

DIAA APPROVED POLICIES/PROCEDURES

The following policies and procedures were approved by the DIAA Board of Directors and will be in effect for all sports during the 2010-2011 school year.

APPEAL OF ONE GAME SUSPENSION [Regulation 1007, 2.3.1]

In some sports, a coach or player can be ejected for a violation of the playing rules that is not sportsmanship related. A rules violation that is technical in nature and does not involve physical or verbal misconduct may not necessarily be a sportsmanship violation. If such an ejection occurs, the President/Incidents Coordinator of the officials' association or the Athletic Director/Principal of the offending school should notify the Executive Director as soon as possible. The Executive Director will investigate the incident and make a concerted effort to resolve the situation prior to the next contest for which the suspended coach or player would ordinarily be eligible. If, however, the Executive Director is unable to make a decision before the next contest, the suspension remains in effect. **Under no circumstances will a suspended coach or player be allowed to participate or even be present at the game site while his/her appeal is being adjudicated. The Executive Director's decision to uphold or rescind the one-game suspension is final.** If the Executive Director is out of town and unavailable to make a ruling, the appeal may be directed to the Chairperson of the DIAA Board of Directors. (Jerry Kobasa)

BENCH PERSONNEL RULE

Any player who leaves the team bench area and enters the playing field, court, or mat during a fight or other physical confrontation and is identified by the game officials shall be ejected from the contest. Any player who commits such an offense and is ejected by the game officials shall also be ineligible for the next contest at that level of competition and all contests at any other level of competition in the interim. Additional penalties may be imposed if a player leaving the bench area becomes involved in the altercation.

HEAD COACH ENTERING PLAYING AREA DURING ALTERCATION

If a fight breaks out during the game, each **head coach** may immediately enter the playing area in order to restrain, separate, or remove any of his/her players who are involved in the altercation. **ONLY the head coaches** may enter the playing area without being beckoned by the contest officials.

CUMULATIVE UNSPORTSMANLIKE CONDUCT RULE

A coach who is guilty of repeated acts of unsportsmanlike conduct during a season shall be ineligible for the next contest. (at the same level of competition in which the most recent violation occurred and all contests at any other level of competition in the interim) When he/she has been assessed the penalties or committed the infractions listed below.

- Football Three (3) unsportsmanlike conduct penalties
- Soccer* Three (3) yellow cards
- Field Hockey Three (3) yellow cards or any combination of five (5) green & yellow cards.
- Volleyball Three (3) red cards or any combination of five (5) yellow & red cards
- Basketball Three (3) direct technical fouls
- Wrestling Three (3) unsportsmanlike conduct penalties
- Baseball Three (3) bench confinements
- Softball Three (3) bench confinements
- Boys' Lacrosse Three (3) unsportsmanlike conduct fouls or any combination of 5 conduct and unsportsmanlike conduct fouls
- Girls' Lacrosse Three (3) yellow cards

***Soccer has adopted a cumulative Unsportsmanlike Conduct penalty for Players.**
Soccer Officials must report ALL cards (Yellow and Red) assessed to PLAYERS & Coaches

LIGHTNING POLICY

The site management or the contest officials, if they have assumed control of the game, will stop the game at the first observation of lightning. The playing area will be cleared and all participants and spectators will be advised to seek shelter. The contest will not be resumed until 30 minutes after the last clap of thunder or flash of lightning.

PROHIBITION AGAINST USE OF TOBACCO PRODUCTS

Contest officials shall not use any tobacco products from the time they arrive at the game site until after they depart from the game site when officiating any event sanctioned by the Delaware Interscholastic Athletic Association.

Smoking on all state property (public schools) is prohibited by law.

USE OF INSULIN PUMP

The use of an insulin pump during competition is not necessary for most participants because the dosage can be adjusted prior to the event and the pump can be utilized during timeouts, between quarters, at half-time, or whenever play is suspended. If a medical condition necessitates wearing the device during competition, written verification from a licensed physician must be presented to the contest officials prior to the event and the device must be padded so as not to be dangerous to the other participants.

FAILURE TO PROVIDE GAME BALL(S) WITH NFHS MARK

Game balls used at the varsity level in all sports for which the NFHS publishes playing rules must be imprinted with the NFHS authenticating mark. There are no exceptions to this requirement for the 2010-2011 school year. Tennis balls and golf balls are not required to be imprinted with the aforementioned mark.

If the team that is responsible for providing the game ball(s) does not have one that is properly marked, the officials should use the opposing team's ball(s) provided it is properly marked. If neither team has a ball(s) that is properly marked, the officials must allow the game to be played and then contact their Incident Coordinator who must, in turn, contact the DIAA office. Failure to use a ball(s) with the NFHS authenticating mark in a varsity game will result in the offending school being assessed a penalty as determined by the Executive Director.

Use of Intra-Oral Tooth and Mouth Protector

The wearing of a protective mouth guard shall be mandatory for anyone participating in a collision or contact sport who is wearing metal dental appliances such as braces. The intra-oral tooth and mouth protector (mouth guard) shall be of any readily visible color other than white or clear. It shall include an occlusal (protecting and separating the biting surfaces) and labial (protecting the teeth and supporting structures) portion and cover the posterior teeth with adequate thickness. Collision sports are; football, soccer, boy's lacrosse and wrestling. Contact sports are; volleyball, field hockey, basketball, softball, baseball and girl's lacrosse.

What this means – With the exception of wrestling if your athlete wears metal braces they need a mouth guard that covers the upper braces and separates the top teeth from the bottom teeth. For wrestling both upper and lower teeth must be protected.

State Association [DIAA] adoption of NFHS playing Rules

DIAA SOFTBALL RULES ADOPTIONS/MODIFICATIONS

1-2-1 Note By state association adoption, a double first base is permitted.

The DIAA Board of Directors has approved the use of a double first base. The decision to use a double first base is left to the discretion of the host school unless a

conference has adopted it, in which case the double first base will be used in all conference games.

- 3-2-1 State Associations may, on an individual basis, permit a player to participate while wearing a different style uniform for religious reasons.

If a player has a religious reason for wearing a different style uniform, her athletic director must contact the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the uniform. If, in their opinion, the uniform is acceptable it will be approved for use. The Executive Director will forward a letter to that effect to the player's athletic director. The letter should then be provided to the officials before each game in which the player is in uniform.

- 4-2-3 A state association may adopt game-ending procedures that determine how games are ended.

The DIAA Board of Directors has adopted a completed/suspended game rule and has also approved a 10-run mercy rule which are described below.

Completed/Suspended Game Rule

A game called for any reason in which a winner cannot be determined or a game called at anytime for mechanical failure (artificial lights, watering systems, etc.) will be considered a suspended game. Such a game will be continued from the point of suspension, with the lineups and batting orders for both teams exactly the same as at the time of suspension subject to the rules of the game. The completed/suspended game rule will be in effect for both regular season and state tournament play during the season. The rule is as follows:

- 1. If a game is stopped prior to the completion of 4 1/2 innings, it is a suspended game and will be resumed from the point of interruption.**
- 2. If a game is stopped after 4 1/2 innings or in the bottom of the 5th inning and the home team is ahead, it is a completed game and the home team is declared the winner. If the score is tied or the visiting team is ahead, it is a suspended game and will be resumed from the point of interruption.**
- 3. If a game is stopped after 5 or 6 innings and either team is ahead, it is a completed game and that team is declared the winner. If the score is tied, it is a suspended game and will be resumed from the point of interruption.**
- 4. If a game is called in the top of the 6th inning, after 5 1/2 innings, in the top of the 7th inning, or after 6 1/2 innings, the score reverts back to the last completed inning. If either team was ahead, it is a completed game and that team is declared the winner. If the score was tied, it is a suspended game and will be resumed from the point of interruption.**
- 5. If a game is stopped in the bottom of the 6th or 7th inning, the score reverts back to the last completed inning unless the home team scored to tie or take the lead in the bottom of the incompleting inning. If so, the score remains as it was when the game was discontinued. In either case, it is a suspended game if the score was tied and will be resumed from the point of interruption.**

10-Run Mercy Rule

The Rule - A game will be called if five or more full innings have been completed and either team is leading by 10 or more runs. In addition, a game will be called if, after 4 ½ innings or after the completion of the visitor's half of a subsequent inning, the home team is leading by 10 or more runs. The final score will be as recorded when the game was called.

The DIAA Board of Directors has approved the use of the 10-run mercy rule at the varsity level for regular season play. If a conference adopts the 10-run mercy rule, it will be in effect for all conference games. In non-conference games or if a conference has not adopted the 10-run mercy rule, it will not be in effect unless the opposing head coaches agree prior to the start of the game to use it. If a DIAA member school is competing out of state and the opposing school's state athletic association has mandated a different mercy rule, then that rule will be in effect. If an out-of-state school is competing in Delaware, the 10-run mercy rule will not be in effect unless the opposing head coaches agree prior to the start of the game to use it.

At the subvarsity level (including all middle school games), conference mercy rules will be in effect. In non-conference games or if a conference has not adopted a mercy rule at the subvarsity level, the game may be shortened or terminated in accordance with the provisions of NFHS Rule 4-2-3.

- 4-2-3 Note 1 If a state association has adopted game-ending procedures, only those game-ending procedures may be used should the opposing coaches wish to terminate a game.

The DIAA Board of Directors has adopted the completed/suspended game rule for both regular season and state tournament play. No other completed/suspended game rule may be used. The DIAA Board of Directors has also approved the use of the 10-run mercy rule at the varsity level for regular season play by Conference adoption. No other mercy rule may be used except at the subvarsity level (including all middle school games).

- 4-2-3 Note 2 By state association adoption, the number of innings for one or both games in a doubleheader may be scheduled for five innings. Current state association game-ending procedures still apply.

The DIAA Board of Directors has taken no action on this provision. Consequently, both games of a doubleheader will be scheduled for seven innings.

- 4-2-6 By state association adoption, the tie-breaker procedure may be instituted at a point in the game specified by the state association.

When using the tie-breaker, each half-inning begins by placing a designated runner (on second base. That runner is the player in the batting order who precedes the leadoff batter in that inning. Then the game proceeds a full inning or until a winner is determined in that inning.

The DIAA Board of Directors has approved the use of the International tie-breaker system at the varsity level for all regular season play. It will be in effect for all games played in the state. The tie-breaker may not be used until the top of the 10th inning. The offensive team shall begin its turn at bat with the player who is scheduled to bat immediately before that inning's leadoff batter on second base. The player who is running can be substituted in accordance with the substitution rules.

- 4-3-1a A game shall be forfeited to the offended team by the umpire when a team:
a. is late in appearing or in beginning play after the umpire calls "Play Ball". State associations are authorized to specify the time frame and/or circumstances before a forfeit will be declared for a late arrival by one of the teams.

The DIAA Board of Directors has determined that the game will be played regardless of the visiting team's arrival time provided they notify the host school within 30 minutes of the scheduled starting time that they will be late. If the visiting team does not notify the host school as stipulated above, they will forfeit the game if they don't arrive within 30 minutes of the scheduled starting time.

4-4-1

It is optional on the part of a state association as to whether protests are permitted. When allowed, protests are permitted regarding rules one through nine only. When protests are submitted to organizations which do allow the filing, such protest shall be submitted using a prescribed procedure (10-2-3i). All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or a loss in such a game if the game is not completed.

The DIAA Board of Directors permits protests only during the regular season. Protests in conference games are adjudicated in accordance with the procedure established by the conference. Protests in nonconference games are submitted to the DIAA Executive Director who, in consultation with the DIAA State Rules Interpreter, will render a decision. Protests are not permitted during the state tournament.

5-2-1b Note

After 30 minutes, the umpire may declare the game ended or, by state association adoption, suspended.

If a game is interrupted and cannot be resumed for at least 30 minutes, the umpire may call the game in which case the completed/suspended game rule will be applied to determine if the game must be continued at a later date.

10-4-2

The DIAA Board of Directors has approved the following modifications of the proper uniform for all umpires. These modifications are for regular season and tournament play. The NFHS allows this under Softball Rule 10-4-2, as an administrative decision of the state association.

All Umpires who work a game as a crew will be in the same matching shirt, pants and hat.

All umpires may wear one of three approved navy blue hats;

- plain navy blue/ navy blue with the Association lettering/navy blue with DIAA lettering

All umpires working a game may wear one of the following approved colored shirts;

- Powder blue with navy and white trim / Powder blue with red, navy and white trim

- Powder blue with black trim *[Powder Blue Shirts are the preferred NFHS color]*

- Navy with red and white trim

- Black with white trim / Cream with black trim

- Scarlet red with navy and white trim /Grey with black trim

All umpires working a game may wear one of the following approved slacks;

- HEATHER Grey or Navy Blue