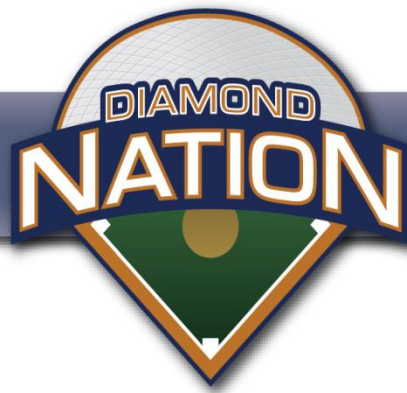




Jennie Finch  
Softball Academy



Jack Cust  
Baseball Academy



# Diamond Nation Tournaments

Flemington, New Jersey

## Tournament Rules & Park Policies

*Updated 5/17/17*



(908) 284-1778

[www.DiamondNation.com](http://www.DiamondNation.com)

# **TOURNAMENT INFORMATION**

## **CHECK IN**

Coaches must show up at least an hour prior to their first game of the tournament to check their team in. Once checked in, they will receive an information packet. All managers must be prepared with all their proper documents including but not limited to roster, insurance and birth certificates. This will allow things to be efficient and run smoothly. All of the information can be found on our website, [www.diamondnation.com](http://www.diamondnation.com), or call at (908) 284-1778.

## **MANDATORY HOTEL BOOKING POLICY**

To participate in any Diamond Nation Tournament, all teams that will be staying overnight are required to book hotel accommodations at one of the listed Diamond Nation host hotels offered at discounted prices. Visit our Hotel Partner website: [www.diamondnation.com/about-us/hotel-partners-2](http://www.diamondnation.com/about-us/hotel-partners-2) for details on rates and how to book your rooms.

## **INSURANCE**

Each team is required to have proof of insurance with them at all times. Proof must also be provided to Diamond Nation prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence. Insurance certificate must have "Diamond Nation, LLC" listed as the certificate holder and additionally insured.

## **ROSTERS**

The roster size can be unlimited for the number of players on the team. There can be no more than 3 coaches allowed in the tournament. A team can add to the roster all the way up to the first game. A player can be on the roster for two different age groups, but not on multiple teams within a single age group. If a player's name shows up on multiple rosters, he/she must designate which team he/she is officially on. If a player is not on the roster and is playing in a game that player will be immediately ejected from both the current game and the rest of the tournament. The current game will NOT revert back. Play will continue as it was at the point of ejection. **You MUST submit a roster in order to play your first game. Rosters need to be submitted no later than the Monday before the tournament start date. If you will be using a roster from a previously attended tournament then you must explain that in an email to our Tournament Director, Marty Clark at [mclark@diamondnation.com](mailto:mclark@diamondnation.com). If you do not submit a roster prior to the start of the tournament then you must fill out the roster sheet provided by the front desk staff at check-in and hand in to the tournament director prior to your first game.**

## **UMPIRES**

All games that are played in the Diamond Nation tournaments will have two umpires scheduled for each game.

## **BASEBALLS / EQUIPMENT**

Game balls will be provided by Diamond Nation for all games. Teams are to bring their own practice balls for batting cage and warm up. Teams also should bring helmets, bats, gloves, catchers gear, first aid and other equipment that may be needed for your team. **NO METAL CLEATS!**

Diamond Nation is not responsible for any lost, stolen, or unattended personal items/equipment. We ask that players, coaches, and fans keep personal items and equipment with them at all times in order to eliminate any issues that may arise in this manner.

## **BATTING CAGES/PRE-GAME**

Use of batting cages will be on a first come first serve basis. Diamond Nation offers 5 indoor cages, as well as 3 outdoor cages. Please use only one cage and be respectful of other teams waiting to use the cage. There is no pre-game infield/outfield.

## **UNIFORMS/CLEATS**

Teams are to be in full uniform once they are on the field. All players must have a uniform number.

**No Metal Cleats! Players MUST wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields.** We recommend that all players bring their metal spikes with them in case tournament director or site director gives permission to wear them due to weather related circumstances. Coaches are not required to wear full uniform during the games. We do expect the coaches to dress appropriately on the field. Coaches do not need to wear helmets while coaching 1<sup>st</sup> or 3<sup>rd</sup> base; however, the players need to wear helmets if they go out to coach 1<sup>st</sup> or 3<sup>rd</sup> base.

\*Please note that some off-site field locations are dirt/grass and metal cleats can be used on those surfaces.

## **FOUL BALLS**

We would ask for all players, coaches, fans, and parents to be aware of foul balls at all times. There will be more than one game going on at a time, which can cause foul balls from different fields. Please return all foul balls to the umpire or the tournament director.

## **FIRST AID & AED**

There will be first aid equipment on site for all of our tournament games. The local first aid squad is on call in an event of injury. Hunterdon Medical Center is less than one mile away in case of a serious injury.

## **ADMISSION**

At the present time admission for the parents and fans for the Diamond Nation Tournaments is \$5.00 per adult. Children under the age of 18 are admitted free of charge. Admission fees are subject to change without notice.

## **PARKING**

Parking is free for the Diamond Nation events. There is plenty of space to park your vehicle for the Diamond Nation tournaments. The parking lot is right next to the baseball fields. If additional parking is needed, please follow the signs directing you to the auxiliary lot across the street. We ask that all fans/players cross at the traffic light. Please do not park directly on the road. Cars that are double parked, parked on the road, or not parked in marked spots are subject to towing at the owner's expense. Buses and RV's are required to park in the dirt auxiliary parking lot across the street from the complex.

## **CONCESSIONS**

Our concession stand will be open during all of the Diamond Nation tournaments. The concession stand hours of operation are from 7:00AM until the start of the last game. Weekday hours vary based on need. The concession staff is willing to work with your teams. If you want to place an order for a team breakfast, lunch, dinner, snack, or drinks please pick up an order form from the concession building and we can have an order ready at any specified time.

## **ALLERGEN STATEMENT**

Please be advised that any of our products may contain, or may have come in contact with, allergens including Eggs, Fish, Milk, Peanuts, Shellfish, Soy, Tree Nuts and Wheat.

## **TOURNAMENT PHOTOGRAPHY SERVICE**

Diamond Nation has partnered with Major League Photos. The photography office is located in the main building and they also have online access at [www.majorleaguephotos.com](http://www.majorleaguephotos.com).

## **AWARDS**

A team trophy will be presented to the top 2 finishers of all tournaments. Most Valuable Player will be presented at all age levels.

## **PLAYING RULES OR ILLEGAL EQUIPMENT PROTEST**

Protests will be heard and ruled on by the tournament committee. The team protesting a playing rule must make cash payment of \$250 at the time of the protest to the tournament director on-site. If the protest is ruled in the protesting team's favor the \$250 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on immediately. You cannot protest a play on the field if play has already been resumed. If you are protesting illegal equipment and committee rules in your favor, then the equipment in question will be removed immediately and play will continue (any prior game play leading up to that point remains as it was).

## **AGE ELIGIBILITY PROTEST**

Protests will be heard and ruled on by the tournament committee. The team protesting must have convincing evidence that a player is not of age. If the tournament committee feels there is convincing evidence, then they will proceed to the team-in-question's submitted roster. From here three things can occur:

1. The date of birth on the roster is in compliance with the tournament and therefore play continues.
2. The date of birth is not in compliance to the tournament which results in team expulsion for the current tournament and the possibility of future tournaments. If the tournament is still in pool play, the standings will be recalculated and advancement procedures will remain the same. If the tournament is in the playoffs, the current game will become a forfeit and playoffs will continue as scheduled.
3. The date of birth on the roster is in compliance with the tournament and the protesting team has convincing evidence that the wrong date of birth was submitted, then a \$250 cash protest will be needed in order to gather the player-in-question's birth certificate. From there, the player-in-question has until the end of the current game to provide the tournament committee his/her birth certificate. If he/she cannot provide a birth certificate in that amount of time, then the tournament committee will make the fairest possible ruling and that ruling will be final.

## **SUSPENSION**

Any player or coach that is ejected from a game will be subject to suspension upon review by the tournament committee. **Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

## **PARK RULES**

- **No Smoking**
- **No Alcohol**
- **No Tobacco Use**
- **No Pets**
- **No Outside Coolers ( 1 team cooler allowed)**
- **No Heating or Cooling Units of Any Kind**
- **No bicycles, scooters, roller skates, skateboards, hover boards**
- **No public music players or noise makers in the stands nor the dugouts/fields**

## AGE REQUIRMENTS

### 2017 SPRING & SUMMER AGE CHART

Date of Birth	2008	2007	2006	2005	2004	2003	2002	2001	2000	1999	1998
January	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
February	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
March	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
April	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
May	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
June	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
July	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
August	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
September	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
October	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
November	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
December	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u

### 2017 FALL AGE CHART

Date of Birth	2009	2008	2007	2006	2005	2004	2003	2002	2001	2000	1999
January	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
February	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
March	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
April	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
May	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
June	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
July	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
August	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
September	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
October	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
November	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
December	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u

\*\*If there are any questions regarding the age requirements, please call Marty Clark at 609-423-9378\*\*

# **PAYMENT & REFUND POLICY**

## **PAYMENT POLICY**

Diamond Nation LLC requires any team registering for a tournament to make a deposit payment in the amount of \$300-\$500. Registration for all events is limited. Payment in full for all events is due 30 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit. See registration pages for specific details.

Visa, MasterCard, American Express, and Discover are accepted online and by phone. Checks can be sent to Diamond Nation LLC, 129 River Road, Flemington, NJ 08822.

## **REFUND POLICY**

Diamond Nation LLC requires all requests for refunds to be made in writing 30 days prior to the start of the event. Please see our refund policy on our website for further details.

**TOURNAMENT CANCELLATION POLICY (TEAMS):** A \$300-\$500 non-refundable deposit is due upon registration. Any cancellations made by the team or its representatives will result in the loss of this deposit. There will be absolutely no refunds for cancellations within 30 days of the tournament start date. Final payment is due 30 days prior to the start of the tournament. Coaches who are on the waiting list for a tournament will be contacted if a slot has opened. We encourage waiting list teams to provide a credit card number on their registration form to speed up the process should a slot open.

## **INCLEMENT WEATHER**

If rain comes into play, we will do everything we can do to stay close to the original game schedule. The A-TURF fields will limit rain outs and delays. If we need to change the schedule because of the inclement weather, we will do our best to try to maintain the original tournament format schedule. All rain out games may not be made up depending on time constraints.

**In case of scheduling changes it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes.** This information will be posted at the complex when it becomes available as well as on our website.

**Weather Hotline- 908-284-1778 ext.150**

## **REFUND POLICY- Weather Related**

3 game minimum tournaments

Play 0 Games- 100% credit (no refund)

Play 1 game –70% credit (no refund)

Play 2 games – \$100 credit only (no refund)

4 game minimum tournaments

Play 0 games- 100% credit (no refund)

Play 1 game –70% credit (no refund)

Play 2 games – 50% credit (no refund)

Play 3 games – \$100 credit only (no refund)

# DIAMOND NATION BASEBALL TOURNAMENT

## PLAYING RULES

**Coaches:** Be sure you are aware of all rules and rule changes. Diamond Nation reserves the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

**Cleat Restrictions: Players MUST wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields.** We recommend that all players bring their metal spikes to have them with them in case tournament director or site director gives permission to wear them. Please note that some off-site fields are dirt/grass and metal cleats will be allowed on those surfaces.

### IMPORTANT RULES AND INFORMATION

1. **Pool Play Time Limit:** All games except the CHAMPIONSHIP game will be played with a strict one hour and 50 minute time limit. This means no new inning can start after the one hour and 50 minute mark. Time will be kept by the umpires. The time will start immediately after the conclusion of the pregame meeting. For each team's pool games the home team will be predetermined. If the home team is batting and is ahead as the time limit exceeds, the game will end immediately (player at-bat can finish his at-bat).  
**Playoff Time Limit:** Games will go to tie-breaker after 6 innings for 9u-12u and 7 complete innings for 13u-18u or the one hour and 50 minute time limit in all playoff games other than the Championship game. In CHAMPIONSHIP games, teams will continue normal innings until game is completed. If the home team is batting and is ahead as the time limit exceeds, the game will end immediately (player at-bat can finish his at-bat).  
**Warm-up Pitches:** Pitchers are allowed 8 pitches in the first inning to warm up and 5 pitches between remaining innings.
2. **Innings:** 9U-12U will play 6 inning games. 13U-18U will play 7 inning games.
3. **Tie Games:** All non-playoff games that are tied after 6/7 innings or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6/7 innings.
4. **Forfeits:** All forfeits will result in 6-0 win (9-12u) or 7-0 win (13-18u). **NOTE:** Forfeits in a 6-inning game will be ruled a 6-0 win for the opposing team. Forfeits in a 7 inning game will be ruled 7-0 win for the opposing team.
5. **Mercy Rules:** 14 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.
6. **Pitching Restrictions:** There are no pitching restrictions for our Diamond Nation tournaments.
7. **Trips to the Mound:** Second visit to the mound per inning with the same pitcher will result in removal of that pitcher. Once a pitcher has been removed from the mound, he may re-enter only once and pitch after one batter has completed his time at bat or a play has been completed and the pitcher stayed on the field as a position player.
8. **Balks:** 9u-10u no balks. 11u-12u one warning per pitcher. 13u-18u dead ball, no warnings.
9. **Infield Fly Rule:** There will be NO infield fly rule for 9u-10u. Regular rules apply for 11u-18u.
10. **Catcher Dropped 3<sup>rd</sup> Strike:** 9u-10u the batter is automatically out. 11u-18u regular baseball rules.
11. **Starting the Game:** All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game then the result is a forfeit. If a team starts with 8 players then an automatic out will be called every time the 9<sup>th</sup> slot in the batting lineup comes up. If and when a 9<sup>th</sup> player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9<sup>th</sup> spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after

the 9<sup>th</sup> player can only be used as a legal substitute. The tournament director will determine if a start time can be delayed from its original time.

**NOTE: All teams should be prepared to start their game 15 minutes prior to the scheduled start time.**

- 12. Hitting Line Up:** In all age groups teams can bat 9, 10, or 11(DH, EH, XH) or they can bat their entire lineup. At the pre-game plate conference the representative must inform the umpires who is the head coach. The representative must also inform the other coach and the plate umpire at the pre-game plate conference how he intends on batting his players. **It is the team's responsibility to verify the accuracy of the opposing team's lineup prior to the first pitch of the game. Head coach must bring up any issues to the attention of the tournament director or tournament committee.** The DH can bat anywhere in the lineup and must bat for the pitcher. If the pitcher leaves the mound but stays in the game then that player hits and the DH is eliminated for the remainder of the game. The EH and XH may bat anywhere in the lineup. The EH and XH are considered defensive positions for substitution purposes. If a team chooses to bat the entire lineup then they will be granted free defensive substitution. If one of your players gets hurt while batting the entire lineup, that player's spot becomes an automatic out. Any protests on the hitting lineup must be brought to the tournament director or tournament committee's attention at the time it occurs.
- 13. Re-Entry Rule:** A starter who is replaced may re-enter the game only once and stay in the same spot in the lineup. If a substitute is replaced by a starter, then that substitute cannot re-enter. The re-entry rule applies for the EH and XH as well.
- 14. Courtesy Runner:** Pitcher and catcher only. May be at any time. If you have substitutes they will be your courtesy runner. If you don't then use the player who made the last out(s). If pitcher and catcher are on base at the same time then the courtesy runners must be two separate players.
- 15. Intentional Walk:** In all ages the coach can call for an intentional walk (do not need to throw/ball is dead).
- 16. Official Game:** 09-12u games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead. If after 4 complete innings there is a tie score then it will remain a tie score if in pool play. 13-18u games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 5 innings or 4 ½ innings if the home team is ahead. If after 5 complete innings there is a tie score then it will remain a tie score if in pool play. At times the tournament committee will suspend/cancel games due to weather. All suspended/cancelled games will be subject to the approval of the tournament committee. **NOTE: No special request will be honored if rescheduling becomes necessary.** All coaches should make sure they have the tournament phone numbers to call for information. If non-playoff games are cancelled, playoff qualifications will be determined by the tie breaker procedures (listed below). The tournament committee will decide on crowning a champion in the event playoff games are stopped for any reason before the Championship round.
- 17. Scoring:** We recommend that all teams (home and visitors) keep a scorebook. The official scorer of the game will be the plate umpire. It is the team's responsibility to check every inning with the umpires to confirm the score.



## 18. Bat Restrictions:

**9u-12u:** Any bat with 1.15 BPF Certification except the Demarini Zen. Although the Demarini Zen has the 1.15 BPF Certification, after further testing the bat does not meet approval. You can send back to Demarini for a new bat voucher. **13u-14u:** Must be -3 BBCOR. **15u-18u:** Metal bat tournaments must be -3 BBCOR. Wood bat tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BOMB BATS, NO BRETT BROS).

9U	10U	11U	12U	13U/14U	15U-18U
Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	Any bat with 1.15 BPF except certain Demarini Zen (see chart)	BBCOR -3	BBCOR -3 or 100 % Solid Wood

### ILLEGAL DEMARINI ZEN BATS (unless Retooled which will have an orange cap and Retooled logo)

SKU	NAME
WTDXCBR 2129-17	2017 CF Zen Balanced 2 5/8" (-8) - 29"/21 oz
WTDXCBR 2230-17	2017 CF Zen Balanced 2 5/8" (-8) - 30"/22 oz
WTDXCBR 2331-17	2017 CF Zen Balanced 2 5/8" (-8) - 31"/23 oz
WTDXCBR 2432-17	2017 CF Zen Balanced 2 5/8" (-8) - 32"/24 oz
WTDXCBZ 1828-17	2017 CF Zen SL 2 3/4" (-10) - 28" /18 oz
WTDXCBZ 1929-17	2017 CF Zen SL 2 3/4" (-10) - 29" /19 oz
WTDXCBZ 2030-17	2017 CF Zen SL 2 3/4" (-10) - 30" /20 oz
WTDXCBZ 2131-17	2017 CF Zen SL 2 3/4" (-10) - 31" /21 oz
WTDXCBZ 2232-17	2017 CF Zen SL 2 3/4" (-10) - 32" /22 oz
WTDXCBZ 1929-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) - 29" /19 oz
WTDXCBZ 2030-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) - 30" /20 oz
WTDCCBZ17V	Custom 2017 CF Zen 2 3/4" (-10)
WTDCCBR17V	Custom 2017 CF Zen Balanced (-8)

- 19. Leading/Stealing:** 9u-10u must wait until the ball crosses the plate to leave the base (46' 60). First violation is a warning and after that they will be called out. 11u-18u regular leading and stealing rules apply.
- 20. Dugout Rule:** All players and coaches must be completely inside the dugout. No players are permitted to sit on the concrete blocks. **Coaches are responsible for their player's safety around the dugout area.** One player may be in the one-deck area which is located at the furthest entry to the dugout from home plate. Players must stay on their respected sides when on deck. No buckets or chairs are permitted on the turf.
- 21. Jewelry:** No metal jewelry is permitted to be worn during the game. No stickers may be worn on any part of the hat. Non-metal necklaces and bracelets may be worn, but pitchers are not permitted to wear bracelets when pitching.
- 22. Not covered in the Rules:** In the event any item is not covered in the playing rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

## **PLAYOFFS**

**Playoff Format:** Almost all the tournaments at Diamond Nation are played the same way. Pool winners will advance to the playoffs. In some cases, we format the playoffs differently due to various reasons. All playoff formats are posted prior to the start of the tournament on the tournament home page. The home team in playoff games is always the higher (better) seed.

### **POOL PLAY TIE BREAKER RULES**

**For pool play when all teams play common opponents this system will be used for advancing and seeding out of pool play.**

1. Pool play overall record (winning percentage)
2. If two teams are tied - Head to Head winner
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Total runs allowed in pool play.
5. If two teams still tied- head to head, If three teams still tied – Total runs scored in pool play
6. If two teams still tied- head to head, If three teams still tied – Highest single-game run differential
7. If two teams still tied- head to head, If three teams still tied – Lowest single-game runs allowed
8. If two teams still tied- head to head, If three teams still tied – Highest single-game runs scored
9. If still tied – Coin flip

**\*If there is a case where two teams advance out of pool play and do not all play common opponents please refer to the following tie break rules:**

1. Overall record
2. Head to Head (if teams did not play each other then go to rule 3)
3. Total runs allowed in pool play.
4. Total runs scored in pool play
5. If still tied refer to #6 in rule 24.

**\*If there is a case where there is no pool play and “x” number of teams advance then please refer to the following tie break rules:**

1. Overall record (winning percentage)
2. If two teams have are tied - Head to Head winner
3. If three or more teams are tied - If one team has defeated all other teams, that team advances. If not go to #4.
4. Total runs allowed in pool play.
5. If two teams still tied- head to head, If three or more teams still tied – Total runs scored in pool play
6. If two teams still tied- head to head, If three or more teams still tied – Highest single-game run differential
7. If two teams still tied- head to head, If three or more teams still tied – Lowest single-game runs allowed
8. If two teams still tied- head to head, If three or more teams still tied – Highest single-game runs scored
9. If still tied – Coin flip

## **PLAYOFF SEEDINGS (when advancing out of pool play)**

1. Overall record (winning percentage)
2. If still tied: Total runs allowed in pool play
3. If still tied: Total runs scored in pool play
4. If still tied: Highest single game run differential
5. If still tied: Lowest single game runs allowed
6. If still tied: Highest single game runs scored
7. If still tied: Coin flip

**\*If there is a case where two teams advance out of a single pool, we will seed all pool winners first and then automatically put the second place finisher of that single pool as the last seed in the playoffs (since they did not win their pool). If there is a situation where several pools are advancing two or more teams into the playoffs then all pool winners will be seeded first, followed by the second place finishers of each pool seeded respectively.**

**\*If there is a case where all teams have not played the same amount of pool play games then we will base best overall record off of their winning percentage. If multiple teams have 100% winning percentage but a different number of wins than the team with the most wins will be presumed a better seed than the other team. For example: 3-0 is presumed better than 2-0.**

## **WINNING PERCENTAGE EQUATION**

Wins/Total Games Played (a tie is .5 win)

Example: A team that is 2-0-1 has a winning percentage of 83% (2.5/3)

## **PLAYOFF TIE-BREAK RULES**

**If after 6 innings for 9u to 12u and 7 innings for 13u-18u or the two hour time limit the two teams are still tied the following tie breaker rules will go into effect except for the Championship Game.**

**The base runners will be placed as follows:**

- Last batter from previous inning at 1st Base
- Second to last batter before him in the lineup at 2nd Base
- Third to last before that in the lineup at 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

## **CHAMPIONSHIP GAME PLAY**

The 1 hour and 50 minute time limit will be used in all games except the Championship games. In Championship games there is no tie-break rule. Regular innings will be played until there is a winner. The higher seed will be home team in Championship Play. This is the case even if the schedule says otherwise.

## COMMENTS AND DEFINITIONS ON THE PLAYING RULES

**Head Coach-** is determined by who the team representative designates during the pre-game conference. By NFHS rules (which are the base rules used by Diamond Nation Tournaments) the HEAD COACH is the only person that can contest a call, ruling or deal with the umpires for anything during that contest. Diamond Nation supersedes the ruling that the Head Coach must attend the pre-game conference.

**Metal Cleats-** Metal cleats are not permitted for a number of reasons, the most important being players' safety.

**Game Times-** We make every effort to start all games early or on time. If a field is running ahead of schedule please be prepared to start 15 minutes early. If a field is running late please be prepared to start your game late. Our tournament director will make sure you are aware of any situation in which your game may start early or late. Please make sure that pitchers are ready to begin within ten minutes after a game ending late.

**Dugouts-** Please make sure all players and coaches are completely inside the dugouts at all time. This rule is put in place as a safety precaution. The head coach is responsible for keeping all players and coaches inside the dugout except one on deck batter. No buckets or chairs are permitted on the turf.

**Playoff Communication-** Most tournaments at Diamond Nation will start with pool play followed by pool winners advancing to the playoffs. In some cases we will do playoffs differently. All head coaches will receive information prior to the start of the tournament on how the playoffs will work. The on-site tournament director will only deal with the head coach on questions and concerns with playoffs. Playoff format will also be posted in the "News" section of each tournament webpage.

## DIAMOND NATION FIELD GROUND RULES

1. If a ball becomes lodged in the padding or goes on top of the padding and is resting on the netting the ball becomes dead immediately and runners will be placed accordingly.
2. Any ball that goes into the dugout area is a dead ball and runners will be placed accordingly.
3. If a ball hits the protective netting or the facing of the blocks or the blue trim on top of the dugout area and the ball does not enter the dugout then the ball remains a live ball.
4. All gates must be closed at all times. If for some reason a gate is open and the ball passes the opening then that ball is considered dead immediately and runners will be placed accordingly.
5. Any ball hit over the yellow cap on the outfield fence is a homerun. Any ball bouncing off the turf and over the yellow cap is considered a ground rule double. No balls can be played off of the netting above outfield fences.
6. Any fair ball that caroms into foul territory is a live ball unless the ball gets lodged in netting, padding, or fencing. In the case of a lodged ball the umpire will make the fairest possible ruling on where to place the baserunners.
7. Teams are allowed one on deck batter outside of their dugout at the end farthest away from home plate.
8. 09-12u games end after 6 innings or the time limit. 13-18u games end after 7 innings or the time limit. All non-playoff games may end in a tie. Please note that after 6/7 innings a tie game will end in a tie even if the time limit has not expired.
9. Mercy Rule: 14 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.
10. Batting order and designated head coach will be discussed at the pre-game conference
11. If portable fences are being utilized: a ball that rolls under the fence or crosses the left field or right field imaginary line (which extends the fence) will be ruled a ground rule double.
12. Home plate umpire will announce the starting time or start his stopwatch at the end of the pre-game conference.
13. Bat Rules: **9u-12u:** 1.15 BPF certification. **13u-14u:** -3 BBCOR. 15u-18u: Metal bat use -3 BBCOR. Wood bat can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BOMB BATS).