



1. SEASON

- 1.1. Starting date is determined by the North Coast Section of the CIF

2. CONTEST INFORMATION

- 2.1. Starting time: 4:00 PM
- 2.2. Night games may be played with mutual consent of both coaches, Athletic Directors, and Principals.
- 2.3. Days of Contests: Tuesday & Thursday
- 2.4. League contests will be played as a two game series, with teams playing at one location on Tuesday and the other location on Thursday.
- 2.5. No league games will be played when school is not in session, unless agreed upon by mutual agreement.
- 2.6. Varsity and JV games will be played at opposite sites, unless prior agreement has been made.
- 2.7. League games take precedence over any tournaments or pre-season postponed games.

3. PREVAILING RULES

- 3.1. Contests will be conducted according to the rules of the National Federation of State High School Athletic Association, to be superseded by the CIF, NCS, and DFAL rules and guidelines.
- 3.2. Participation of players:
 - 3.2.1. Coaches have the option of moving eligible players up or down on a game-by-game basis.
 - 3.2.2. Seniors may not compete on a JV team.
 - 3.2.3. If a player is written down on the roster for a game, it counts as a participation, regardless whether they got into the game or not.
- 3.3. Warm-up procedures:
 - 3.3.1. Time will be allowed for the visiting team to warm-up after they arrive.
 - 3.3.2. Bus and traffic delays are beyond the control of the traveling team and they should not be penalized for such delays.
 - 3.3.3. Infield/outfield warm-up time should not exceed 15 minutes.
 - 3.3.4. On the day of a game No teams will be allowed to take batting practice within two (2) hours of the scheduled game time. Pepper is allowed. The use of whiffle balls for soft toss is acceptable. Any team having live or machine batting practice within two (2) hours of the game will forfeit one day of practice for each occurrence.
- 3.4. Canceled/postponed games:
 - 3.4.1. Games shall be rescheduled on the next available date, and rescheduled in the order they were canceled, if possible.
- 3.5. Tied or suspended games will be completed as follows: If the game to be completed occurs in the first round or game of the series, the game will be completed at the site of the second round game prior to the start of the second round game; If the game to be completed occurs in the second round or game of the series, the game will be completed on the first available date at the site of the home team.

- 3.6. League games take priority over tournament games.
- 3.7. No make-up games will be scheduled on the Monday following Spring Break.
- 3.8. A week is defined as Monday through Saturday.
- 3.9. If the home team's field is not playable, the game will be scheduled at the visitors' site with mutual agreement.

4. UNIFORMS/EQUIPMENT

- 4.1. All uniforms and equipment shall meet the National Federation, State CIF and Section rules.
- 4.2. Coaches coaching in the coaching boxes must be in uniform.

5. OFFICIALS

- 5.1. Officials under contract to the league shall officiate all scheduled games.
- 5.2. Varsity and JV games shall have two (2) officials. JV game can be played with one official.
- 5.3. By mutual agreement games may be started with one official.

6. DETERMINATION OF LEAGUE CHAMPION:

- 6.1. League Champion:
- 6.2. The regular league season is defined as a single round robin of 2-game series' between each team.
- 6.3. The league champion will be the winner of league round robin play.
- 6.4. If there is a tie for first place, the tied teams will be co-champions of the league.

7. DVAL Tournament

- 7.1. The top four teams at the end of league round robin play will advance to the DVAL tournament.
- 7.2. In the case of a tie, the tie breaking criteria will be used to determine seeding or qualification.
- 7.3. The top two seeds will host the first round playoff games.
- 7.4. The championship game will be played at the highest remaining seed's location.
- 7.5. The first round games will be played on Tuesday. The finals will be played on Thursday with Friday as the make-up day.

8. TIEBREAKING CRITERIA

- 8.1. Head to head competition
- 8.2. If two teams are tied and split the regular season contests:
 - 8.2.1. Then the team that gave up fewest runs during the two games between those two teams is the winner of the tie breaker.
 - 8.2.2. If the teams are still tied then the team that gave up the fewest number of runs during the regular league season is the winner of the tie breaker.
 - 8.2.3. If the teams are still tied then the team that won the second game is the winner of the tie breaker.
- 8.3. In the case of a three way tie:
 - 8.3.1. Once the tie is broken the criteria reverts back to head to head competition.
 - 8.3.2. The total number of runs given up in regular season games amongst the three teams involved in the tie will be used to break the tie. The team with the fewest runs allowed will win the tie breaker.
 - 8.3.3. If the teams are still tied then the team that gave up the fewest number of runs during the regular league season is the winner of the tie breaker.
 - 8.3.4. If the teams are still tied then a random drawing will be used to determine the winner of the tie breaker.

9. NCS QUALIFYING AND AT-LARGE REPRESENTATION

- 9.1. The automatic representative to the NCS will be the winner of the DVAL Playoffs.
- 9.2. Any team may apply to be an at-large entrant into the NCS championships

10. ALL LEAGUE SELECTIONS

- 10.1 Coaches will select an All League first team, second team, and honorable mention players.
- 10.2 In addition to the All-League team, a Most Valuable Player and Most Valuable Pitcher will be selected first by secret ballot. If the vote was by secret ballot and there is a tie for either of the MVP positions then those players shall be designated Co-MVP's.
- 10.3 The all-league team will consist of 14 players and is meant to be the best 14 players in the league (after the MVP's). 2 of the 14 players will be selected specifically as pitchers, the remaining 12 can play any position, including pitcher.
 - 10.3.1 Each team may nominate two players for the first team all-league team.
 - 10.3.2 In addition to the two nominations, each team may nominate an additional number of players equal to the number of league wins divided by 3, rounding down.
Example – 11-1 record = $2 + 11/3 = 5.6$ rounded down = 5 nominations maximum.
 - 10.3.3 Each coach gets 9 votes for field players and 2 additional votes for pitchers that must be cast by secret ballot. You may not vote for a player more than one time. The vote for pitchers will be held first with each coach casting their 2 votes for whom they believe to be the best 2 pitchers in the league, after the MVP.
- 10.4 Any players not elected to the first team are automatically placed on the second team ballot. They still must be voted on however.
 - 10.4.1 Teams may nominate an additional 2 players each for the second team. Coaches vote for 11 players via secret ballot. There will be no "pitcher" designation on the second team, however pitchers may be selected.
- 10.5 Any players receiving at least one 2nd team vote but not selected on the second team are automatically placed on the Honorable Mention Team.
 - 10.5.1 Each team is guaranteed at least two representatives on the all-league teams if they desire it. These may be appointed to the honorable mention team following the voting if they were not selected by voting.

11. AWARDS

- 11.1. Certificates will be presented to the players chosen for the All League honors.
- 11.2. MVP and First Team All-League players will receive medals.

12. DVAL EJECTION POLICY

- 12.1. The NCS ejection policy will be endorsed and enforced by the DVAL.
- 12.2. All ejections must be reported to the Commissioner of the DVAL.
- 12.3. There is a DVAL appeals process for the ejection policy in the Bylaws.

13. MISCELLANEOUS

- 13.1. It is recommended that all players wearing braces shall wear protective mouthpieces
- 13.2 All persons coaching must wear an NOCASE approved helmet while outside the dugout during a live ball. (Pending NCS BOM decision, (10/2014))