

ECIC MODIFIED BASEBALL SPORTS STANDARDS

Tryouts:

- If student athlete passes Athletic Placement Process, they may try out for higher level (JV or Varsity), 3 of the first 5 days of the high school season. Any student practicing with higher level after their 3rd day MAY NOT return to the modified level.

Player Movement:

- No player may be advanced to a higher level of competition after completion of 50% of their modified schedule
- If a player competes against a JV or Varsity performer, he/she may not return to the modified program that season in that sport
- A player is ineligible when his/her 16th birthday is reached though he/she may finish the season

Practices:

- May start per ECIC schedule
- No practice with JV or Varsity
- One (1) practice per day
- No more than 6 calendar days per week (not 7 days in a row)
- Limited to 2 hours maximum (45 minutes minimum)

Scrimmages/Games:

- Team and individuals must have 10 practices before first scrimmage
- A school is limited to three (3) interschool practice sessions/scrimmages which, if conducted, may be held at any time after maximum practice requirements and previous to the last scheduled contest.

Games:

- Team and individuals must have 10 practices before first game
- One (1) night of rest between games – pitchers see pitch count regulations below
- Maximum of 14 games

Game Conditions:

1. Doubleheaders: A team may play two (2) games in one day twice during a season, either a doubleheader against a single opponent, or two successive games against two different opponents. The following doubleheader restrictions must be followed:
 - a) The maximum number of doubleheaders allowed is two (2).
 - b) A team may not play three (3) games in two (2) consecutive days. No more than four (4) games a week may be played.
 - c) Pitching limitations remain the same.
 - d) Each game of the doubleheader is to be six (6) innings. No team may play more than 14 innings in one day. This allows a total maximum of two (2) extra innings in the event of tie game(s).
2. Equipment:
 - a) Catchers shall wear the full protective equipment of helmet, mask with throat protector, chest protector, shin guards and cup. NOCSAE stamp must be on helmet and chest protector.
 - b) Batters and base runners shall wear protective headgear. Bats need to be BBCOR certified with a (minus 3 difference).
 - c) Any player warming up a pitcher, on or off the diamond, shall be in full catcher's equipment.
 - d) Metal cleats are permitted.

Game Rules:

1. Regulation game shall be 7 innings. With Section/League approval, a “Mercy Rule” will be permitted; allowing a game to end after a team at the short end of the 15-run rule has completed their fifth at bat. (Dec. 2010)
2. Designated hitter will not be allowed.
3. An extra player, referred to as EP is optional (on a game-by-game basis), but if one is used, it must be known prior to the start of the game (official lineup card) and be listed on the scoring sheet in the regular batting order. If the EP is used, he must be used for the entire game. Failure to complete the game with the EP results in the forfeiture of the game (except in case of injury or ejection from game with no eligible players left to enter, the rules permit play with eight men). If an EP is used, all 10 players bat, but only 9 can play defense each inning. The person designated as the EP (not a defensive player at the start of the game) may at a later time play a defensive position; the defensive player now is only a batter for that inning and not a fielder. There will always be one player in the lineup not on the field defensively. The EP may be substituted for at any time, either by a pinch-hitter who then becomes the EP. The substitute must be a player who has not yet been in the game. Substitutes and re-entry will be treated as in the past. A starter may re-enter the game into his same batting order position.
4. The re-entry rule may be waived only if an injured player must be replaced and all eligible substitutions were used during the game.
5. With Section/League approval, when the team at bat has two outs with the catcher on base, a pinch runner may be used to allow the catcher to get his/her gear on prior to the third out. (The pinch runner is a player who is a substitute, or in the case that all substitutes have been used, a player off the bench who is not currently in the lineup. This rule does not change the normal substitution rules and does not overshadow the need to get all players in the lineup; it allows for cutting time off the transition between innings).
6. With Section/League approval, a new substitution game rule may be used to maximize modified players’ participation in their baseball/softball games. The official lineup card will list all players on the team in a designated batting order, allowing any of the players listed in a slot to bat when that slot occurs.
7. To help keep the game moving, an on-deck batter should pick up the ball that goes to the backstop. The player will hold onto the ball until stoppage in play, or the umpire needs a game ball in a dead ball situation.
8. An official game is 5 innings or 4 and one-half if the home team is ahead. If a winner can be determined and no more baseball can be played that day, the game is over. It does not have to go 7 innings. If a game is suspended, prior to an official game completed, then the game will be replayed from the point of interruption.
9. Pitch Count for Modified Baseball:

MAX # OF PITCHES	# NIGHTS REST
<i>MODIFIED</i>	<i>MODIFIED</i>
61-75	4
41-60	3
21-40	2
1-20	1

Pitch Rules:

1. If a pitch is thrown on a balk call, the pitch will NOT count for the purposes of this rule.
2. A pitcher at any level who reaches the pitch count limit in the middle of an at-bat will be allowed to finish that hitter.
3. Schools will have the responsibility to maintain all pitching charts. They will also be required to make any game chart available to any school prior to any game to show availability of pitchers for the given day.
4. During games each team will record pitch counts on the official NYSPHSAA pitch count form, this should not include warm-ups or pick off attempts. After each half inning the pitch counts will be confirmed by both teams. Any discrepancy will be resolved based on the records of the home team's pitch count chart.
5. At game's conclusion, the NYSPHSAA pitch count form will be signed by both head coaches or designated representative.
6. Any violation of this rule will be considered in the same light as a school using an ineligible player. The game will be forfeited.
7. As per the NYSPHSAA handbook any additional penalties may be imposed at the school or section level.

(Revised 2017,2020, 2022)