



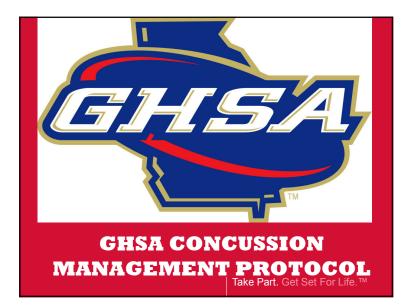
WRITTEN EMERGENCY ACTION PLAN

- Mandated for athletic practices and games
- Include responses to:
 - weather-related emergencies
 - serious illness/injury situations
 - violence/terroristic incidents
- Solicit assistance from
 - local law enforcement agencies
 - first responder/rescue agencies
 - medical personnel

E.A.P. PROCESS

- Formulate the plan carefully
- Practice the plan regularly
- Implement the plan precisely

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POSSIBLE CONCUSSION SITUATIONS

- Batter hit by pitch
- Runner/fielder hit by throw
- Baserunning collision
- Fielders colliding
- NOTE: Umpires may be injured in similar situations

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SYMPTOMS OF CONCUSSION

- Headache and/or nausea after head trauma
- Loss of consciousness may not occur
- Balance and/or vision problems
 - dizziness; double vision
 - severe sensitivity to light and sound
- Cognitive processing problems
 - Lessened concentration or memory
 - Physical sluggishness with confusion about present situation

IN F HS

ACTION PLAN FOR CONCUSSION

- Remove athlete from practice or game
- Arrange for athlete to get medical attention
- Inform athlete's parent/guardian
- Allow athlete to return only on the permission of a doctor who has examined player

MEDICAL EVALUATION

- Neither umpires, nor coaches, are expected to "diagnose" a concussion, as that is the job of an appropriate health-care professional
- The umpire is not responsible for the evaluation or management of the athlete after he or she is removed from play

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Point Or Pole Emphasis

IMMEDIATE RETURN-TO-PLAY

- If an appropriate health-care professional determines that the athlete <u>HAS NOT</u> suffered a concussion, the athlete may return to play (according to substitution rules)
- If there is no appropriate health-care professional available to evaluate the athlete, the athlete <u>SHOULD NOT</u> be allowed to return to play

MISCELLANEOUS RULES AND PROCEDURES



PRACTICE DURING SCHOOL DAY

- State Board of Education standard and GHSA by-laws involved.
- "A player who participates in a GHSA sport may not participate in practices during the sports season that occur during the school day even if that practice is not a part of the school's practice activity."
- Fairness issue for individuals and teams

CROWD CONTROL PRECAUTIONS

- <u>2.71c1</u>: Take proper steps & precautions to insure crowd control, including having a Game Manager at all GHSA events.
- <u>2.71c2</u>: Take steps to insure comfort & security of all players, coaches, and officials.
- <u>2.71c4</u>: Security escorts must be provided to game officials by the host school before & after contest, at halftime, and even to their vehicles.

GHSA GAME MANAGER PROCEDURES

- Host school provides
- Principal or designate with decisionmaking authority
- Works with officiating crew in regard to:
 - Crowd sportsmanship issues
 - Serious injury issues
 - Weather-related emergencies
 - Escort to and from competitive area

Custodian" of the lightning detector

GHSA LIGHTNING POLICY

- Lightning detectors required for all outdoor GHSA events
- When lightning detected within 8-10 mile range, Game Manager notifies game officials
 - Game suspended
 - Players, coaches, & officials moved indoors
 - Spectators given instruction to move indoors
- Game will be restarted if no lightning in danger zone has been detected for 30 minutes
- There is a "Thor Guard" exception for resuming play

POSTPONED GAMES

- Home team has authority until time for umpires to take jurisdiction
- Decision made before game has begun must be <u>for valid playing reasons</u>
- Game may be started later that day or postponed until another day
- Notification to opponents and umpires should occur as early as possible

INTERRUPTED GAME

- Once game has started, umpires may halt game for:
 - Weather conditions
 - Darkness (day games)/light failure (night games)
- The maximum time to stop play is two hours (cumulative)
- Umpires must wait at least 30 minutes to terminate game when unplayable conditions are involved

POSSIBLE RESULTS OF TERMINATED GAMES

- NO CONTEST
- COMPLETE GAME
- SUSPENDED GAME

"NO CONTEST"

- If game is terminated before the team that is behind has completed 5 turns at bat
- Not legal game, so no winner can be determined
- Any replay of the game will begin from the first pitch
- The pitchers' innings count

"COMPLETE GAME"

- If game is terminated and the team that is behind has had at least five full turns at bat
- And if the score is not tied at the end of the last full inning (unless home team gained lead in the last half-inning)
- A winner can be determined and the game is over

"SUSPENDED GAME"

- If the visiting team has had at least five full turns at bat
- And the score is tied after the last full inning of play
- Or if the home team tied up the game in the half-inning in which game is terminated
- Game will be replayed from the point of interruption

GHSA BY-LAW 2.93

- Contains specifics about weather delays
- Including procedure for the payment of officials
- If the first game of a doubleheader is terminated, so is the second game





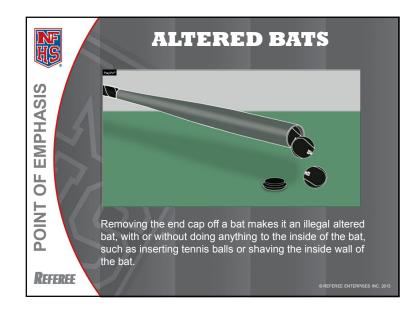
NF HS

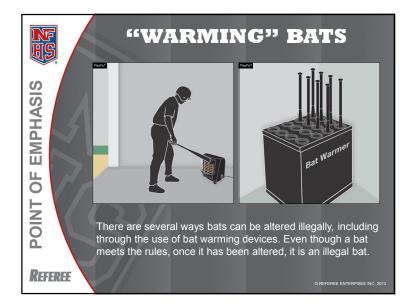
"DOCTORING" BATS

Altering bats by such methods as rolling, shaving the bat wall, flattening or otherwise manipulating the bat from its original manufactured condition is a **federal offense**.

- Not only is it illegal but it can cause injury or worse to a young person.
- The NFHS is committed to eliminating altered bats from interscholastic

REFEREE baseball.

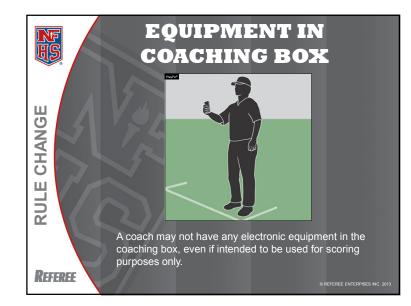




TECHNOLOGY ISSUES

- Smart phones and tablet computers effectively handle tasks like keeping score, managing the line-up, and tracking the progress and performance of both teams.
- Using these devices for video recording and then replaying the images is not permitted.
- PENALTY: Coach shall be ejected.

INF HS

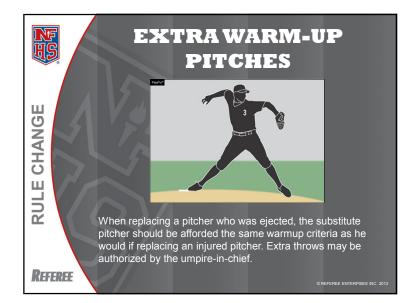


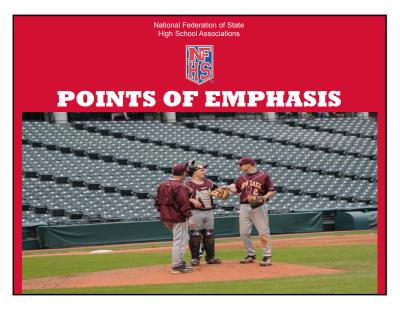
PERMISSIBLE EQUIPMENT

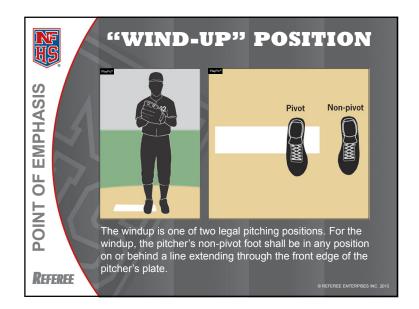
- Permissible Equipment:
 - Stopwatch

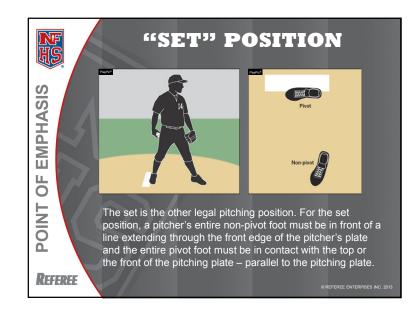
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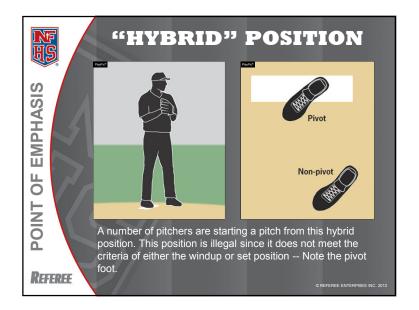
- Hard copy of the NFHS Baseball Rules book
- Hard copy of a scorebook
- Cellular phone (in pocket) for emergencies.
- PENALTY: Umpire may restrict the offender to the bench/dugout for the remainder of the game or eject the offender.

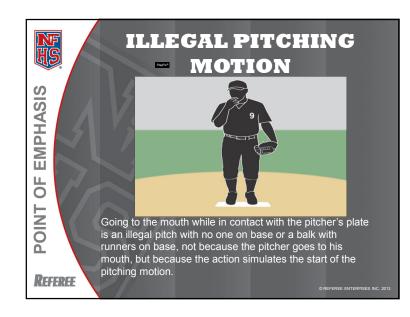










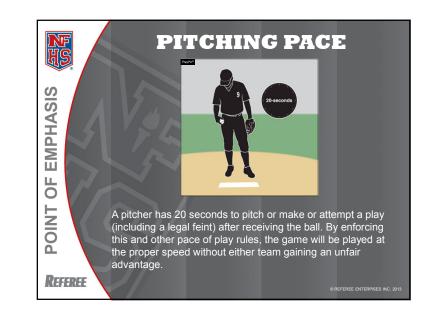


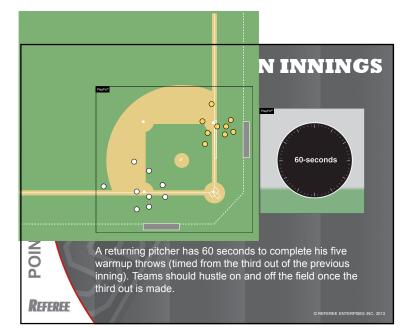
PACE OF GAME PLAY

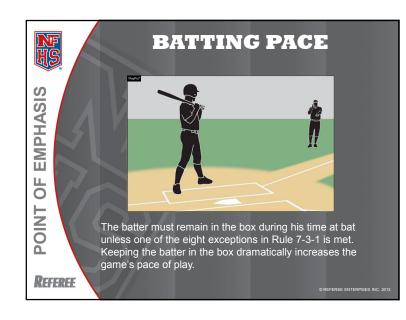
- The committee identified these areas in need of improvements that detract from what otherwise is an exciting and enjoyable game:
- Handling offensive and defensive charged conferences in a timely manner.
- Speeding up the time between innings and during pitching changes.
- Umpires diligently counting the number of warm-up pitches.
- The batter's box rule (the batter must generally keep one foot in the box during an at-bat). Unless it meets one of the eight exceptions:

REFEREE

NF HS







BATTER'S BOX RULE EXCEPTIONS

- The batter swings at the pitch.
- The batter is forced out of the box by the pitch.
- · The batter attempts a "drag bunt."
- The pitcher or catcher feints or attempts a play at any base.
- The pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball.
- A member of either team requests and is granted "Time."
- The catcher leaves the catcher's box to adjust his equipment or give defensive signals.
- The catcher does not catch the pitched ball.

