ARTICLE 3 SECTION 1 – REGULAR SEASON REGULATIONS

1. SPORT COMMITTEE MEETING

1.01 The Conference office will conduct an annual meeting of head coaches. This meeting will be conducted either by conference call or in-person as designated by a yearly alternating schedule. An administrator or full-time assistant coach may substitute for the head coach with prior approval from the Conference office. Representation by each institution is required unless approval is granted by the Conference office.

2. EQUIPMENT

2.01 All equipment must meet NCAA standards and regulations.

3. EVENT AND GAME MANAGEMENT GUIDELINES

- 3.01 All host institutions must provide:
 - A. A playing field as outlined in NCAA rules
 - B. A secure and private locker room with showers must be provided for both the visiting team and the officials before and after the game. The host institution is responsible for providing towels and soap for the locker rooms. If locker rooms are not located near the game field, the home institution must provide a space dedicated only to the visiting team and a separate area reserved only for the officials for use during pre-game and post-game activities.
 - C. Reserved parking for game officials near the locker room; transportation before and after game if the locker room is not near the field.
 - D. Suitable security for game officials
 - E. Pre-game drinks and post-game snacks for game officials; light meal between games of a doubleheader
 - F. A certified athletic trainer
 - G. A field tarp
 - H. Protective screen at first base, second base, and an "L" screen on the pitcher's mound
 - I. Rakes, drying agents, and proper maintenance of the field for all Conference games
 - J. Rollaway batting cage
 - K. The home team provides the visiting team an adequate number of baseballs for throwing and hitting practice
- 3.02 The visitor's bullpen must be in as good of condition as the home team's bullpen. If it is not, the visiting team has the option to use the home team's bullpen. If neither is sufficient, the pitching mound will be used for warm-ups.
- 3.03 Tarps should be on the field the night prior to any scheduled Conference competition if there is *any possibility* of inclement weather.
- 3.04 Each team will be allowed 40 minutes of batting practice prior to each Conference game, with the home team hitting first. The only exception to this will be Friday games, in which the visiting team will hit first.
- 3.05 The Atlantic 10 Conference logo must be displayed at the field for all home games. Refer to the Atlantic 10 Identity Guidelines for logo specifications.
- 3.06 Each home institution shall provide 40 complimentary tickets to the visiting team for their regular season Conference competition. If a host does not charge admission, this policy does not apply.
- 3.07 An athletic department administrator must be present at each home Conference contest and remain until the contest is completed and the visiting team has departed. The on-site administrator will introduce him/herself to the umpires as well as the visiting team head coach and/or administrator. The on-site administrator will answer any questions and indicate where he/she will be stationed for the duration of the contest.

- 3.08 The host institution will not tolerate disruptive and unsportsmanlike fan behavior. All efforts must be made to police this behavior. Fans must be warned against throwing debris on the playing area. No obscene or degrading signage is allowed in the field area. Public address announcements must be made warning violators of ejection.
- 3.09 The following announcement should be read prior to all Conference contests: "The (name of school) and the Atlantic 10 Conference promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profane, racist, sexist, sexual orientation and other derogatory comments or other intimidating actions directed at officials, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the site of competition."
- 3.10 Each institution must provide a "visitor's guide" which must be available to each visiting AD, SWA, SID, Head Athletic Trainer, and Head Coach. The guide can be sport specific or it can include information on all athletic facilities. The information should include, but is not limited to, the following: campus map, parking location(s) for team buses and officials, location of visiting team and officials locker rooms, appropriate departmental personnel contact information, including home and cell phone numbers where applicable, campus security phone numbers, list of nearby coin laundromats, list of restaurants especially those serving after evening games and a list of hotels in close proximity to campus and/or the playing field.

4. OFFICIAL BALL

4.01 Rawlings is the official baseball of the Atlantic 10 Conference and must be used at all home contests.

5. PROTEST PROCEDURE (REGULAR SEASON)

- 5.01 The following protest procedure is in effect for regular season Atlantic 10 Conference games:
 - A. The head coach must inform the Conference office of his intent to protest the game within 24 hours of the completion of the game in question.
 - B. Supporting details and rationale for the protest must be submitted in writing to the Conference office by a non-coaching athletic administrator representing the institution that is filing the protest. This document must also be received within 24 hours of the completion of the game in question.
 - C. A decision will be made by the Conference office within 72 hours of receiving the official protest. All coaches will be informed of the decision. The Conference office may rule the game to be resumed from the point of the protest if the outcome would have a bearing on Championship qualification, in which case the game would be resumed at the end of the season. Local opponents may re-start the game at a date that can be mutually agreed upon even if it has no bearing on Championship qualification.
 - D. No protest shall ever be permitted on judgment decisions by the umpires.

6. RULES

6.01 Teams must abide by all NCAA and Atlantic 10 Conference rules.

7. SCHEDULING GUIDELINES - CONFERENCE GAMES

- 7.01 The Conference schedule will consist of eight (8) total series with four (4) home series and four (4) road series. Each team will have one (1) bye weekend during the 9-week schedule.
- 7.02 Each institution will play a three-game series at a single site on Conference weekends according to the Conference schedule. The three-game series will be comprised of three (3) nine-inning games on Friday, Saturday and Sunday. The final series of the Conference schedule is to be played on Thursday, Friday and Saturday in order to allow adequate preparation for the Championship. Series are to be played on the dates and sites as indicated on the Conference schedule with the exceptions outlined in policies 7.06, 7.07, 7.08 and 7.11. There will be no make-up dates.
- 7.03 For all Conference games it will be the responsibility of the home institution to establish game times and dates (according to Conference policy). The visiting team should be consulted as a matter of courtesy.
- 7.04 It is the responsibility of the home institution's administrator to make the visiting institution's program administrator, visiting institution's head coach, Conference office, and Coordinator of Umpires aware of any changes to the date, time or location of games.

- 7.05 If final exams for either institution begin on a Monday, a weekend series must be scheduled with games being played on Thursday, Friday and Saturday.
- 7.06 If a weekend series is in conflict with an institution's academic policy, that weekend series shall be moved to the weekend immediate prior to the first week of Conference games. Full cooperation by the opponent is necessary to complete a full Conference schedule.
- 7.07 During the weekends of Easter, final exams and graduation, it is at the discretion of the competing institutions as to the <u>days</u> that games will be scheduled. If a mutual decision cannot be made, the dates will be determined by the Conference office. If only the <u>days</u> that games are scheduled to be played should change, the standard three-day series format shall be used consisting of one nine-inning game each day. Games may be schedule on Thursday, Friday and Saturday with mutual agreement by both institutions.
- 7.08 During the weekends of Easter, final exams and graduation, it is permissible for the *format* of the schedule to be changed to a doubleheader consisting of two (2) nine-inning games and a single nine-inning contest. These three contests <u>must</u> be completed in a span of two (2) consecutive days (i.e. Thursday/Friday, Friday/Saturday, or Saturday/Sunday). If both institutions are not agreeable to the format change, the series will remain as originally scheduled as indicated on the Conference master schedule.
- 7.09 Any changes to the Conference master schedule over the weekends of Easter, final exams and graduation must be submitted by the <u>home</u> institution's program administrator (per agreement of the visiting institution's program administrator) to the Conference office no later than September 1. No requests will be accepted after September 1.
- 7.10 The ending time of the last game of the series should allow for an appropriate amount of travel time with the understanding that, due to varying locations of Atlantic 10 institutions, travel time may be more or less extensive for certain institutions. It is expected that the two participating institutions will work together to establish this time prior to the beginning of the game per NCAA rules.
- 7.11 NCAA Baseball Rule 5.8.g allows conferences to establish their own guidelines/restrictions for the get-away or travel day of a series regardless of the mode of travel. For A-10 conference games, the visiting team must request a drop-dead time prior to the start of the game. The game must be scheduled to begin a minimum of four (4) hours prior to the drop-dead time. No new inning may begin after the determined drop-dead time.
- 7.12 In the case of inclement weather, the decision to play the final game of a conference series must be made within one (1) hour after the scheduled game time. Following the decision to play, the field must be ready for competition within one (1) hour. If the field cannot be ready for play within the two-hour time frame from the originally scheduled game time, the game will not be played. This applies to all game sites regardless of the travel distance between the competing schools.
- 7.13 In the event there is a forecast for inclement weather that would deem the game field unplayable, an athletics administrator from the participating institutions shall communicate <u>prior</u> to the visiting team's departure. If it appears there is no chance the game/series will be played at the scheduled home site, it is permissible to play the game/series at a neutral agreed upon local (local meaning to the home team) alternate site on the same dates. If no local alternate site is available and suitable for play, that game/series will not be played. It is not permissible to move the game/series to the site of the visiting institution. Under extenuating circumstances, refer to policy 7.17.
- 7.14 If current field conditions as well as forecasted weather would lead to a postponement, rescheduling (i.e. two games to be played on one day) or prevention of play, it will be the responsibility of the home institution's program administrator to contact the visiting institution's program administrator and make the decision. The Conference office should be consulted prior to a final decision being made.
- 7.15 A maximum of two (2) decisions will be played per day. All games played will be nine (9) innings.

- 7.16 All regular season Conference games must be completed by the Saturday prior to the start of the Conference Championship.
- 7.17 The Conference office is empowered to make exceptions to the scheduling policies to facilitate competition, if deemed appropriate.

8. SCHEDULING GUIDELINES - NON-CONFERENCE GAMES

8.01 No team shall play more than four (4) non-Division I games in the spring season.

9. SCOUTING REPORTS

9.01 Scouting reports about Atlantic 10 teams may not be distributed to Conference or non-Conference teams.

10. SPECIAL EVENTS

10.01 Senior Day recognition or any other special event should be held 15 minutes prior to the game so that it does not affect the start of the game. The opponent must be notified of the time frame slated for the special event prior to their arrival at the field on the day of the game.

11. HALTED GAMES

11.01

- A. A game that has been stopped at any time after its start because of inclement weather, darkness, light failure or curfew may be continued by mutual agreement reached before the start of the contest by the competing institutions, according to Conference policy, to a predetermined point of completion. Any such game must meet the conditions of NCAA Rule 5-8 to be considered a regulation game. A halted game is for special conditions and is not intended to supersede the conditions of a regulation game.
- B. A halted game must resume play at exactly the point of being halted, with the lineups and batting orders of both teams exactly the same, subject to the rules of substitution. Any player, including the pitcher, who played, or was announced as a substitute before the game was halted, must be in the lineup when play resumes or be ineligible for the remainder of the game.
- 11.02 Continuation of halted games will count as one game.
- 11.03 The halted game rule will be waived for the final game of a series. In determining whether the halted game is a complete game, refer to NCAA Rule 5-8.

12. UMPIRES

- 12.01 All Conference games will be officiated by three (3) umpires. The Conference Coordinator of Umpires will select and assign the umpires to work each game. If circumstances arise in which the three umpires assigned are not present, it is permissible for a minimum of two umpires to officiate the game.
- 12.02 No umpire may work home plate twice in one series, barring injury or extenuating circumstances.
- 12.03 All umpires must have a current NCAA rule book in their possession (on-site dressing room acceptable) at all times during a game and must refer to it in the event of a protest. Umpires must take the proper time to review the rules in the rulebook to get the call right.
- 12.04 The following should be adhered to in regards to payment of umpires:
 - A. If an umpire is notified of a postponement/cancellation/rain-out of a game/series before he/she begins the trip to the site of the game/series, he/she receives NO PAYMENT.
 - B. If an umpire departs his/her house for a game/series and is notified of a postponement/cancellation/rainout prior to arriving at the site of the game AND the series is not played, he/she receives ONE-THIRD (1/3) of the entire series fee.
 - C. If an umpire arrives to the game site, he/she receives the FULL SERIES FEE, regardless of the number of games completed.
 - D. The institution will not be responsible for any additional expenses during the series if 12.04 C applies.

- 12.05 The following should be provided to the umpires while on site:
 - A. Secure locker room with showers, towels and soap. The locker room should be large enough to accommodate the entire crew.
 - B. Drinks and snacks in the locker room before the game. A light meal should be provided between games of a doubleheader.
 - C. Reserved parking near the locker room facility along with transportation to and from the game field if the locker room is not near the field.
 - D. Security personnel to and from the game field and locker room.

13. UNIFORMS

13.01 The Conference logo must be applied to all home and away uniforms. Refer to the Atlantic 10 Identity Guidelines for specific size, placement and logo requirements.

SECTION 2 - CONFERENCE CHAMPIONSHIP REGULATIONS

1. AWARDS

- 1.01 The following awards will be presented at the conclusion of the Championship:
 - A. Championship team trophy
 - B. Championship individual awards (35)
 - C. All-Championship team (12)
 - D. Most Outstanding Player
- 1.02 The Most Outstanding Player must be a member of the All-Championship Team.

2. DATE AND SITE DETERMINATION

- 2.01 The dates for the Championship will be determined by the Atlantic 10 Conference. The Championship will be held the weekend prior to NCAA Regionals.
- 2.02 The Championship site will be assigned through a rotational cycle of institutions that meet the minimum standards for hosting, including stadium lights sufficient to adequately light the game field. The site of the Championship is subject to the approval of the Senior Woman Administrators and Directors of Athletics.

3. FORMAT

- 3.01 The top seven (7) teams, based on conference regular-season play (Conference win/loss percentage), will compete in a four-day, double-elimination tournament for the Atlantic 10 Championship.
- 3.02 The winner of the Atlantic 10 Baseball Championship will receive an automatic bid to the NCAA Championship.
- 3.03 If the Championship cannot be conducted or completed (even if play has begun), the automatic qualifier to the NCAA Championship shall be the regular season champion. In the event of a tie for regular season champion, the tie-breaker method will be used in determining the #1 seed/representative.

4. OFFICIAL BALL

4.01 Rawlings is the official baseball of the Atlantic 10 Baseball Championship and will be used for all games.

5. POLICIES AND PROCEDURES

- 5.01 NCAA Baseball Rules will be followed.
- 5.02 The travel party and squad size for the Atlantic 10 Championship will remain consistent with the standard for the NCAA Baseball Championship (refer to page 95 of the A-10 Policy Manual).
- 5.03 The Atlantic 10 Home Team Determination policy will be followed for determining the home team in each game.
- 5.04 All games in the Atlantic 10 Baseball Championship will be nine (9) innings.

- 5.05 The National Anthem will be played prior to the first game each day. The entire traveling party of each team will be introduced prior to their first game as well as prior to the Championship series. In each subsequent game, only the starting lineups will be introduced. Players and coaches, when introduced, are to line up along the first base or third base line starting at the bases and working toward home plate.
- 5.06 The official scorer for each game shall be appointed by the Atlantic 10 Conference. The duties of the official scorer are outlined in the NCAA Baseball Rules.

6. PRACTICE

- 6.01 Batting practice will be taken in batting cages and/or the Championship game field, if possible. All teams will be accorded practice facilities of equal quality. Each team will be permitted eight (8) minutes for infield practice prior to the start of the game.
- 6.02 Practice times will be assigned by the Conference office according to game times and seeds.

7. PRE-CHAMPIONSHIP CONFERENCE CALL

7.01 A conference call will be held prior to the start of competition to review Championship procedures. The head coach and program administrator from the participating institutions are required to participate on the call.

8. PROTEST PROCEDURE (CHAMPIONSHIP)

- 8.01 The following protest procedure is in effect for the Atlantic 10 Baseball Championship:
 - A. Any protest by the coach of a competing team must be made at the time of the action or incident which caused the protest and before play is resumed.
 - B. If the game ends (legal contest) in a protestable situation, the offended team has twenty (20) seconds to voice its protest.
 - C. All protests must be made by the head coach to the umpire-in-chief.
 - D. No protest shall be allowed that involves a judgment decision by an umpire.
 - E. All protests must be ruled upon immediately by the Baseball Championship Games Committee, or by those administrators present designated by the Conference office to assist in this area.

9. RAIN DELAY / POSTPONEMENT OF PLAY

- 9.01 The Baseball Championship Games Committee, in cooperation with the local grounds crew, shall have the sole responsibility for decisions regarding postponement of play.
- 9.02 If inclement weather prevents play on any given day of the Championship, the format will remain doubleelimination but will be extended by one day (i.e. If rain prevents play on Thursday, the championship will be played on Wednesday, Friday, Saturday and Sunday.)
- 9.03 If inclement weather prevents play on any two consecutive days (i.e. Wednesday and Thursday) or two nonconsecutive days (i.e. Wednesday and Friday), the format will revert to a single-elimination tournament. If play has already begun and games have been completed, only teams in the winners' bracket will advance in the Championship.
- 9.04 If inclement weather prevents play on all days of the Championship, or if the Championship cannot be completed by Sunday due to extenuating circumstances, the regular season champion will receive the Conference's automatic bid to the NCAA Regionals. In the event of a tie for regular season champion, the tie-breaker method will be used in determining the automatic bid.

10. RAIN DELAY / TERMINATION OF PLAY ONCE GAME HAS BEGUN

10.01 The umpires shall have the authority to suspend play. The Baseball Championship Games Committee, in cooperation with the local grounds crew, shall have the authority to terminate all play after consideration of field conditions and weather.

11. SEEDING AND TIE-BREAKER

11.01 Seeding for the Championship will be based on overall Conference winning percentage from the regular season.

11.02 In the event of a tie, the following tie-breaker system will be used for selection to the Championship and seeding.

If only two (2) teams are tied:

- A. Head-to-head competition. If head-to-head competition did not occur for the two teams, skip to "B".
- B. Composite winning percentage versus all common Conference opponents.
- C. Each team's winning percentage versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary. When comparing record against a group of teams, the higher winning percentage will prevail. In the case of the tied percentage in the team or group, the following shall apply: 2-0 is better than 1-0; 0-1 is better than 0-2
- D. Run differential of the tied teams in head-to-head competition (maximum of ten run differential per game).
- E. Run differential against common Conference opponents (maximum of ten run differential per game).
- F. Run differential versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary (maximum of ten run differential per game).
- G. Coin toss.

If three (3) or more teams are tied:

- A. Head-to-head competition of tied teams. If head-to-head competition did not occur for all teams involved in the tie, skip to 'B'.
- B. Composite winning percentage of tied teams versus all common Conference opponents.
- C. Each team's winning percentage versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary. When comparing record against a group of teams, the higher winning percentage will prevail. In the case of the tied percentage in the team or group, the following shall apply: 2-0 is better than 1-0; 0-1 is better than 0-2.
- D. Run differential of the tied teams in head-to-head competition (maximum of ten run differential per game).
- E. Run differential against common Conference opponents (maximum of ten run differential per game).
- F. Run differential versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary (maximum of ten run differential per game). NOTE: When arriving at another pair of tied teams while comparing run differential, use each team's combined run differential against the tied teams as a group rather than the performance against the individual tied teams.
- G. Draw, if a tie still exists among the tied teams.
- 11.03 All ties will be broken in descending order. Once ties are broken, they remain broken throughout the tie-breaker process.
- 11.04 Each time a tie is broken (regardless of the number of remaining tied teams), the tie-breaker procedure begins anew with step 'A'.

12. TRAVEL REIMBURSEMENT

- 12.01 Participating members will receive travel reimbursement and per diem allowances according to the following formula:
 - A. One round-trip coach airfare plus fees not to exceed \$400.00 for each member of the official travel party. Institutions are permitted to fly provided the distance from campus is over 400 miles one way. The mileage chart is located on page 12 of this manual. There are no exceptions or waivers for mileage qualification.
 - B. Actual invoice for charter bus service.
 - C. Current IRS mileage for local institutions if institutional van used rather than charter bus.
 - D. Per diem allowance of \$75 per day for each member of the official travel party for each day the team competes.
 - E. Per diem allowance of \$37.50 for each member of the official travel party for the day immediately preceding and the day immediately following competition.
 - F. Local and host institutions will receive a per diem of \$25 for each member of the official travel party for each day of competition in addition to the day immediately preceding and following competition. With the Commissioner's approval an exception can be made if dorms are closed.

13. UMPIRES

13.01 The Atlantic 10 Coordinator of Umpires will select and assign the umpires to work each game. Four (4) umpires shall be used for each game of the Championship: home plate, first base (right field foul line), second base, and third base (left field foul line).