



# 2024 IESA BASEBALL ACTIVITY UPDATE

## Important Dates to Remember

- Try-outs/Practice May Begin: August 5
- Games May Begin: August 14
- Season Schedule Due: August 14
- Online Roster Deadline: September 10
- Online Ranking: September 11
- Roster Closed: September 23
- Regionals: September 23, 25, 28
- Sectionals: September 30
- State: October 4, 5
- Season Must End: November 2

# 2024 IESA BASEBALL

## Changes

### **New Post-Season Schedule**

**NEW:** Regional Quarterfinals: Monday, Sept 23 (week 12) (**Higher seeds host**)

Regional Semi-Finals: Wednesday, Sept. 25 (week 12) (**1 and 2 seeds host semi-finals**)

Regional Championship: Saturday, Sept. 28 (week 12)

Sectional: Monday, Sept. 30 (week 13)

State: Friday/Saturday, Oct. 4/5 (week 13)

**\*1/2 seeds will secure umpires for semi-finals following seeding. Regional hosts secure umpires for championship only.**

### **New Pitch Count Penalty**

**NEW: Submitting Pitch Count Penalty:** IESA baseball administrator will check at the end of the regular season to see if coaches entered pitch counts throughout the season. If a coach did not enter **any** pitches at all during the regular season, the coach would be disqualified from post-season play.

### **Notable NFHS Rule Changes**

- **1-6-1:** Any wristband with defensive shifts/offensive plays/pitching choices or game directions attached shall be considered non-electronic equipment and is permitted as long as it is a single, solid color. For pitchers, it may not contain the colors white, gray or be distracting. It does not have to match the color of the uniform or the sleeves worn underneath the uniform. It shall only be worn on a player's wrist or forearm and pitchers shall wear it on their non-pitching arm.
- **1-6-2:** One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches. When using the electronic communication device, the coach cannot be outside the dugout/bench area.
- **3-2-5:** A coach may use a one-way electronic communication device to communicate to the catcher for the purpose of calling pitches. Coaches may not use electronic communication device(s) to communicate with any other team member while on defense or any team member while on offense.

# 2024 IESA BASEBALL

## Points of Emphasis/Reminders

- **Pace of Play**

**20-second Time Limit Between Pitches/Plays-** This rule has been in the rule book since the late 1970s as a tool to use when the pitcher is prolonging the delivery of the pitch because of gamesmanship or overall lack of game efficiency.

**Time Between Half-Innings** - There are a lot of moving pieces in between half-innings. By rule, the time from the last out to the next pitch is 1 minute and 20 seconds. The role of the umpire is to facilitate the defense getting into place, the pitcher warming up and start the inning.

**Batter Repeatedly Stepping Out of the Batter's Box** - The NFHS Rules Book is clear when the batter is allowed to step out of the batter's box and when they cannot. The batter needs to be encouraged to get back in the batter's box with a sense of expediency. Repeatedly stepping out to alter the rhythm of the pitcher or delay the game is not acceptable and the penalty needs to be applied by the umpire.

**Excessive Player Conferences-** A player conference is very different than a charged conference. When team bonding becomes excessive and it begins to delay the game, then the umpire needs to step in and expedite the conclusion of the meeting.

- **Profanity**

There is no excuse for foul language in school or on the baseball field. Regardless of what is portrayed at other levels, this is not acceptable and should be addressed by the umpires. The rule support for this behavior is clear, the penalties are: (1) a verbal warning to the offender, (2) issuance of a written warning to the offender which warrants being restricted to the bench/dugout for the remainder of the game, or (3) eject the offender for a major offense.

- **Ejection Penalty**

A player ejected from a contest must serve a two-game suspension and complete the NFHS Sportsmanship course. A player ejected a second time during the school year must serve a 5-game suspension and the school is responsible for paying a \$100 penalty fee. A coach ejected from a contest must serve a two-game suspension, complete the NFHS Sportsmanship course and the school must pay a \$100 penalty fee. A coach ejected a second time during the school year must serve a 5-game suspension and the school is responsible for paying a \$250 penalty fee. All player/coach ejection consequences must be met, documented and confirmed by the IESA before eligibility is reinstated for a player or a coach.

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## Pitch Count Reminders

**Pitch Count Limitations:** The limitations are a combination of a maximum number of pitches that can be thrown in one day and the amount of rest between throws based on the number of pitches. The chart below lists the pitch count limitations and required rest.

Please make sure you're updating/adding your pitch count after each contest. Enter any and all pitchers in any game that has been played (A game, B game, 8th grade, 7th grade) and the number of pitches that have been thrown. The pitch counter will then tell the coach when the pitcher can throw again and how many pitches can be thrown on his next appearance. The coach must do this after each and every game.

PITCH COUNT PER DAY	REQUIRED DAYS OF REST	MAXIMUM NUMBER OF PITCHES ON NEXT APPEARANCE	NEXT APPEARANCE CAP <b>Note: Pitch count caps are soft, meaning that the pitcher will be afforded the opportunity to finish the at-bat if the maximum for the day is reached in the middle of an at-bat.</b>
1-20	0 days	70 pitches	A pitcher who throws 1-20 pitches may pitch on two consecutive days without rest. The maximum number of pitches that can be thrown on the second day is 70. A pitcher who throws on two consecutive days must rest for one day.
21-35	1	Up to 90	A pitcher who throws 21-35 pitches must rest for one day. After one day of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
36-50	2	Up to 90	A pitcher who throws 36-50 pitches must rest for two days. After two days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
51-65	3	Up to 90	A pitcher who throws 51-65 pitches must rest for three days. After three days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.
66-90	4	Up to 90	A pitcher who throws 66-90 pitches must rest for four days. After four days of rest, the pitcher is eligible to pitch to a cap of 90 pitches.