

## 5 Diamonds Tournament Rules

### General Rules

All rules follow the National Federation High School Rules with the following exceptions: (See also the age specific exceptions for your age group)

1. Age cutoff date is May 1st.
2. Pitchers may pitch nine (9) consecutive outs per game...U13-U14 have NO pitching limits. If pitching rules are violated and the infraction is detected, the situation will be reviewed, and consequences may include elimination of team from that game and/or player/coach ejection but final decision is up to director.
3. All pool game times will be as follows: one hour and forty minutes in duration or 6 innings and have a 1 hour fifty-minute drop dead rule during pool play only where the game stops right where it is at 1:50 and the game is over with score as is. **Note if the umpire feels a team is stalling (ex. making multiple pitcher changes) they may freeze the time until play is called back live.** During bracket play time limits will remain one hour and forty minutes in duration or 6 innings but no drop dead during bracket play.
4. **If championship game is still tied after 6 innings and still time left, we will play one more complete EXTRA inning. If still tied after that we will go to California tie breaker rules below until a winner is had. Run rule still in effect.**
5. No new inning may begin when time is at zero, but the inning will be completed once started unless in pool play where the drop dead comes into play. **Ties will not be played out in pool play only in bracket play.** In pool play if a game is tied after 6 innings and time still exists then you will move to California Rules tie breaker and follow those rules until a winner is had or time expires. For extra-inning games we will use 5 Diamonds Extra Innings Rules:
6. If a game is tied after all innings have been completed or at the time limit, the -breaker rule will go into effect. Each team puts the batter who is scheduled to bat last in the inning on second base and 1 out on the scoreboard as well as a 1-1 count on each batter and plays out a full inning of regular baseball. This happens until the tie is broken and the game is complete.
7. Eight warm-ups to start, five thereafter.
8. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible **before** game time. **We will allow pre-game or in game infield unless it interrupts game flow...when umpires call for inning to start teams MUST be ready...if umpires feel it is making the game drag on they have the freedom to not allow any further in between innings fielding.**
9. Team ahead by 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings will be declared the winner.
10. Adverse Weather: Games will be played in adverse weather conditions. The format may be changed to lesser time limits, fewer innings, or seed advancement to complete the tournament. Coaches and players accept these conditions when entering the tournament.
11. Tournament Philosophy: Score Early, Win Early, Stay winning. If weather hits, then we might revert back to 1st Pool Play game or ½ of official game time for playoff seeding's. We will award based off pool play seeding's only in an emergency where games played without elimination finish due to inclement weather. Play to win every game!
12. A team must have a minimum eight players to start the game. If the game is started with eight players, the 9<sup>th</sup> position is then an automatic out.
13. Any team, which does not take the field within twenty minutes of the scheduled start time, shall forfeit (6-0) the game upon the opposing team taking the field and throwing the first pitch. **All teams should be to their field 30 min. prior to game start times and ready to play in case games need to be started early.**
14. Home team is determined by the higher seed. If there are no seeds or they are the same seed a coin flip occurs. The team traveling the farthest shall have the honor of calling the flip. Winner of the flip has the choice of home or away.
15. **Runner may score on a passed ball, wild pitch, or a ball returned to the pitcher, except for U8 which cannot score on a wild pitch or passed ball.**
16. There is NO mandatory slide rule for any base however malicious running into a player when a collision could have been avoided will be an out according to umpire's judgement. Blocking of an entire base will not be permitted and the runner will be called safe if the umpire decides the defense did not expose a part of the base to the runner.
17. Rosters may be changed with the Tournament Coordinator prior to their first game. After first pitch of their first game rosters are frozen. A player may be on ONLY one roster for the tournament weekend unless approved before the tournament begins by director.
18. Courtesy runners may be used for the pitcher or catcher at any time but must be used for the catcher when there are two outs. The runner must be a player who is currently not in the game and may not be used as a substitute for any other player in that same half inning. If no eligible player is available to courtesy run, then player who made the last out will only be allowed to run for the catcher when there are two outs.
19. **No refunds will be issued once the tournament has begun. A 50% credit MAY be given if the tournament is entirely cancelled because of weather.** Game cancellations due to weather are under the control of 5 Diamonds.
20. If using continuous batting order substitutes may be used at any time. Players may re-enter the game at any time in their original batting order. If using a regular order or EH a starting player may re-enter once, while a substitute may not re-enter.

**\*Note if using a continuous batting order and a player leaves the game because of injury an out will be recorded their next at bat **only** but they may not reenter the game. If a player leaves for a non-injury it is an out each time their spot comes up in the order.**

21. No protests allowed. Decisions of the umpires, Field Marshals and Tournament Director are final. Players, coaches, and spectators are expected to always show good sportsmanship. Use of noise making devices such as air horns and cow bells is prohibited. Violation of this rule will start with a warning and may lead to disqualification from the tournament at the discretion of the tournament director.
22. There are no restrictions for bat sizes.
23. If playing pool play tie breakers to advance to the championship bracket are as follows: 1. Head-to-Head, 2. Least Runs Allowed, 3. Runs Scored, 4. Coin Flip.
24. All balk warnings are considered dead balls and runners must return to base they came from.

**5 Diamonds reserves the right to make changes as necessary. All changes will be communicated via email to the email address on the registration form.**

**Age Specific Variations**

	<b>U8</b>	<b>U9</b>	<b>U10</b>	<b>U11</b>	<b>U12</b>	<b>U13</b>	<b>U14</b>
<b>Base Paths</b>	60'	65'	65'	70'	70'	90'	90'
<b>Pitcher's Mound</b>	40'	46'	46'	50'	50'	60'6"	60'6"
<b>Advance on Drop 3<sup>rd</sup> Strike</b>	No	No	No	Yes	Yes	Yes	Yes
<b>Leading Off</b>	No	No	No	Yes	Yes	Yes	Yes
<b>Stealing</b>	After crossing plate	After crossing plate	After it leaves pitchers hand	Yes	Yes	Yes	Yes
<b>Infield Fly</b>	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Continuous Batting Order</b>	Optional	Optional	Optional	Optional	Optional	Optional	Optional
<b>Balks</b>	No	No	No	Yes – 1 warning/pitcher	Yes – 1 warning/team	Yes – No warnings	Yes – No warnings
<b>Extra Hitter</b>	Optional	Optional	Optional	Optional	Optional	Optional	Optional
<b>Metal Spikes</b>	No	No	No	No	No	Allowed (only on dirt fields)	Allowed (only dirt)

**Extra Hitter**

The EH (extra hitter) is designed to be used as a 10<sup>th</sup> hitter in the lineup. The coach at the beginning of the game must designate if he using the EH for the game. Once he has decided to use the EH, he must continue to do so throughout the game. If at any time the team is left with less than ten (10) players, the spot vacated in the batting order by the missing player is an automatic out each time that position comes to up to bat. The EH may be used as a player in the field with the player in the field being used as the EH.