

## Diamond Legend Sports Tournament Series RULES

-Three game minimum format. Two pool play games will be played on Saturday for seeding purposes on Sunday. On Sunday there will be a consolation game/bracket and a single game elimination bracket leading to a champion.

-Baseballs will be provided by the tournament, however, each team is required to have one good used baseball to serve as back-ups should they be need.

-Trophies will be presented to the champion and runner-up team in each age bracket.

-Saturday pool play rules - Teams competing in tournaments 9U-12U will be subject to 6 innings or 1 hour/45 min. (no inning can start after 1:45 time limit). If home team is winning when time limit is up the game is over and the score shall be whatever it is at that point. – Teams competing in tournaments 13U-18U will be subject to 7 innings or 1 hour/45 min. time limit. (no inning can start after 1:45 time limit) If home team is winning when time limit is up the game is over and the score shall be whatever it is at that point. Games can end in a tie during pool play.

-Sunday elimination play rules - Home team will be the higher seeded team. If elimination games are tied at the end of regulation, we will go directly into international rules. If an inning starts before 1:45 has been played the inning will continue. If the 1:45 has been met and the home team takes the lead in the bottom half of the inning then the game ends. Championship games will not have a time limit.

-International Rules: Start the next inning with the last batted out on 2nd base and the inning starts with 1 out. The visiting team and home team will start the inning with this format. We play until we have a winner.

-Seeding for consolation and elimination games: 1st - record, 2nd - runs allowed, 3rd - runs scored, 4th – head to head, 5th – coin toss. In the event a game is stopped before it is completed (weather, darkness, or unforeseen reason) 1 inning played will constitute a game and the last completed inning will be the score used to seed. For example- if you play 1 inning and the score is 0-0 the game will be recorded as a tie.

-Fair play/sportsmanship: Intentional disregard for the stated rules and obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for banishment from future Diamond Legend Sports tournaments.

-Field dimensions:

Teams 8U-10U will compete on 46'-60' dimensions. Rubber Cleats.

Teams 11U - 12U will compete on 50' - 70' dimensions. Rubber Cleats.

Teams 13U-18U will compete on 60'6" - 90' dimensions. Metal cleats allowed.

-Age determination: We use April 30th as the age cut off. The player must be the age of his/ her age bracket on April 30th. I.E. if Curtis is 11 years old on April 30, 2021 then he would be eligible to play 11U. If he turned 12 on April 29, 2021 he must play in the 12U age group. All teams move "up" in their age group on September 1st, 2021. For example, the 12U team (all players) become and will compete against 13U teams starting September 1st.

-No infield practice will be allowed prior to the start of any game. Teams will be permitted to take ground/fly balls down the outfield lines prior to the start of their game.

-Birth Certificates: Teams are not required to post their rosters on our website. However, copies of birth certificates must be kept with the team manager throughout the tournament. An ineligible player shall be removed from the game at the time of notification. There will be no forfeits because of an ineligible player. A sub may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player.

-Umpires: 10U will have one umpire except the championship game will schedule two. 13U will schedule two umpires for all games.

-Line up: The coach may play as many players as he/she wants. The only information needed regarding a starting lineup is the number of batters. We do not care who plays in the field. You must have 9 players in the field to start a game.

-Offense: Team may bat 9 players, the entire lineup or in-between. Once the number of batter is determined, it must remain for the entire game. An injury or ejection may result in an out if a substitute is not available. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position only.

-Defense: Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. Example: A team may have 18 players: bat 9 of them and play the other 9 in the field.

-Designated Hitter: None- Offense rule takes care of the DH.

-Courtesy Runner: A courtesy runner can be used for the pitcher or catcher at any time. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup then the courtesy runner must be the last batted out.

-Sliding: Head first slides are permitted at all bases. A runner must avoid contact on all close plays. A player may not run over anyone at any time or place on the field. (Umpire's Discretion).

-Bat Guidelines:

For players 13U and younger, a BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).

For players 14U and older, the bat must have a BBCOR or USA Baseball designation and may not exceed - 3.

Wood bats and composite bats are permitted in all age brackets.

Penalty for use of an illegal bat - If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. Second offense – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately

ejected and could face further suspension. Altered bats – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension.

-Intentional Walks: A hitter will be granted first base if the defensive team lets the home plate umpire know that it is their desire to intentionally walk the batter. The pitcher doesn't need to throw 4 pitches.

-Base on Balls 10U: There will be no advancing to second after a base on balls. Once the batter reaches first the play is dead until pitcher addresses the rubber for next pitch.

-Leads/ Stealing 10U: No leads, base-runner can steal when the pitch crosses home plate.

-Drop 3rd Strike 10U – If the catcher drops the 3rd Strike the batter is out and any baserunner can attempt to advance to the next base.

-Protests: No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A \$100.00 payment must accompany protest and will be returned if the protest is upheld. A Protest is only "official" if accompanied with a \$100.00 fee and done before the next pitch. The same fee will apply for protests of age and birth certificates. The burden of proof will lie with the protesting coach.

-Suspended/ Regulation games policy - Games that do not make it to regulation (3 complete innings for a 6 inning game or 4 complete innings for a 7 inning game) due to weather/ darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. Listed below are a

few examples based on what type of game is suspended: Pool Play Games- If the game is suspended prior to being official (3 or 4 innings) and there is not enough time to resume the game would be considered complete at the end of the last complete inning. If the game is tied at the end of the last complete inning- the game would stand as a tie. During pool play games, a winner can be determined after 1 inning due to seeding for single elimination Sunday. Elimination Games- If one inning hasn't been completed and the game is suspended and there is not enough time to resume- the higher seed would advance to the next round. If tied at the end of the last completed inning- the higher seed would advance. If the championship game starts and is not able to complete due to weather/ darkness and there is no time to resume- the game would be considered complete at the end of the last complete inning. If tied at the end of the last complete inning- (6/7 innings respectfully) International Rules will apply. The next inning will start with the visiting team leading off with the last batted out of the previous inning on second base with one out. The batting order remains the same and follows the last completed inning.

-Weather related refund policy: Should the entire tournament be cancelled due to weather prior to any games being played, all but \$100 of the registration fee will be refunded. The \$100 is to cover fixed tournament expenses. Should one game be played there will be a refund of 50% of the registration fee. If two games are played there will be no refund.

If one pitch is thrown it is considered a game.

- Team withdrawal refund policy: A \$100.00 fee will be charged to any team that has paid and withdraws more 30 days from the tournament start date. There will be no refunds for any team cancellations within 30 days of the tournament start date.

-Pitching Restrictions - There is no mandatory pitching limit on innings pitched. However, please remember that you are responsible for these young men - be smart. Pitcher Re-Entry: If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the pitcher of record and can continue to pitch in the game.

-Dugout - Dugout selection is based upon a first come first serve basis. All Teams must keep their dugouts clean – Please do not leave your trash all over the dugout for the next team.

-Game information time limits: The home plate umpire will indicate the official start time of each game. No Inning will start after 1:45 from the start of a game. If home team is winning when time limit is up the game is over and the score shall be whatever it is at that point. The tournament director has the ability to shorten games if needed (i.e. Weather/ Darkness). If an inning starts and the 1:45 time limit comes into play and the home team is winning the home team will not bat in the bottom half of that inning. If home team is winning when time limit is up the game is over and the score shall be whatever it is at that point. If the visiting team scores during the partial inning their runs will count. The home team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded.

-Time in-between innings: 2 minute rule! We expect teams will take no more than 2 minutes in-between innings. Pitchers are permitted 8 warm up pitches in their first inning of work or 5 warm up pitches every other inning that they pitch in that game. If a catcher needs to put gear on, another player/coach in gear should be ready to warm up the pitcher.

-Game Length:

9U/10U – 6 innings or no new inning after 1:45

11U/12U – 6 innings or no new inning after 1:45

13U-18U- 7 innings or new inning after 1:45

-Mercy rule - All ages are subject to a 12 after 3, 10 after 4, 8 after 5 innings run rule. If the Home Team has hit the Mercy Rule the Game is over. You will not continue the game to add runs.

-Balks: 9U/10U- NO BALKS - 11U/12U--ONE (1) Warning per Pitcher - 13U-18U- - No Warning

-Cleats: 8U-12U--Rubber & 13U-18U--Metal

-Bunting: All ages are permitted to bunt. No Slash Bunting (Butcher Boy) Bunting at 9U & 10U.

-Infield Fly: 9U & 10U NO Infield Fly Rule. 11U-18U are subject to the infield fly rule.

-Game results: Winning team coach must report the final score to the home plate umpire immediately at the conclusion of the game.

-First Aid: All teams are required to have a first aid kit with them at all times.

-Defaults: The default rule book for this tournament will be the Major League Rule Book (American League). A team may compete with no fewer than 9 players to constitute an official game. Mound visits - MLB rules apply.

-Ejections: Player/coach/fan must leave immediately to parking lot (in car), mandatory 2nd game suspension and possible tournament expulsion at tournament directors discretion. If at any time a coach, fan, or player makes intentional contact with an umpire that individuals tournament will be over (intent will be determined by the umpire and tournament director).

-Forfeits: If a team chooses to forfeit a pool play game, they are not eligible for the championship round. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6 inning game the score would be 6-0; for a 7 inning game the score would be 7-0). If a team chooses to forfeit a consolation or elimination game, they face suspension in future Diamond Legend Sports tournaments. If a team chooses to forfeit a championship game, they are not eligible for tournament awards and the tournament director will attempt to replace a forfeited team in an elimination game if possible.