

## **COLORADO RULES BY STATE ASSOCIATION ADOPTION**

The NFHS Rules Book (p. 66) delegates authority to the state associations for certain rules. The following shall apply in Colorado.

**1-2-8** Media Area - This applies to all regular season games as well as playoffs.

A media area may be designated before the game, but is not required.

- a. If established the media area should be on the periphery of the playing field beyond first and third base. Such an area shall remain a live-ball area. The ball shall be declared dead if it enters and remains in the media area or if any occupant of the media area intentionally interferes with play.
- b. Anyone who intentionally interferes shall be removed from the confines of field and reported to CHSAA via the Ejection Report. Subsequent violators shall be banned from CHSAA events for the remainder of the season.
- c. If a media area is not established before the game, media personnel maybe allowed on the field at the discretion of the plate umpire and will be instructed to remain on the periphery of the playing field beyond first and third base.

**1-2-9** Double First Base – Not allowed.

**1-4-4** Commemorative Patches – Must be requested of CHSAA on a case-by-case basis. These may not exceed 4 square inches.

**2-33-1** Speed-up Rules –

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

**3-2-1** Coaches Uniform - Reasonable accommodations consistent with the team uniform are allowed (3.2.1E). Umpires should refer questionable cases to their Area Director for resolution with CHSAA.

**3-3-1f7** Post Game Unsportsmanlike Conduct – In situations where coaches confront or direct unsportsmanlike actions to the umpires after the game has concluded and until the umpires have departed the game site, CHSAA will review on a case-by-case basis and determine the appropriate action in conjunction with the school.

**4-2-2** Mercy Rule for all regular season and playoff games –

- a. The game shall end 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;
- b. The game shall end when the visiting team is behind 15 or more runs after 3 ½ innings, or if either team is ahead by after the fourth inning;
- c. The game shall end when 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.

#### **4-2-4** Game Ending Procedure –

*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:

- (a) *Before* it is a regulation game, or
- (b) *After* it is a regulation game, and
  - (1) It is tied, or
  - (2) 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.

However, in all cases any remaining play may be shortened or terminated by mutual agreement of the opposing coaches.

*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.

*Sub Varsity Games:* If a league elects to have a time limit on sub varsity games, that time limit shall be 2:15 (two hours, fifteen minutes). No new inning can start after 2:15 has elapsed. Leagues and umpires cannot alter the time length. This applies ONLY if a league has elected to have a sub varsity time limit; otherwise, the game is seven 7 innings unless shortened by the mercy rule. This adoption does *not* affect coaches and the umpire-in-chief mutually agreeing to end a game. A game may be shortened at any point.

**4-3-1** Tie Game – See 4-2-4 above.

**4-4-1a** Forfeit – If a team is late arriving, umpires must wait at least 30 minutes before leaving the game site unless they have confirmed the team will not show. Umpires shall not declare a forfeit for late arrival or for a team not showing. That decision is subject to league policy.

**4-5-1** Protests – Protests are not allowed.

**6-1-6** Pitching Restriction- Umpires are not responsible for enforcing the CHSAA policy regarding pitch counts.

**10-1-9** Umpire Uniform – Navy blue, black or powder blue pullover shirts may be worn.

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