

2026 MPA BASEBALL BULLETIN

(updated 4/21/26)

BASEBALL SEASON

March 23	Pitcher / Catcher Conditioning (no limit on number)
March 30	First Practice
April 16	Team Schedules Due
April 16	First Countable Game (after 3:00pm)
May 29	Umpires Form Due
May 29	Tournament Program Information Due
June 3	Last Countable Scheduled Game
June 9	Preliminary Games
June 11	Regional Quarter-Final Games
June 13	Regional Semi-Final Games
June 16	Regional Final Games (MPA site and responsibility)
June 20	State Championship Games

Each coach must complete the following NFHS Courses prior to the start of the season.

*Each coach must complete the NFHS “*Concussion in Sport – What You Need to Know*” video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS “*A Guide to Heat Acclimatization and Heat Illness Prevention*” video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS “*Sudden Cardiac Arrest*” video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS “*Protecting Student Athletes from Abuse*” video that is available at the NFHS website (www.nfhslearn.com).

The MPA Baseball and Softball Committees, with the support of the MPA Sports Medicine Committee, “RECOMMEND” screening on the facing of all dugouts and bench areas to help prevent injury to players, coaches, and team personnel.

*The purpose of the additional week of arm conditioning for pitchers and catchers is to allow those athletes to begin a conditioning program that will help to begin to build a base and reduce early season arm injuries. Schools may determine who those pitchers and catchers may be, not setting a limit of 8 pitchers and 2 catchers.

The week of conditioning should be a comprehensive program that involves the following components:

Stretching – Proper stretching of the entire body, allowing for preparation of proper mechanics, is crucial. Flexibility and balance are important components of the program.

Strengthening – A throwing program should be progressive and should begin to build a base that athletes will develop throughout the season.

Cardio – Aerobic training designed to build full body endurance to prevent fatigue and overuse injuries is a key component. Recommendation includes 20-40 minutes (biking, elliptical, treadmill) three times during the week.

Recovery – Pitchers should be throwing no more than 3-4 times during the week and should be provided the proper amount of rest that allows the arm to recover.

This week of arm conditioning is **not** intended to be an additional week of preseason practice. Below is a list that includes, but may not be limited to, activities that are prohibited during the week.

- No bats, including fungo bats.
- No defensive drills related to positional play.
- No pick off drills
- No blocking drills.
- No base coverage drills.
- No footwork drills, other than proper mechanics for pitchers and catchers
- No live stand-in batters.
- No simulations

MANDATORY CLINICS – No in-person rules clinics are scheduled for this season.

All coaches (all levels, paid and volunteer) must view the rules video created by the baseball official's liaisons. Click [HERE](#) for the link.

2026 Baseball Rules Changes

1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2(a)1-7, 8-2-7, 8-4-1g(1) – Modified that the double first base will be mandatory effective January 1, 2027 and associated rule changes.

*Schools may adopt the double first base for the 2026 season.

1-4-4 – Clarified what is allowed on a school's official baseball uniform.

1-6-3 – Clarified what is not allowed to be worn by a player to record or transmit audio or video feeds.

2-10-3 – Clarified the definition of a player-to-player defensive meeting.

3-4-6 – Clarified the difference from a player-to-player meeting and a charged conference.

GAMECHANGER

Schools are required to use the GameChanger App to track pitch counts during the game. The GameChanger app allows you to track pitches in real time while scoring a game. By synchronizing with MaxPreps, the pitch count tracking will be available for public view. **Failure to utilize GameChanger will result in a \$50.00 fine.**

Here is how to get started:

1. Download the new GameChanger app.

- [Download GameChanger in the Apple Store](#)
 - [Download GameChanger on Google Play](#)
 - Even if you have used it in the past, ensure you have the newest app version.
 - [Learn More >](#) about GameChanger.
2. REQUEST ACCESS as a Coach Admin on MaxPreps: [Get Coach Admin Access on MaxPreps](#) AND [Download the free MaxPreps app for your mobile device](#) (app may be easier for entering your roster)
 3. ADs MUST enter team schedules correctly into Fusion Point no later than 4/14.
 - *DO NOT enter your schedule into MaxPreps OR GameChanger. The schedule in Fusion Point will synchronize to MaxPreps. Once in MaxPreps, you MUST synchronize to Gamechanger (see sync note in #5 below).*
 4. Coaches MUST enter rosters into MaxPreps.
 - *DO NOT enter rosters into GameChanger. If an AD enters a roster into FusionPoint, it will synchronize to MaxPreps. Once in MaxPreps, the roster will synchronize with Gamechanger (see sync note in #5 below).*
 - PLEASE enter data correctly and fully. The data we receive to track pitch counts is only as good as the data that is entered. NOTE: This same roster may be used in programs for playoffs, including the State Championships.
 5. To get your schedule (entered by AD into FusionPoint) and roster (entered into MaxPreps by Coach or FusionPoint by AD) into the GameChanger app, you MUST turn on the “Sync with MaxPreps” option in your GameChanger app. [Click here to watch a 6-minute how-to video](#). This is a one-time sync.

WEATHER CONDITIONS

The safety of athletes (*participants*), spectators, coaches/directors, school personnel, and all others present at an athletic contest must be the first concern to the contest officials and building administrators.

1. When an interscholastic contest has been scheduled and dangerous playing conditions exist, or severe weather is anticipated, the following should be considered:
 - a. Prior to beginning an athletic contest, when severe weather is anticipated, the head contest official and the principals of each school, or their designees, will meet to review the suspension and/or postponement procedures. This would include any playing rule book coverage.
 - b. The host school administrator will be responsible for informing contest officials, visiting school administrators and, if applicable, the individual responsible for public address announcements of designated shelter areas.
 - c. When lightning is observed, or thunder is heard near a contest conducted outdoors, play should be suspended.
 - d. If any other life-threatening condition occurs, play should be suspended immediately, and predetermined directions to safe locations will be announced.
2. When a suspension of a contest occurs, the following should be considered:

- a. If the suspension is forty-five minutes or greater, resuming later should be considered.
 - b. Play shall not be resumed until **30 minutes** after the last flash of lightning or clap of thunder.
 - c. When weather conditions are no longer a threat to the safety of participants, spectators, or contest officials, administrators from all schools involved will meet with the head contest official to determine if play will continue.
 - d. If play is to be resumed, contestants will be given at least a fifteen-minute warm-up period prior to competition.
3. If evacuation is necessary, the following should be considered:
- a. If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters. A list of the closest safe structures should be announced.
 - b. All personnel, athletes and spectators should be clearly informed of available safe structures or shelters in the event a thunderstorm approaches. A list of the closest safe structures should be announced. The person in authority must be aware of the amount of time it takes to get to each structure and the number of people each structure can safely hold. For large events, time needed for evacuation is increased and there must be a method (i.e., announcement over loudspeaker) for communicating the need for evacuation and directing both athletes and spectators to the appropriate safe shelters.
 - c. The most ideal structure is a fully enclosed, substantial building with plumbing, electrical wiring, and telephone service, which aids in grounding the structure. A fully enclosed automobile with a hard metal roof and rolled-up windows is also a reasonable choice. School buses are an excellent lightning shelter that can be utilized for large groups of people. However, it is important to avoid contact with any metal while inside the vehicle.

Avoid using shower facilities for safe shelter and do not use showers or plumbing facilities during a thunderstorm as the current from a local lightning strike can enter the building via the plumbing pipelines or electrical connections. It is also considered unsafe to stand near utilities, use corded telephones or headsets during a thunderstorm, due to the danger of electrical current traveling through the telephone line. Cellular and cordless telephones are considered safe and can be used to summon help during a thunderstorm.

When caught in a thunderstorm without availability or time to reach safe structures, you can minimize the risk of lightning-related injury by following a few basic guidelines:

- Avoid being the highest object. Seek a thick grove of small trees or bushes surrounded by taller trees or a dry ditch.
- Avoid contact with anything that would be attractive to lightning. Stay away from freestanding trees, poles, antennas, towers, bleachers, baseball dugouts, metal fences, standing pools of water, and golf carts.
- Crouch down with legs together, the weight on the balls of the feet, arms wrapped around knees, and head down with ears covered.

BONA FIDE TEAM RULE

A member of a school team is a student athlete who is regularly present for and actively participates in team practices and competitions. Bona fide members of a school team are prevented from missing high school practice or competition to compete or practice elsewhere.

* Two waivers per student athlete per sport season may be granted by the principal on a case-by-case basis for extraordinary circumstances. (e.g., If a student/athlete were invited to participate in a prestigious weekend event then a waiver may be granted. If a student/athlete were invited to participate in a nationally recognized tournament over a school vacation, then **that** waiver may be granted for that activity. If a student requests to miss practice every Friday because he/she is receiving specialized coaching from an outside team/coach, then a waiver should not be granted **because it violates the spirit and intent of the rule.**)

** This policy is not intended to restrict dual sport participation in schools that allow dual participation.

*** Penalty for violation of this policy:

1 st Violation	Suspension from play for one game/contest
2 nd Violation	Removal from team for remainder of season

(Adopted: Fall, 2011; Revised, Spring, 2019)

RULES

The National Federation rules for baseball will be used as well as the MPA adoptions, exceptions, and additions listed below in all regular season and post-season games.

1. All notes in the rule book related to state adoption are not adopted except Rule 4, Section 2, Article 2. MPA has adopted the rule which terminates a game when a team, after five and one-half innings, is ten runs ahead in baseball for J.V or 9th grade games. This rule may NOT be waived for J.V or 9th grade games.
2. Schools may play 5-inning doubleheader games during the regular season. Five-inning games will have the ten-run rule in effect after 2 ½ or 3 innings. All post-season games will be 7 innings. **Requests must be submitted prior to the date of the game by clicking [HERE](#).**
3. At the varsity level, games will be terminated at 4 1/2 innings or 5 innings depending on who is ahead by ten runs during the regular season; however, coaches have the option to waive the ten-run rule by mutual consent during the pre-game meeting. **NOTE: THE TEN-RUN RULE IS IN EFFECT DURING REGIONAL AND STATE TOURNAMENT COMPETITION.**
4. Games called for darkness, weather conditions, or any other reason and is an official game (five innings or 4 1/2 with home team ahead or 2 ½ or 3 innings in a 5-inning game) if tied shall be recorded as a tie; if less than official game, it shall be replayed in its entirety. By mutual agreement of the school administration a game that is not yet official may be terminated and the score will stand. There will

be no tie games in the tournament competition. Tie games in tournament competition must be replayed in their entirety.

5. Games that start on a field may not be moved to another field without mutual consent.
6. 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 of the dugout/bench area.
7. No player shall wear any audio (microphone) or video (camera) device during the game.
8. Schools must reschedule a postponed game on the next mutually open date (including Saturday) regardless of home field advantage, pitching limitation, etc. In the case of disagreement between schools, the Baseball Committee Chairperson will set a date. **SCHOOLS MAY NOT RESCHEDULE GAMES INTO THE LAST WEEK OF THE SEASON WITHOUT THE PERMISSION OF THE CHAIRPERSON.** Schools/leagues may schedule NO MORE THAN ONE GAME during the last week of the season.
9. Games that go into extra innings will continue without modification until a winner is declared.
10. Maine has no protest rule or option. If a rule interpretation or application is in question, the issue must be discussed and resolved before resumption of play. Coaches raising a question must have a rule book and/or bulletin in their possession and make specific reference to the rule at issue.
11. **BASEBALL PITCHING RULE** -- The Baseball Committee has adopted the following pitching limitation rule. Violations of this rule result in the forfeiture of the game for the use of an ineligible player. (Adopted 8/90, Revised 6/96, 6/97, 11/17)

Varsity Pitchers

Maximum pitches one day	110
• 1-20 pitches	0 days rest
• 21-40 pitches	1-day rest
• 41-65 pitches	2 days rest
• 66-95 pitches	3 days rest
• 96-110 pitches	4 days rest

Sub-varsity Pitchers

Maximum pitches one day	90
• 1-15 pitches	0 days rest
• 16-35 pitches	1-day rest
• 36-55 pitches	2 days rest
• 56-75 pitches	3 days rest
• 76-90 pitches	4 days rest

- The Pitch Count is based on the number of pitches thrown in a game. This includes balls, strikes, foul balls, outs, and base hits. A pitch thrown with a balk/illegal pitch is called shall not count as a pitch.
- If a pitcher reaches the pitch count limit, at any of the five thresholds that are established, while facing a batter, the pitcher may continue to pitch to that batter until one of the following situations occurs first 1) the batter reaches base; 2) the batter is put out; or 3) the third out is made to complete the inning. An example would be a pitcher, with a 2-2 count on the batter, throws his 40th pitch. The pitcher may continue with the batter, even though the pitch count goes over 40 pitches, and only needs one day of rest. A pitch to the next batter results in the pitcher moving to the next level.
- Each team must maintain a pitch count for their team, as well as a count for the opponent. Pitch counts must be confirmed periodically throughout the game. If there is a discrepancy it shall be reported to the umpire. The records of the home team shall be used as the official record. At the varsity level it is recommended that the person keeping the pitch count be an adult.
- The pitch count rule shall be in effect for all levels (varsity, j.v., freshman/1st team)
- Schools are required to use the GameChanger App to track pitch counts during the game. Violation of the Pitch Count Rule shall constitute the use of an ineligible player and will result in forfeiture of the game.
- It is recommended that an athlete avoids catching and pitching during the same game.
- If, for any reason, a game is moved back (Wednesday to Tuesday) the pitch count will be in effect from the original date scheduled (Wednesday). If a game is postponed due to weather (Wednesday to Thursday) the pitch count will be in effect from the date the game is played (Thursday)
- Doubleheader Rule:
 - A pitcher must follow the pitch count rule that is in effect for that day, allowing them to throw up to 110 pitches total between the games.
 - Coaches must be aware that when there is considerable time between pitching assignments (weather delay, multiple games in a day, etc.) that a pitcher returning to the mound must have enough warm-up and that they must be aware of arm fatigue.

NOTES: If a game is terminated before becoming an official game, the pitching rule shall remain in effect.

7. A five-inning game (4 1/2 if home team is ahead) shall be an official game in all post-season play.
8. It is mandatory that each home baseball team have an "L" shaped screen for both teams to use.
9. Throughout the season, helmets must be worn during warm-up (batting practice) prior to all contests. (This is a major liability issue)
10. Catchers' masks which are not hockey style must have an attached throat protector.

11. Coaches must wear a helmet to be on the field. A hard baseball helmet is required; no-flap, single flap, and double flap helmets are permitted, while “skullies” and cap inserts are not permitted. If possible, the helmet should be NOCSAE approved.
12. 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.
13. Baseball game balls must be stamped with the NOCSAE seal. (The State game ball will be the Rawlings R100NF.)
14. Catcher’s chest protectors must be stamped with the NOCSAE seal.
15. At the sub-varsity (junior varsity, freshman, first team) the following rule modifications will be allowed:
 - If a coach chooses, he/she may elect to use an extra hitter in their batting line-up.
 - If a coach chooses, he/she may elect to use a continuous batting order.
 - Teams may not bat out of order and all batting order changes must be reported to the home plate umpire.
 - Coaches may still have the option of using only nine batters in their line-up.
 - Defensively, teams may choose to freely substitute players from the bench to the field. These changes would not need to be reported to the home plate umpire and the reentry rule would not apply.
 - Teams must adhere to the MPA Pitching Rules that are in place.

These modifications allow coaches at the sub-varsity level the flexibility to maximize playing time while limiting time on the bench.

SPORTSMANSHIP

1. Profanity/vulgarity of any kind will not be tolerated. Coaches, umpires, and school administrators are asked to address violators.
2. Any team personnel who leave the bench during an altercation will be ejected for unsportsmanlike behavior and the player will be ejected for the remainder of that game and the next regularly scheduled game.
3. Fighting, instigating, or retaliatory actions (i.e.: charging the mound, throwing a bat, etc.) will be considered unsportsmanlike behavior resulting in ejection for the remainder of the game and the next regularly scheduled game.
4. Game Disqualification Policy/Ejection Rule -- In all team and individual sports, ejection, or disqualification from a game for unsportsmanlike behavior of any

form, by a coach or a player, shall result in the suspension of that player or coach from that game, and the next countable, regularly scheduled, or postponed game at that level. This rule applies to a game suspended before completion as well as a completed contest, including the postgame. This penalty may not be served by sitting out an exhibition, sub-varsity, or other competition. This policy will not prevent standing committees from imposing more restrictive disciplinary action.

Prior to their return to the sideline any coach ejected from a game must complete the NFHS *“Teaching and Modeling Behavior”* video that is available at the NFHS website (www.nfhslearn.com).

Prior to their return to play any player ejected from a game must complete the NFHS *“Sportsmanship”* video that is available at the NFHS website (www.nfhslearn.com).

Once an ejection of team personnel occurs, and the head coach has been notified, the ejected person becomes the responsibility of the head coach. Any further unsporting behavior by the ejected person will result in the ejection of the head coach.

A suspended coach may not be present at the game site. Not being physically present at the site means the disqualified coach is not to be present in the locker room, on the sidelines, in the stands, or site area before, during, or after the game/meet.

Schools must submit the online ejection report prior to the coach or athlete participating in the next game.

Any coach or player ejected from the last game, meet, or contest of a sports season shall serve a one game suspension in the opening countable game, meet, or contest in the next varsity sport in which he/she participates. The player/coach may participate fully in the preseason prior to serving the one game suspension.

5. A coach who intentionally strikes, shoves, kicks, or makes other physical contact with an official before, during, or after an interscholastic contest, as determined by the school, shall be disqualified immediately and his/her coach's eligibility will be suspended for one full year. At the end of the suspension, the coach may request reinstatement of his/her eligibility. At this time, the Interscholastic Executive Committee will place the request on their next meeting agenda, at which meeting the coach and principal must attend. The Interscholastic Executive Committee will make the determination whether to reinstate the coach's eligibility.

Any member of a team who intentionally strikes, shoves, kicks, or makes other physical contact with an official before, during, or after an interscholastic contest, as determined by the school, shall be disqualified immediately and shall be ineligible to participate in all sports for one full year. NOTE: Member of a team includes player, manager, score keepers, timers, and statisticians.

SPORTSMANSHIP AWARD

The Baseball Committee is committed to promoting and recognizing outstanding sportsmanship during the regular season and throughout the tournament. Good sportsmanship is conduct which imposes a type of self-control involving honest rivalry, courteous relations among the players, coaches, and officials, and graceful acceptance of results. To make the sportsmanship banner selection process meaningful the committee asks that coaches and athletes from all levels of the program be involved in the voting process.

Areas to be considered:

- A. Neat attire by players, coaches, and managers.
- B. Players supporting one another on the field/court/ice and from the bench.
- C. No acts of unnecessary roughness/taunting.
- D. No inappropriate gestures, language, or expressions.
- E. Players use appropriate and positive communication with their coach.
- A. Players and coaches treat officials with respect—no inappropriate gestures, language, or expressions.
- G. Positive community involvement.

Sportsmanship banners will be presented in all classes in both the North and South division.

Sportsmanship voting will take place after the season using the on-line sportsmanship voting link provided on the MPA website. Any school that receives an ejection, at any level in the program, shall be ineligible for the award. Schools that do not submit a sportsmanship ballot may not be considered for the award.

TOURNAMENT SELECTION

The top two-thirds ($2/3$) of teams are invited to the tournament and will be seeded by Heal Point standings. Should $2/3$ of the teams result in fewer than 8 teams qualifying, eight teams will be invited. The maximum number of countable games is 16. Each school's Heal Point divisor will range from a minimum of 12, and a maximum of 16, based on the number of games played.

In the case of a mathematical tie for the last qualifying position in the final Heal Point standings, ties will be resolved (for play-off bracket position) by looking first at head-to-head competition results. If the tie remains unresolved, a playoff game will be scheduled on a neutral field and the home team will be determined by a flip of a coin. All other ties will be broken by looking at the head-to-head competition, and if still tied, by a flip of a coin.

The Committee recognizes that graduation programs and year-end schedules may conflict with scheduled regional games and, therefore, recognizes the need for changes of dates. With the Committee Chairperson's approval, preliminary, quarter-final, or semi-final games may be played one day earlier by mutual agreement but may not be played later than scheduled. The pitching rule is in effect for the day the game is originally scheduled even if it is played early. (Exception: A pitcher may not gain eligibility by moving a game a day earlier.)

MPA SPORTSMANSHIP/SPECTATOR TOURNAMENT EXPECTATIONS

- Bare-chested individuals are not permitted.
- Shakers, signs, or placards on sticks or other devices designed to support the shaker, sign, or placard are not allowed. Banners may not obstruct spectators viewing of the contest.
- Horns, musical instruments, or noisemakers of any kind that interfere with the game are not allowed.
- Anyone throwing objects on the playing field will be removed immediately from the field.
- Mascots or other individuals are not allowed on the playing field.

REGIONAL TOURNAMENTS (Preliminary/Quarter-Final/Semi-Final Games)

1. Regional Preliminary, Quarterfinal, and Semifinal games are held at the site of the higher seeded team. The home team is responsible for all expenses incurred. Admission may be charged and used to defray expenses. Concessions shall be at the discretion of the host school.
2. The conditions of the playing field must be acceptable in terms of playability and safety, or the game site will be changed by a Baseball Committee representative upon complaint to the Chair of that Committee.
3. The time of all regional tournament games is 4:00 p.m. (1 p.m. on Saturday) or at a time mutually agreeable to both schools. Night games, if mutually agreed to, are also permissible (7:00 p.m. starting time or a time mutually agreed upon by teams).
4. At least three umpires shall be hired for each regional tournament game. Regular season assigners will be used.
5. Team personnel are limited to the names submitted on the MPA game roster. A maximum of 25 people (including coaches who have met eligibility standards, players, student managers, student score keepers) will be allowed to be in the bench area for all tournament games. Athletic trainers need not be counted as bench personnel. The head coach is responsible for all team personnel. All team personnel (including bat boy/girl) must be at least high school age. All adults sitting on the bench must be listed on the coaches' eligibility roster and must be in full uniform. Managers/score keepers do not need to be in full uniform but must be dressed appropriately.
6. It is encouraged that the principal, athletic administrator, or administrative designee be present at the tournament game and be responsible for student and/or fan behavior. Upon arrival, the school representative should communicate with the administration of the host site.
7. A pre-game warm-up schedule that includes 30 minutes hitting practice and 10 minutes fielding practice on the game field for each team shall be set by the

home team. The pitcher may not be on the mound prior to the traditional warm-up tosses.

REGIONAL FINAL AND STATE CHAMPIONSHIP GAMES

1. A team shall not practice or play games on the MPA sites after June 2nd, unless it is the team's regular season home field.
2. Playoff brackets will be available on the MPA website (www.mpa.cc).
3. The home team shall occupy the third base dugout. Home teams for 2026 are: Regional Finals-High Seed. State Championships: Class A - North; Class B - South; Class C - North, Class D - South.
4. Game balls will be provided by the MPA. Baseball - Rawlings R100NF.
5. The principal, athletic administrator, or principals' designee, of each school in the tournament must be present at the game and is responsible for student and/or fan behavior. Upon arrival, the school representative must sign in with the committee member in charge.
6. Team personnel are limited to the names submitted on the MPA game roster. A maximum of 25 people (including coaches who have met eligibility standards, players, student managers, student score keepers) will be allowed to be in the bench area for all tournament games. Athletic trainers need not be counted as bench personnel. The head coach is responsible for all team personnel. All team personnel (including bat boy/girl) must be at least high school age. All adults sitting on the bench must be listed on the coaches' eligibility roster and must be in full uniform. Managers/score keepers do not need to be in full uniform but must be dressed appropriately.
7. A pre-game warm-up schedule like the one listed for regional games will be set by the Committee and/or site director. (30-minute warm-up practice and 10-minute fielding practice for each team.) Teams may not wear t-shirts over their uniform for the awards presentation.
8. Pregame introductions will be made for each defensive team while on the field. All batters will be introduced when at bat. All team personnel, other than the defensive team, must remain in the dugout area for the National Anthem.
9. Team personnel on the game field must be in game or like uniforms during pregame practice and post-game awards (shirts tucked in, unless manufactured to be worn out, hats on straight, etc.)
10. Pitchers may not warm-up on the mound prior to the game. Areas on the side will be provided.
11. A game that is called for darkness, weather conditions, or any other reason is an official game (five innings or four and one-half if the home team is

ahead). If it is less than an official game, it shall be replayed. There will be no tie games in tournament play. Tie games must be replayed in their entirety.

12. A \$12.00 adult admission fee and a \$6.00 student and senior citizen admission will be charged. If it is necessary to postpone or replay a game due to weather, rain checks will be issued and honored at the make-up of that game.
13. A coach or player ejected from a game may not participate in the postgame awards ceremony.
14. In the event any situation not covered by the rulebook, or this bulletin arises, it shall be the responsibility of the Committee, or their on-site representative, to decide and that decision shall be final. It is recommended that the principals, or their designee, be present and make their presence known for consultation purposes when appropriate.

REGIONAL FINAL GAMES

South

Classes A and C	June 16	University of Southern Maine
Classes B and D	June 16	St. Joseph's College

North

Class A	June 16	Morton Field
Class C	June 16	UMaine, Orono
Classes B and D	June 16	Mansfield Stadium

* Class A North Regional Final - If a school has both their baseball and softball teams in the regional championship games, the baseball game will start at 4:30 pm and the softball game will start at 7:00pm.

** Class B/C/D North Regional Final - If a school has both their baseball and softball teams in the regional championship games, and they are the standalone class, the baseball game will start at 4:30pm on odd years and the softball game will start at 4:30pm on even years.

STATE CHAMPIONSHIP GAMES

Date:	Class D	June 20	St. Joseph's College	1:00pm
	Class B	June 20	St. Joseph's College	4:30pm
Date:	Class C	June 20	UMaine, Orono	2:00pm
	Class A	June 20	Morton Field, Augusta	2:00pm

* Class A & C State Final - If a school has both their baseball and softball teams in the state championship games, the game times will be adjusted.

BASEBALL CLASSIFICATION

CLASS A 665+	CLASS B 400-664	CLASS C 175-399	CLASS D 0-174
<u>NORTH</u>	<u>NORTH</u>	<u>NORTH</u>	<u>NORTH</u>
<ol style="list-style-type: none"> 1. Lewiston, 1,655 2. Edward Little, 1136 3. Bangor, 1,069 4. Oxford Hills, 1,021 5. Hampden, 749 6. Mt. Ararat, 738 7. Camden Hills, 737 8. Brunswick, 717 9. Messalonskee, 713 10. Skowhegan, 696 11. Mt. Blue, 694 12. Brewer, 693 	<ol style="list-style-type: none"> 1. Cony, 647 2. Nokomis, 614 3. Gardiner, 583 4. Hermon, 556 5. Old Town, 536 6. Lawrence, 528 7. Ellsworth, 522 8. John Bapst, 508 9. Oceanside, 498 10. Waterville, 484 11. Mt. Desert, 476 12. Belfast, 471 13. Presque Isle, 456 14. Foxcroft, 431 15. Caribou, 422 	<ol style="list-style-type: none"> 1. Houlton/GHCA, 382/23 2. Winslow, 367 3. Orono, 365 4. Bucksport, 358 5. Central, 311 6. Washington, 306 7. Mattanawcook, 294 8. Mt. View, 288 9. Dexter/PCHS, 273/143 10. Maine Central Institute, 268 11. George Stevens, 254 12. Fort Kent, 251 13. Sumner, 238 14. Calais, 228 15. Narraguagus, 209 	<ol style="list-style-type: none"> 1. *Penquis Valley, 178 2. Machias, 168 3. Fort Fairfield, 149 4. Woodland, 140 5. Hodgdon, 138 6. Stearns, 132 7. Penobscot Valley, 129 8. Lee, 117 9. Madawaska, 115 10. S. Aroostook, 107 11. Bangor Christian, 105 12. Schenck, 102 13. Shead, 83 14. Washburn/Easton/C. Aroostook, 81/73/108 15. Katahdin, 74 16. Wisdom/Van Buren, 70 17. Ashland, 63 18. Jonesport-Beals, 60
<u>SOUTH</u>	<u>SOUTH</u>	<u>SOUTH</u>	<u>SOUTH</u>
<ol style="list-style-type: none"> 1. Thornton, 1,287 2. Portland, 1,146 3. Sanford, 1,075 4. Bonny Eagle, 1,034 5. Deering, 1,033 6. South Portland, 990 7. Noble, 940 8. Windham, 935 9. Scarborough, 911 10. Massabesic, 870 11. Gorham, 813 12. Westbrook, 704 13. Kennebunk, 701 14. Falmouth, 695 15. Biddeford, 689 16. Marshwood, 665 17. Cheverus^, 388 	<ol style="list-style-type: none"> 1. Fryeburg, 663 2. Freeport, 629 3. Morse, 629 4. Greely, 613 5. Gray-NG, 591 6. Yarmouth, 562 7. Lincoln, 555 8. Leavitt, 552 9. Medomak Valley, 552 10. Erskine, 533 11. Cape Elizabeth, 511 12. York, 503 13. Lake Region, 500 14. Poland, 493 15. Mountain Valley, 415 16. Spruce Mountain, 407 17. Wells, 400 	<ol style="list-style-type: none"> 1. Oak Hill, 389 2. Maranacook, 369 3. Lisbon, 362 4. Traip, 290 5. Sacopee Valley, 281 6. Waynflete/NYA, 254/140 7. Hall-Dale, 251 8. Dirigo, 228 9. Winthrop, 226 10. Mt. Abram, 213 11. Old Orchard, 203 12. Carrabec, 196 13. Monmouth, 188 	<ol style="list-style-type: none"> 1. Madison, 167 2. Telstar, 164 3. Boothbay, 163 4. Buckfield, 149 5. Richmond, 124 6. Valley, 63 7. Temple, 56 8. Forest Hills, 49 9. Greenville, 38 10. Vinalhaven/North Haven, 35/25

^Applied to Higher Classification

*Applied to Lower Classification