

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 2011-2012 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 CROSS COUNTRY RULES ADOPTIONS/MODIFICATIONS

3-2-1 The administrative body is the games committee. The games committee is responsible for the proper conduct of a track and field or cross country meet. The games committee may consist of:

- a. An individual (meet director or referee) in dual meets.

- b. State Association appointed individuals for qualifying and final state meets.
- c. Selected individuals for large invitational meets.

This committee also may serve as the jury of appeals.

The DIAA Board of Directors has designated the DIAA Cross Country Committee as the games committee for the state meet.

9-2-3

By state association adoption, a modified scoring system may be used.

The DIAA Board of Directors has approved the use of modified scoring in invitational and championship meets so that all schools entered will post a team score regardless of the number of runners who finish. Modified scoring is not permitted in dual or triangular/quadrangular meets which are scored as dual meets. The approved modified scoring procedure is as follows:

If a team has fewer than five (5) runners who finish, the team will be given a “blind” score for each non-finisher. For example, if team A enters only three runners (places 2-9-26) and there are 115 contestants in the race, team A will post a score of 270 (places 2-9-26-116-117).

9-5

A cross country team shall consist of seven members unless otherwise agreed. In meets with four or fewer schools, each school is permitted to enter a maximum of 12 competitors unless otherwise agreed by the competing schools or state association, but only the first seven on each team shall enter into the scoring.

The DIAA Board of Directors has not adopted any guidelines regarding the number of competitors that a school may enter in meets with four or fewer schools. A school may enter a maximum of 12 competitors in such meets unless by mutual agreement of the competing schools, the number of competitors is modified. Regardless of the number of competitors entered, only the first seven runners on each team will determine the team score.

DIAA FIELD HOCKEY RULES ADOPTIONS/MODIFICATIONS

1-5-1, L

Commemorative/memorial patches, not to exceed 4 square inches and with state association approval, may be worn on the jersey in the approved location .

Requests to wear a commemorative or memorial patch on the jersey must be submitted in writing to the Executive Director who will evaluate each request on its merits and respond in writing.

1-6-6

Each state association may authorize the use of prostheses which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage. If the prosthesis is hinged, the hinge shall be covered so that no bare or unyielding surfaces are exposed.

If a player has an artificial limb, his/her head coach or athletic director must contact the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game with the prosthesis. The Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other players than the corresponding human limb, it does not place an opposing player at a disadvantage, and its hinges are properly covered, 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.

- 2-1-2a The official's uniform shall consist of: A shirt approved by the state association; **NOTE:** May be of a solid color contrasting with the color of both teams' uniform tops or alternating black-and-white 1-inch vertically striped shirt.

The DIAA Board of Directors has given permission to the Delaware Field Hockey Umpires' Association and the Southern Delaware Field Hockey Officials' Association to wear a solid colored shirt (purple, teal, yellow, pink, or orange) that contrasts with the uniform tops of the participating teams as long as both Officials match by wearing the same colored shirt.

- 4-1-3 Unless other state association rules apply, any tournament game interrupted due to events beyond the control of the responsible administrative authority shall be completed as follows:
- a. If interrupted during the first half, the entire game shall be replayed;
 - b. If interrupted after the start of the second half, the game could be resumed at the point of interruption or by mutual agreement be considered a completed game.

There are no additional DIAA guidelines pertaining to interrupted games. Consequently, the aforementioned rule will be applied exactly as written. If the game is to be replayed or resumed at the point of interruption, it should be rescheduled for the next available date and will be considered a postponed contest with regards to DIAA Regulation 1008 4.3.1 and 1009 4.3.1 Maximum Game Schedules and Designated Sport Season.

- 4-2-2 Note By state association adoption, the clock may continue to run after goals when one team is ahead by a specified number of goals. Or a procedure to terminate the game after the first half may also be established if one team is ahead by a specified number of goals.

The DIAA Board of Directors has approved the running clock modification when there is a FIVE (5) goal differential at any time in the second half of play, at all levels. They did not approve an early game termination procedure.

- 4-2-4 Note Some state associations may choose to define a physician in accordance with their state statutes.

The DIAA Board of Directors has defined a Concussion Protocol for all cases that involve apparently unconsciousness, unconscious or concussed athletes. Only a physician (MD/DO) as defined by Delaware law and licensed by the Division of Professional Regulations may authorize, in writing, the player to resume participation.

- 6-1-4 The team scoring the greater number of goals shall be declared the winner. During regular season play if the score is tied at the expiration of playing time, the game shall be declared a tie or broken by the procedure adopted by the state high school association.

The DIAA Board of Directors has mandated the use of the following regular season tie-breaking procedure in all varsity games at the high school level:

There will be a five-minute intermission between the end of regulation play and the overtime period. Substitutions may be made at this time. The overtime period will not exceed 10 minutes in length and the first team to score a goal will be declared the winner (sudden victory). A coin toss will be held and the winner will choose either first possession of the ball or goal to defend. Each team will field a goalkeeper and six (6) additional players. All game rules, including substitutions, shall apply except as specified below:

- 1) There shall be no team time-outs; and
- 2) Only four (4) players including the goalkeeper may be behind the goal line on penalty corners.

During all “reduced player” overtime play: (1) a player receiving a red card in regulation play may not play in the overtime period. A team playing short in regulation play because of a disqualified player shall play short in the overtime period; (2) A team may begin the overtime period with fewer than the number of players designated by the procedure; (3) If a player(s) was suspended (yellow card), the team shall play short until the suspension time is completed; and (4) If a player receives a red card during the overtime period, the team shall play short until the game is completed.

If neither team has scored at the conclusion of 10 minutes of overtime play, the game will officially end in a tie.

If a DIAA member school is playing out of state and the host school’s state athletic association has mandated the use of an overtime procedure, then the host state’s procedure will be in effect for that game. If the same out-of-state school is playing in Delaware, the DIAA approved overtime procedure will be in effect. The mandatory use of the aforementioned overtime procedure should be explained to the visiting team and included in the “Specific Agreements” section of the game contract.

No tie-breaking procedures will be used in sub-varsity games at the high school level or in any games at the middle school level.

12-2 Penalty 3 Spectators’ Conduct

Art. 1...All spectators shall remain at least 5 yards outside the sidelines. No spectators shall be permitted behind the end lines.

Art. 2...A spectator shall not become unruly or interfere with the orderly progress of the game.

Penalty 2. For the second offense, the official shall again suspend the game on the first dead ball situation and request the game manager/administrator remove the offending spectator from the venue. If the problem persists, the Officials shall declared a Suspended game and report the incident to the State Association.

The DIAA Board of Directors has taken no action on this provision. Therefore, the penalty shall be applied as written.

DIAA FOOTBALL RULES ADOPTIONS/MODIFICATIONS

1-1-4 Note Each state association may determine the number of game officials to be used. **Acting on behalf of all DIAA member schools which sponsor football, the Executive Director has signed an agreement with the Northern Delaware Football Officials’ Association (NDFOA) and the Delmarva Football Officials’ Association (DFOA) which obligates both associations to provide five officials for high school varsity games and three officials for high school sub-varsity and middle school games. This agreement also establishes the fee per official that the member schools are obligated to pay at the different levels of competition. Additional officials, if requested by a conference or host school, will be paid the fee indicated above for the desired level of competition. However, an officials’ association may donate an additional official on the field provided the participating schools do not object to a six-man (varsity) or four-man (sub varsity) crew**

1-3-1 Note By state high school association adoption, the ball to be used in games involving only players below the 9th grade may have dimensions as found in the following table: (table lists weight, long circumference, long axis, short circumference and inflation pressure for balls used in high school and middle school competition)
The DIAA Board of Directors has approved the use of a smaller football for middle school games (grades 6 thru 8). The smaller football must meet the specifications stipulated in Table 1-3-1 on page 108 of the 2008 NFHS Football Rules Book.

- 1-3-2 Note By state high school association adoption, a specific ball which meets specifications may be mandated for post-season or state play-off competition.
The DIAA Board of Directors has designated the Nike 3005 as the official game ball for both the Division I and Division II Football State Championships. Consequently, no other football may be used during any state tournament game. The DIAA Football Committee will provide at least three Nike 3005 footballs for each state tournament game.
- 1-3-7 Supplementary equipment to aid in game administration may be used if authorized by the state association.
Requests to use supplementary equipment must be submitted in writing to the Executive Director who will evaluate each request on its merits and respond in writing.
- 1-5-1b5 Note An American flag, not to exceed 2 by 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches and with written state association approval, may be worn on the jersey provided neither the flag nor the patch interferes with the visibility of the number.
Requests to wear an American flag and either a commemorative or memorial patch on the jersey must be submitted in writing to the Executive Director who will evaluate each request on its merits and respond in writing.
- 1-5-2a Each state association may authorize use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.
If a player has an artificial limb, his/her head coach or athletic director must contact either the DIAA State Rules Interpreter or the Executive Director in order to obtain clearance for the player to participate in a scrimmage or game with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other players than the corresponding human limb and also does not place an opposing player at a disadvantage, 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 umpire before each game in which the player is in uniform.
- 1-5-3d2 Note 1 Each state association may authorize the use of a drum by a team composed of deaf or partially deaf players in order to establish a rhythmic cadence following the ready-to-play signal.
Not applicable to any DIAA member schools.
- 1-5-3d2 Note 2 Each state association may authorize the use of a hearing instrument to enhance the efficiency of a required hearing aid prescribed by a licensed medical physician, provided it is not dangerous to the wearer or any other player.
Same procedure as Rule 1-5-2a.
- 3-1-1 If, at the end of the 4th period, the teams have identical scores, the tie may be resolved if a method has been approved by the state high school association. This may include extending playing time. The overtime is considered part of the fourth period.
The DIAA Board of Directors has mandated the use of the 10-yard line overtime procedure, as stipulated on pages 91-93 of the 2010 NFHS Football Rules Book, for all Varsity contests. Subvarsity games are to end in a tie.
- 3-1-2 By state high school association adoption, a point differential may be established whereby if one team has gained the established point differential, the game shall be terminated. A state association may also establish guidelines to use a running clock when the point differential is reached.
The DIAA Board of Directors has authorized the use of the running clock option as described below.

-If, at any time during the second half, one team is leading its opponent by 35 or more points, the timing procedures will be modified as listed below.

- a. The clock will be stopped only in the following instances:
 1. A charged time-out.
 2. An officials' time-out for safety reasons, i.e. player appears to be injured, unusual heat or humidity creates health risk for players, player needs equipment repair, non-participant enters playing field, or other situations deemed to be safety related.
 3. An official's time-out to administer a penalty.
 4. A one-minute intermission between the third and fourth periods.
- b. If the differential is reduced to fewer than 35 points, regular timing procedures will again be used.

Note: This rule modification does not preclude the use of Rule 3-1-3 which reads "A period or periods may be shortened in any emergency by agreement of the opposing coaches and the referee. By mutual agreement of the opposing coaches and the referee, any remaining periods may be shortened at any time or the game may be terminated."

- 3-1-4 Games interrupted because of events beyond the control of the responsible administrative authority shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score, or there are conference, league or state association rules which apply.
The DIAA Board of Directors has not taken any action on this provision and consequently, there are no state association guidelines pertaining to interrupted games. In the absence of state association rules, conference guidelines would apply and in the absence of any conference rules, the opposing schools would have to decide before leaving the game site whether the game would be resumed from the point of interruption or terminated with the existing score.
- 3-1-5 Note 1 By state high school association adoption, games involving combinations of 9th grade students with students in the 8th and/or 7th grades may be played in 10-minute periods.
Not applicable to any DIAA member schools.
- 3-1-5 Note 2 State high school associations may determine the length of halftimes, provided it is not less than 10 minutes and not more than 20 minutes.
The DIAA Board of Directors has determined that the length of the intermission during a regular season game will be in accordance with Table 3-1 on page 39 of the 2010 NFHS Football Rules Book. *Special note is to be given to the Mandatory Three-minute warm-up Period! The DIAA Football Committee will determine the length of the intermission during a playoff game.
- 3-2-1 Each half of the game shall be started by a kickoff. Before the scheduled game starting time the referee, in the presence of the field captains, shall toss a coin which the visiting captain shall call. If the coin toss, or simulated coin toss, is held on the playing field, it shall be held three minutes prior to the scheduled game starting time, or as otherwise specified by individual state associations.
The coin toss will be held three minutes prior to the scheduled starting time of the game.
- 3-5-71 An officials' time-out occurs during a dead ball without a time-out being charged to either team:
For a television/radio time-out that is permitted and granted as authorized by state association policy.
The DIAA Board of Directors has not authorized television/radio time outs during either regular season or state tournament games.

The DIAA Board has approved the wearing of black shorts and foul weather, full-length, lined black pants as a substitute for white shorts and traditional white knickers. This is provided the weather conditions warrant their use and that ALL crew members are dressed exactly alike.

DIAA SOCCER RULES ADOPTIONS/MODIFICATIONS

4-2-1f Exception (3) By state association adoption, players may wear soft and yielding caps during inclement weather. Caps must be alike in color.

The DIAA Board of Directors has approved the wearing of soft and yielding caps during inclement weather provided the caps are of the same color.

4-2-5 Artificial limbs, which in the judgment of the state high school association are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage, may be permitted. Upper limb prostheses and above-knee leg prostheses are discouraged. Hinges shall be lateral and covered by suitable material. All permissible artificial limbs shall be covered by at least ½ inch (0.0127m) foam rubber padding.

If a player has an artificial limb, his/her head coach or athletic director must contact the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other players than the corresponding human limb, does not place an opposing player at a disadvantage, and is properly padded, 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.

5-1-1 Note If a state high school association chooses not to select a particular officiating system, competing schools may do so by prior mutual agreement.

The DIAA Board of Directors does not mandate the use of one particular officiating system during the regular season. The contract that the Executive Director signs on behalf of all DIAA member schools which sponsor either boys' or girls' soccer obligates the Delaware Soccer Officials' Association and the Diamond State Soccer Officials' Association to provide a minimum of two officials for all sub-varsity and varsity contests. However, a conference, or in non-conference games, the host school could request the local chapter provide an additional official and the game(s) could be officiated by a three-person crew using the diagonal system. Provision of a third official is contingent upon the local officials' association's ability to provide sufficient qualified officials. Local officials' associations may elect to provide a third official at the cost of two officials. Arrangements to use the three-man diagonal system must be agreed upon by the host school's athletic director, with the concurrence of the opposing school, and the officials' association assigner prior to the day of the game. In the absence of an agreement the dual officiating system would be used.

5-1-3a The officials shall be dressed alike in uniforms primarily consisting of:

- a. A shirt approved by the state association; in the event of a color conflict between the officials and either team, the officials shall change to a jersey of a color distinct from both teams.

The DIAA Board of Directors has given permission to the Delaware Soccer Officials' Association and the Diamond State Soccer Officials' Association to wear a vertically

stripped black and white shirt, a solid black shirt with white collar and cuffs, or a solid colored shirt other than black (fuchsia, orange, or yellow) with contrasting collar and cuffs, provided the color contrasts with the jerseys of the competing teams. The Associations are also authorized to use the same shirts used by USSF Officials.

- 6-2-1 The home school timer shall be the official timer. However, by mutual agreement of the opposing coaches or by state high school association adoption, the official time may be kept by the head referee.

The DIAA Board of Directors has designated the head referee as the official timer for all regular season and State Tournament contests.

- 6-3-1 The home school shall designate the official scorer. However, by mutual agreement of the opposing coaches or by state high school association adoption, the official score may be kept by the head referee.

The DIAA Board of Directors has designated the head referee as the official scorer for all regular season contests. The Boys' or Girls' Soccer Committee will provide the official scorer in all state tournament games.

- 6-3-3 By state association adoption, a reserve official may be appointed to assume the duties of the scorer. The reserve official is under the jurisdiction of the head referee and performs those duties as assigned.

The DIAA Board of Directors has taken no action on this provision. Consequently, the Referee is the official scorer (6-3-1). The Boys' or Girls' Soccer Committee will provide the official scorer in all state tournament games.

- 7-1-1 Two equal halves of 40 minutes each shall be played unless, by state high school association adoption, four equal quarters of 20 minutes each are specified. It is recommended junior high schools play 30-minute halves unless by state high school association adoption, four equal quarters of 15 minutes each are specified.

The DIAA Board of Directors has not approved the playing of four equal quarters of 20 minutes at the high school level or four equal quarters of 15 minutes at the middle school level. Therefore, high school and middle school games will consist of two equal halves of the appropriate length.

- 7-1-2 Periods may be shortened by state high school association adoption, or if mutually agreed upon or in any emergency, by agreement of the coaches or ordered by the head referee, provided it is determined to shorten the periods before the game or before the second half begins and all remaining periods are the same length.

The DIAA Board of Directors has not adopted any guidelines for shortening the length of periods. However, periods may be shortened in accordance with the provisions of this rule.

- 7-1-3 In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it an official game if one complete half or more of the game has been played. If less than one half of the game has been played, the game may be rescheduled from the start, or restarted from the suspension of play according to state association adoption.

The DIAA Board of Directors has determined that a game which is interrupted during the first half will be replayed from the start. The game should be rescheduled for the

next available date and will be considered a postponed contest with regards to DIAA Regulation 1008 4.3.1 (middle school/junior high) or DIAA Regulation 1009 4.3.1 (high school) Maximum Game Schedules and Designated Sport Season.

7-1-5 By state association adoption, a goal differential may be established whereby at the end of the first half if one team has gained the established goal differential or if it secures such differential during the second half, the game shall be ended.

The DIAA Board of Directors has taken no action with regards to establishing a goal differential which would result in a game being ended before the normal expiration of the second half. Therefore, no game will be ended before the normal expiration of the second half unless suspended as per NFHS 2010-11 Soccer Rule 7-1-3.

7-3-1 Regular season games which are tied at the end of 80 minutes of play may be resolved by procedures adopted by state high school associations.

See 7-3-1 Note below.

7-3-1 Note No overtime procedures shall exceed 20 minutes of play during the regular season.

The DIAA Board of Directors has authorized the use of the following regular season tie-breaking procedure for ALL regular season Varsity matches; There will be a five-minute intermission between the end of regulation play and the first ten-minute sudden victory overtime period. A coin toss will determine which team will kick off. All game rules will be in effect. The first team to score in overtime will be declared the winner. If neither team has scored after 10 minutes of play, there will be a two-minute intermission and then the teams will play a second and final 10-minute sudden-victory overtime period. The loser of the coin toss prior to the first overtime will kick off to start the second overtime. If the game is still tied after two overtime periods, it will officially end in a draw.

12-8-5 Note The rules committee strongly recommends that recommends that each state high school association adopt a policy wherein a disqualified player or coach disqualified under 12-8-2, 3, or 4 shall be barred from participating in the next contest(s).

The DIAA Board of Directors has authorized a procedure which requires any player or coach ejected from a contest for flagrant or unsportsmanlike conduct also be ineligible to participate in the next contest at any level.

DIAA VOLLEYBALL RULES ADOPTIONS/MODIFICATIONS

1-2-3 Note 1 By state high school association adoption, teams may play a best two-of-three game match in which a team is considered the winner of the match when it wins two games. All games shall be 25 points (no cap). The third game shall not be played unless it is necessary to determine the winner of the match. If a third game is necessary, a coin toss shall be conducted prior to that game.

The DIAA Board of Directors has NOT approved the use of 2 out of 3 matches at the varsity level.

1-2-3 Note 2 By state high school association adoption, modification of match format is permitted for series other than dual varsity matches.

The DIAA Board of Directors has approved the use of 2 out of 3 matches at the sub-varsity level.

1-7-1 If a match is suspended due to:

- a. Power failure;
- b. Host management failing to resolve a situation of an unruly spectator(s) in a reasonable amount of time;
- c. Other unforeseen circumstances.

It may be resumed from the point of suspension unless the state association determines otherwise. The score and lineup will be the same when it is resumed as they were at the moment of suspension.

A match which is interrupted for any of the aforementioned reasons will be resumed from the point of interruption unless the opposing schools decide, before leaving the playing site, to consider it a completed match. If the match is to be resumed, it should be completed on the next available date and would be considered a postponed contest with regards to DIAA Regulation 1008 & 1009 4.3 Maximum Game Schedules and Designated Sport Season.

1-7-2 Unless state association rules determine otherwise, a game shall be declared a forfeit when:

- a. A team refuses to play when directed to do so by the referee;
- b. A coach is removed from the premises for unsportsmanlike conduct and no authorized school personnel is present to assume responsibility for the team.

There are no DIAA regulations which would preclude the forfeiture of a game in the aforementioned circumstances. In a. above, the offending team would be required to forfeit the game. In b. above, the offending team would be required to forfeit the game and match.

1-7-4 Unless state association rules determine otherwise, a game shall be declared a forfeit when a team has fewer than six players to start the match.

There are no DIAA regulations which would preclude the forfeiture of a game in the aforementioned circumstances. In the situation above, the offending team would be required to forfeit the game.

4-1-4 Each State Association may authorize the use of prostheses which in its opinion are no more dangerous to players than the corresponding human body part(s) and do not place an opponent at a disadvantage.

If a school wishes to request that a player with a prosthesis be allowed to play that school's athletic director must contact either the DIAA State Rules Interpreter (Kelly Callahan - 302-654-9165 – tmkcallahan@aol.com) or the Executive Director (302-857-3365) in order to obtain clearance for the player to participate in a scrimmage or match with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in their opinion, the prosthesis is judged to be no more dangerous to other players than the corresponding human limb or is sufficiently padded so as not to pose a danger to other players, 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 match in which the player is in uniform.

5-8-4 By state high association adoption, line judges may use flags.

The DIAA Board has NOT taken any action on this article.

6-2-1 A team shall consist of six players to begin the first game of the match. If a team has fewer than six players to begin the match, a forfeit shall be declared unless state association rules determine otherwise.

There are no DIAA regulations which would preclude the forfeiture of a game in the aforementioned circumstances. In the situation above, the offending team would be required to forfeit the game.

9-1-2 Note By state association adoption, teams may remain on the same benches throughout the match.

The DIAA Board of Directors has not adopted this provision and consequently, teams will change playing areas and benches for the second game of any 2-out-of-3 game match and for the second, third, and fourth games of any 3-out-of-5 game match.

9-2-1 For game two, three and four in a five-game match, teams shall change playing areas and benches immediately when directed by the referee unless state association rules determine otherwise.

There are no DIAA regulations which would modify these procedures.

9-2-1 Note In a three-game match, teams shall change playing areas and benches for game two.

There are no DIAA regulations which would modify these procedures. See Rule 9-1-2 Note above.

DIAA BASKETBALL RULES ADOPTIONS/MODIFICATIONS

Rule 1-12-1 Note: By state high school association adoption, either legal-size ball may be used for boys junior high school competition.

The DIAA Board of Directors has not taken any action on this provision and consequently, the basketball that is used in boys' high school competition will also be used in boys' middle/junior high school competition.

Rule 1-13 Note: Article 1. The location of each team's bench shall be designated by game management. It is recommended that the benches for team members and coaches of both teams be placed along that side of the court on which the scorers' and timers' table is located. Article 2. The coaching box shall be outlined outside the side of the court on which the scorers' and timers' table and team benches are located. The area shall be bounded by a line 28 feet from the end line, the sideline, a line no more than 14 feet from the 28-foot line, and the team bench. These lines shall be located off the court, be 2 inches wide.

Note: By state association adoption, the head coach may be off the bench in front of his/her seat within the confines of the designated coaching box to give instructions to his/her players and/or substitutes.

The DIAA Board of Directors has approved the use of the coaching box for varsity and subvarsity competition. However, if one team's coaching box is not marked or is improperly marked, neither team will be permitted to use the coaching box.

Note: State associations may alter the placement of the 6-foot coaching box.

The following guidelines will be in effect for the 2010-2011 season with regards to the placement of the coaching box:

1. **If the scorers' table is in the center of the court: Measure 14 ft. from the endline and put one line outside the playing surface. Then measure 28 ft. from the endline and put a second line outside the playing surface. See Rule 1-13 above for the required width and color of the lines.**
2. **If the scorers' table is not in the center of the court: At the end of the court where the scorers' table is located, measure 4 ft. from the end of the table toward the endline and place one line outside the playing surface. Then measure 14 ft. from that line toward the endline and place a second line outside the playing surface. The other end of the court will have a regular coaching box (14 ft. to 28 ft. from the endline).**
3. **If the team bench is away from the coaching box: A 14-foot coaching box which does not have the regular 14 ft. to 28 ft. boundaries may be placed in front of the team bench. The box can not be any farther than 28 ft. from the endline or any closer than 4 ft. to the end of the scorers' table. This coaching box exception should be approved by the DIAA Executive Director, the DIAA Interpreter or either IAABO Board.**

Rule 2-2-1 Note : Each state association may authorize the use of a replay monitor during state championship series contests.
The DIAA Board of Directors has not taken any action on this provision, consequently replay devices are NOT authorized for use by officials during state championship series games.

Rule 2-4-3 Note: A state association may authorize the use of supplementary equipment to aid in game administration.
The DIAA Board of Directors has not taken any action on this provision, consequently the use of supplementary equipment is not approved for use by officials.

Rule 3-5-1 Note : Each state association may authorize the use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.

If a player has an artificial limb, his/her head coach or athletic director must contact either the DIAA State Rules Interpreter (Layne Drexel-302-545-3999) or the Executive Director in order to obtain clearance for the player to participate in a scrimmage or a game with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other players than the corresponding human limb and also does not place an opposing player at a disadvantage, 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.

Rule 3-5-3 Exception: State associations may on an individual basis allow a player to participate while wearing a head covering if it meets the following criteria:

- a. For medical or cosmetic reasons - In the event a participant is required by a licensed medical physician to cover his or her head with a covering or wrap, the physician's statement is required before the state association can approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.

If a student is required to wear a head covering for medical or cosmetic reasons, the student's athletic director should forward the physician's statement to the Executive Director after which the same procedure described

in Rule 3-5-1 Note above (authorizing the use of an artificial limb) will be initiated.

- b. For religious reasons - In the event there is documented evidence provided to the state association that a participant may not expose his or her uncovered head, the state association may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.

If a student desires to wear a head covering for religious reasons, the student's athletic director should forward a written request to the Executive Director. If the Executive Director approves the request, the same procedure used in Rule 3-5-1 Note above (authorizing the use of an artificial limb) will be initiated.

Rule 5-5 Note: Authorizing the use of a running clock when a specified point differential is reached.

The DIAA Board has authorized the use of a running clock when at the end of the third quarter, or at any time during the fourth quarter, one team is ahead by 35 points or more, the remainder of the game shall be played with a running clock, stopping only for timeouts, injuries, technical fouls, and disqualifications. If the losing team reduces the score to 25 or fewer points, the clock will be stopped in the usual manner unless a 35 point differential occurs again, at which time the clock will again run. This rule governs all regular season school games at all levels, middle school through high school varsity.

This rule will NOT be used during the DIAA State Tournament.

Rule 5-12-5 Note: State associations may determine the number of electronic media time-outs for games which are transmitted and may reduce the number of charged time-outs.

The DIAA Board of Directors has not authorized the reduction of charged time-outs due to the scheduling of television/radio time-outs during either regular season or state tournament games. Therefore, television/radio time-outs are permitted only if each team receives the number of full-length and 30-second time-outs stipulated in Rule 5-12-1.

DIAA SWIMMING AND DIVING RULES ADOPTIONS/MODIFICATIONS

Rule 3-1-2(d) Unless state association policy determines otherwise, unlimited team entries shall be permitted at invitational and nonvarsity meets. However, the individual entry rule (3-2-1) shall be followed.

There is no DIAA policy that prohibits unlimited team entries at invitational and subvarsity meets.

Rule 3-2-1 Unless state association policy determines otherwise:
(a) exhibition competitors are permitted. An exhibition swim/dive shall count as one of the four allowed entries, does not score points, but may count as a qualifying time and is subject to disqualification;
(b) pentathlon-type meets may be conducted with unlimited individual entries.

There is no DIAA policy that prohibits exhibition competitors or unlimited individual entries in pentathlon meets.

Rule 3-2-3 Note: By state association adoption, schools may enter their relay teams without individual names. It shall not count as an entry unless the competitor actually competes in the event. Any individual on the team may swim in the prelims, swim-offs and/or finals provided he/she does not exceed the permitted entries for the meet.

The DIAA Board of Directors has taken no action on this provision. Consequently, coaches must designate the individuals (maximum of eight) who may be competing as members of a relay team.

Rule 3-3-4 A competitor with a disability may use equipment provided, in the judgment of the state association, no advantage is gained. Written approval from the state association must be made available to the referee.

If a student has a disability, his/her head coach or athletic director must contact either the DIAA State Rules Interpreter (Fred Killian, 994-3389) or the DIAA Executive Director in order to obtain clearance for the student to compete with the equipment in question. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the equipment. If, in his opinion, it will not result in a competitive advantage for the disabled student, it will be approved for use. The Executive Director will forward a letter to that effect to the student's athletic director. The letter should then be provided to the referee before each meet in which the disabled student is competing.

Rule 5-1-1 Note: By state association adoption:
(a) these events may only be modified for junior varsity and invitational competition;
(b) order of events may be modified for state championships.

The DIAA Board of Directors has taken no action on this provision. Therefore, the order of events specified in Rule 5-1-1 may not be modified for junior varsity, invitational, or state championship competition.

Rule 5-1-3 In championship meets, by state high school association adoption, the diving event may be the first event with a brief warmup in the water prior to the medley relay. Prior to the 100 yard butterfly, there shall be a break of at least 15 minutes with at least 10 minutes warmup in the water.

The DIAA Board of Directors has authorized the DIAA Swimming and Diving Committee to conduct the diving preliminaries (five dives) prior to the swimming preliminaries in the boys' and girls' state meets.

Rule 7-2-4 When a meet is suspended due to power failure or other unforeseen circumstances, it may be resumed from the point of suspension unless state association rules determine otherwise. Resumed meets start from the point of suspension with the score and entries the same as they were at the time the meet was suspended.

The meet will be resumed from the point of interruption unless the opposing coaches mutually agree it should be considered a completed meet. The suspended meet should be completed on the next available date and will be treated as a postponed contest with regards to DIAA Reg 1009 4.3 Maximum Game Schedules and Designated Sports Season.

Rule 9-4-6 Note: For interstate competition, the voluntary dive group of the week shall follow the schedule of the host school's state unless state association policy determines otherwise.

When competing out of state, DIAA member schools will follow the schedule of the host school's state association with regards to the voluntary dive group of the week.

DIAA WRESTLING RULES ADOPTIONS/MODIFICATIONS

Rule 1-3-1 Each individual state high school association shall develop and utilize a specified weight-control program which will discourage severe weight reduction and /or wide variations in weight, because this may be harmful to the competitor. Such a program should be planned to involve the wrestler, as well as the parents/guardians, physician and coach in establishing the minimum certified weight. An ideal program would be one where a medical professional would assist in establishing a minimum weight through the use of checking body fat and hydration. The recommended minimum body fat should not be lower than 7 percent for males and 12% for females.

The DIAA Board of Directors has adopted a weight-control program which requires each wrestler to be tested to determine their minimum weight prior to competition in their first match. The State Wrestling Committee shall test each wrestling to determine if they are properly hydrated (specific gravity of 1.025 or less) and then test for body composition. The minimum wrestling weight will be calculated using a minimum body fat of 7% for males and 12% for females. Wrestlers shall not lose more than 1.5% of their body weight per week.

Rule 2-4-2 The accuracy of these scales shall be certified annually, in accordance with guidelines established by the state association.

The DIAA Board of Directors has not established any guidelines for certifying the accuracy of scales other than to require that scales be certified prior to the start of each wrestling season. In the absence of any state association approved guidelines, schools should follow the guidelines established by their respective conferences.

Rule 3-2-1 By state high school association adoption, an assistant referee may be used during competition. The use of an assistant referee is designed to minimize human error in matters of rule application and judgment.

The DIAA Board of Directors has approved the use of an assistant referee. Tournament directors and/or host schools in dual-meet competition are permitted to utilize the services of an assistant referee. In addition, a conference could mandate the use of an assistant referee for regular season competition and/or the conference championships.

Rule 4-1-2 An American flag, not to exceed 2 by 3 inches... and with state association approval, may be worn (on the wrestler's/official's uniform).

The DIAA Board of Directors has approved the placement of an American flag or commemorative or memorial patch meeting the stated specifications on the wrestler's and official's uniforms.

Rule 4-3-2 Each state association may authorize the use of artificial limbs, which in its opinion are no more dangerous to competitors than the corresponding human limb and do not place an opponent at a disadvantage.

If a wrestler has an artificial limb, his/her head coach or athletic director must contact either the DIAA State Rules Interpreter (Ross Thomas, 242-7043) or the Executive Director (857-3365) in order to obtain clearance for the wrestler to participate in a scrimmage or match with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other wrestlers than the corresponding human limb and also does not place an opposing wrestler at a disadvantage, it will be approved for use. The Executive Director will forward a letter to that effect to the wrestler's athletic

director. The letter should then be provided to the referee before each dual meet or tournament in which the wrestler is in uniform.

Rule 10-1-1 Tournaments conducted by state high school associations for qualification to the state high school championships and the championships themselves will be determined by the individual organization. Each state high school association is privileged to conduct those tournaments as best suits its needs. This authorization applies to Rule 10 only.

Regulations governing the conduct of the dual-meet state championships and the individual state championships will be approved by the DIAA Wrestling Committee. The tournament format, the selection criteria and procedures, and the seeding criteria and procedures must also be approved by the DIAA Board of Directors.

DIAA BASEBALL RULES ADOPTIONS/MODIFICATIONS

1-4-4 By state association adoption, to allow for special occasions, commemorative or memorial patches, that will be uniformly placed, not to exceed 4 square inches, to be worn on jerseys in an appropriate and dignified manner without compromising the integrity of the uniform.

The DIAA Board of Directors has approved the wearing of commemorative or memorial patches provided they conform to the aforementioned specifications. Please confirm the placement and size with the DIAA Executive Director prior to wearing.

1-2-9 By state association adoption, a double first base is permitted. The double first base shall be a white base and a colored base. The colored base shall be located in foul territory.

The DIAA Board of Directors has taken no action on this provision.

2-33-1 Suggested speed-up rules.

The DIAA Board of Directors has approved the use of courtesy runners by either team for both regular season and state tournament play during the 2011 season. The use of courtesy runners is not subject to conference approval or mutual consent of the opposing coaches. The courtesy runner rules are as follows:

COURTESY RUNNERS

At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher.

The same individual runner may not be used for both positions (pitcher and catcher) during the game. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.

Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.

A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If an injury, illness or ejection occurs and no other runners are available, the courtesy runner may be used as a substitute.

The umpire-in-chief shall record and announce to the scorer, courtesy runner participation.

A player who violates the courtesy-runner rule is considered to be an illegal substitute.

Exception: Should an injury, illness or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run.

AFTER PUTOUTS

After a putout in the outfield and with no runners on base, the ball shall be thrown to a cutoff man and, if desired, to one additional infielder before being returned to the pitcher for delivery to the next batter.

After a putout in the infield and with no runners on base, the ball shall be returned directly to the pitcher.

Following the final out in any inning, the ball shall be given to the nearest umpire. The plate umpire shall give the ball to the catcher. The base umpire shall place the ball on the pitcher's plate.

4-2-2 Any game that is tied at the end of 4 ½ or at least five full innings when the game is called shall be a tie game, unless the state association has adopted a specific game ending procedure.

By state association adoption, the game shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat.

4-2-4 A state association may adopt game-ending procedures that determine how games are ended, including suspended games. However, if a state does not adopt game ending procedures, by mutual agreement of the opposing coaches and the umpire-in-chief, any remaining play may be shortened or the game terminated.

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 2011 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 incomplete 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

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 adopted the 10-run mercy rule at the varsity level for both regular season and state tournament play during the 2011 season. 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 be in effect. The use of the 10-run mercy rule is mandatory at the varsity level and is not subject to conference adoption or mutual consent of the opposing coaches.

At the sub-varsity 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 sub-varsity level, the game may be shortened or terminated in accordance with the provisions of NFHS Rule 4-2-4.

4-2-4 Note 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 during the 2011 season. No other completed/suspended game rule may be used. The DIAA Board of Directors has also adopted the 10-run mercy rule at the varsity level for both regular season and state tournament play during the 2011 season. No other mercy rule may be used except at the sub-varsity level (including all middle school games).

4-3-1 Note By state association adoption, a regulation called game where a winner cannot be determined (see 4-2-3) shall be counted as ½ game won and ½ game lost for each team.

The DIAA Board of Directors has taken no action on this provision and consequently, the aforementioned completed/suspended game rule will be applied.

4-4-1a is late in appearing or in beginning play after the umpire calls "Play." State associations are authorized to specify the time frame and/or circumstance 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 indicated above, they will forfeit the game if they don't arrive within 30 minutes of the scheduled starting time.

4-5-1 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 must be submitted using a prescribed procedure All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or charged with a loss in such a game, if the game is not regulation.

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 non-conference 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.

10-1-9: Umpires shall wear the navy blue pullover shirt or state association adopted shirt.

The DIAA Board of Directors has granted permission for umpires to wear the following NFHS approved shirts; Navy with red and white trim, Powder blue with navy and white trim, Powder blue with red, navy and white trim, Powder blue with black trim, Black with white trim, Creme with black trim, Scarlet red with navy and white trim, Grey with black trim. Umpires are to wear grey slacks (heather or charcoal shades) and a navy blue hat, preferably sized. Umpires have three options for hats during regular

season play; plain navy, an approved association hat or the approved DIAA-lettered hat. All Umpires assigned to a game must wear the EXACT same matching uniform options (Hat, Shirt & Slacks).
For the state tournament only the plain navy or DIAA-lettered hat may be worn.

Pitching Limits

The DIAA Board of Directors has adopted the following Pitching Limits for all games played at all levels during regular season and state tournament play.

DIAA Regular Season and Tournament Pitching Limitations

- A. A player may not pitch in more than 16 innings in any seven calendar day period. Delivery of one pitch constitutes having pitched in an inning.
- B. If a player pitches in three innings or less in a day, no rest is required before he/she pitches again.
- C. If a player pitches in four, five, or six innings in a day, he/she must have two calendar days of rest.
- D. If a player pitches in seven or more innings in a day, he/she must have three calendar days of rest.
- E. This regulation is in effect for both regularly scheduled tournament games and games that were postponed or suspended for any reason. It also applies to any playoff games that are under the jurisdiction of the Committee.

DIAA BOYS' LACROSSE RULES ADOPTIONS/MODIFICATIONS

- 1-9-1i Note An American flag, not to exceed 2 by 3 inches, and either a commemorative or memorial patch, not to exceed 4 square inches and with written state association approval, may be worn on the jersey provided neither the flag, nor the patch, interferes with the visibility of the number.

Requests to wear an American flag and either a commemorative or memorial patch on the jersey must be submitted in writing to the Executive Director who will evaluate each request on its merits and respond in writing.

- 1-11-2 Each state association may authorize the use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.

If a player has an artificial limb, his/her head coach or athletic director must contact either the DIAA State Rules Interpreter (Bob Schweitzer, 831-1782) or the DIAA Executive Director in order to obtain clearance for the player to participate in a scrimmage or game with the prosthesis. The State Rules Interpreter or the Executive Director will attend a practice session and inspect the prosthesis. If, in his opinion, the artificial limb is no more dangerous to other players than the corresponding human limb and also does not place an opposing player at a disadvantage, 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.

- 1-11-3 Each state association may authorize the use of a hearing instrument to enhance the efficiency of a required hearing aid prescribed by a licensed medical physician, provided it is not dangerous to the wearer or any other player.

Requests to wear a hearing instrument as described must be submitted in writing to the DIAA Executive Director who will evaluate each request on its merits and respond in writing.

3-2 There shall be two-minute intervals between the first and second periods and between the third and fourth periods of a game. During these intermissions, all rules governing play of the game remain in force. The intermission between the second and third periods shall be 10 minutes, unless another time is mutually agreed upon by the coaches, conference, league or state association. The teams may leave the field, and all rules governing play of the game remain in force.

The DIAA Board of Directors has not taken any action on this provision and consequently, there are no state association guidelines pertaining to the length of the intermission between the second and third periods. In the absence of any state association rules, conference guidelines would apply and in the absence of any conference rules, the intermission will be ten minutes in length unless the opposing head coaches mutually agree to a different length of time prior to the start of the game.

3-5 If a game is interrupted because of events beyond the control of the responsible authorities shall be continued from the point of interruption unless there are conference, league or state association rules which apply to cover the situation.

The DIAA Board of Directors has not taken any action on this provision and consequently, there are no state association guidelines pertaining to interrupted games. In the absence of any state association rules, conference guidelines would apply and in the absence of any conference rules, the opposing schools would have to decide before leaving the game site whether the game would be resumed from the point of interruption or terminated with the existing score.

DIAA GIRLS LACROSSE RULES ADOPTIONS/MODIFICATIONS

The DIAA Board has approved the use of the following tie-breaking systems for Regular Season and State Tournament [post-season] play.

1. When the score is tied at the end of regular playing time (varsity level only), there will be a five minute rest and a coin toss for choice of ends.
2. Six minutes of "sudden victory" stop-clock overtime will be played. If necessary, the teams will change ends after three minutes with no delay for coaching. The team who scores is the winner.
3. During the regular season, if the teams are still tie after six minutes, the game will remain a tie. During the Post Season, the game will continue with six minute periods of stop clock "sudden victory" overtime periods until a team scores.

During the regular season, if 80% of a tie game has been played, and the game cannot continue, the score will remain a tie.

During Post Season, if 80% of a tie game has been played, and the game cannot continue, the game will be played from the point of interruption on another day. If less than 80% of the game has been played, it will be played from the beginning.

The DIAA Board has approved the following penalties for the accumulation of yellow and red cards during a game:

Anyone who receives two yellow cards in the same game will be suspended from further participation in the game, and no substitute may take her place for 3 minutes of elapsed playing time. Two yellow cards does NOT equal a red card, so there will be no carry over penalty. (per Regulation 1007.2.3)

Anyone receiving a red card will be suspended from further participation in that game and will be prohibited from participating in the team's next **game**.

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