5.1 Those slots will be reserved for the school.

12.5.2 The name of the automatic qualifier will be added to the team when the league commissioner receives the name from the Athletic Director or administrator.