

Dome Tournament Rules

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, 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 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 4 coaches (*1 manager, 2 coaches, and a scorekeeper*) 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 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. If you do not submit a roster prior to the start of the tournament then you must fill out the roster sheet in the coaches packet 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. The HealthQuest Sports Dome offers 2 indoor cages adjacent to each field. Please do not use the cages in the academy building. 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 1st or 3rd base; however, the players need to wear helmets if they go out to coach 1st or 3rd base.

DUGOUTS

Our dugouts are behind protective netting. Foul balls can get into the dugouts through the doorways. Players and coaches should be aware of foul balls at all times. Coaches are responsible for the players in the dugout.

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.

AWARDS

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

PROTESTS

Protests will be heard and ruled by the tournament committee. The team protesting a playing rule must make cash payment of \$250 at the time of the protest. 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 before the next pitch if during game, or before umpires leave field if after a game.

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. Any coach or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

AGE REQUIRMENTS

FALL 2016 & WINTER/SPRING/SUMMER 2017	
18u	Born on or after May 1, 1998
17u	Born on or after May 1, 1999
16u	Born on or after May 1, 2000
15u	Born on or after May 1, 2001
14u	Born on or after May 1, 2002
13u	Born on or after May 1, 2003
12u	Born on or after May 1, 2004
11u	Born on or after May 1, 2005
10u	Born on or after May 1, 2006
9u	Born on or after May 1, 2007
8u	Born on or after May 1, 2008

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)

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.

- 1. 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. 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 time limit exceeds, game will end immediately (player at-bat can finish his at-bat) . 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 innings. 13u will play 7 innings.
- 3. Tie Games:** All pool games that are tied after 6/7 innings or the 2 hour time limit will be recorded as a tie.
- 4. Forfeits:** Any intentional forfeit will result in the forfeiting team being eliminated from the tournament. The tournament director or the tournament committee will rule on intentional forfeits. No team shall benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament director or the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final. **NOTE: Any team not on the field and prepared to start the game at game time will give cause for immediate forfeit.** 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 Rule:** 14 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

6. Hits/Outs: Any fair ball that hits the roof will be an out. No runners can advance and the ball is dead immediately. Runners are not put in jeopardy on this play and return to the base they occupied on the time of the pitch. Any ball that hits off the outfield netting in fair territory is considered a safe hit and a live ball (unless they are Homeruns by way of rule 7).

*Runners cannot be thrown out by force play on any balls hit safely to the outfield except for at home plate.

7. Homerun:

<u>AGE</u>	<u>FIELD 1</u>	<u>FIELD 2</u>	<u>FIELD 3</u>
9-10U	Above the black windscreen	Above the black windscreen	Over the fence in left field, Above the black windscreen elsewhere
11U-12U	Above the HR banner	Above the HR banner	Over the fence in left field, Above the HR banner elsewhere
13-18U	NO HR'S	NO HR'S	NO HR'S

8. Pitching Restrictions: There are no pitching restrictions for our Diamond Nation tournaments. It is the coaches and players responsibility to make sure arms are healthy enough to pitch.

9. Trips to the Mound: Second visit to the mound per inning will result in removal of the 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.

10. Balks: 9u-10u no balks. 11u-12u one warning per pitcher. 13u dead ball, no warnings.

11. Infield Fly Rule: There will be NO infield fly rule for 9u-10u. There will be infield fly rule for 11u-13u.

12. Catcher Drop 3rd Strike: 9u-10u the batter is automatically out. 11u-13u regular baseball rules.

13. Starting the Game: All games must be started with at least 8 players. If a game starts with 8 players and a 9th player comes late, they may add the late player in the 9th spot in the order. No other late players may be added directly into the game without going through the substitution rules.

14. Hitting Line Up: In all age groups teams can bat 9, 10, or 11(DH, EH, XH) or they can bat their entire lineup. The coach must inform the other coach and the plate umpire at the plate meeting 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.

15. 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.

16. Courtesy Runner: Pitcher and Catcher only. This may be at any time. If you have substitutes they will be your courtesy runner. If you do not then use the player who made the last batted out.

17. Intentional Walk: All ages, Coach can call an intentional walk (do not need to throw).

18. 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.

19. Bat Restrictions: 9u-12u: any bat 1.15 BPF certification. 13-18u must use -3 BBCOR or wood.

20. Leading and Stealing: 46/60 tournaments must wait until the ball crosses the plate to leave the base. First violation is a team warning. For all other violation the runner will be called out. 50/70 and 60/90 tournaments are allowed to lead and steal.

21. Jewelry: No earrings and no silver/gold chains or bracelets. No stickers may be worn on any part of the hat. Plain 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 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 and in the pre-tournament email to coaches. 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 (only if the teams that are tied have no common opponents besides each other)
3. Total runs allowed in pool play
4. Total runs scored in pool play
5. If still tied refer to #6

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 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 teams have 100% winning percentage but a different number of wins than the team with the most wins will be above (better) than the other team. For example: 3-0 is presumed better than 2-0.**

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

There is no time limit in the Championship game. There is also 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.