

Diamond Classic BASEBALL Rules (See additions for 8U/9U/10U also)

Extra Players & Continuous Batting

11U, 12U, 13U, 14U – Teams have the CHOICE of using the Additional Hitter (AH) with a 10-player batting order or using a continuous batting order with all players present in the line-up. There is no penalty for having only 9 players present. If a 10th player arrives late, he must be added into the lineup in the last batting spot upon arrival. There is free defensive substitution within the 10 players (AH option) or continuous order in the lineup, with the exception of the pitcher, per below.

8U, 9U, 10U Batting – These divisions will use a continuous batting order.

Bunting

No slash or slug bunts are allowed at any level. This is defined as squaring to bunt and then pulling back and taking a full swing. Penalty is that the batter is out immediately, whether contact is made or not. If the ball is put in play, it is dead immediately, batter is out, and no runners may advance.

See individual 8/9/10 rules for bunting at those levels.

Re-Entry

Re-entry for the original starters is allowed. The extra players (AH) are considered starters for this rule. If a starter re-enters he must re-enter in his original spot in the batting order. This only applies to teams that have more than 10 players and are using the AH lineup option.

Pitching Limitations

The tournament does not restrict innings in this division. Please do not overuse pitchers.

Special Notes

Once a pitcher is removed from the pitching position, he may not re-enter as a pitcher for the remainder of the game. A pitcher is considered to have officially been entered as a pitcher as soon as one pitch is thrown to a batter.

Courtesy Runners

Courtesy runners are optional any time for the pitcher & catcher, but mandatory with two outs. The courtesy runner may be a player not currently in the line-up or the player who made the previous out. The team has the option of using either. If a team chooses to use a player in the line-up, the runner used will be the player who made the last out prior to the pitcher or catcher getting on base. If a team uses a player not currently in the line-up, that player can only run for either the pitcher or catcher during that inning but not both. If both the pitcher and the catcher get on base in the same inning, then the runner for the second player will be the player who made the previous out to the

last out. If either the pitcher or catcher is the first hitter in the inning, the runners are selected from the recorded outs from the previous inning. If the pitcher or catcher is the leadoff hitter and reaches base safely in his first at bat and there is no non-starter to be the courtesy runner, he must stay on base until an out is recorded. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning with the exception of the top of the first inning. The pitcher and/or catcher are considered official if they are listed as such with the starting lineup.

Time Limits

The start time begins with the coin flip. Time limits are as follows:

11U-14U - one hour and 45 minutes

9U-10U – one hour and 30 minutes

8U – one hour and 15 minutes

No new inning can begin after the time limit has passed. If the home team is ahead at the time limit, the game ends after the top half of the inning. If a game is called due to rain, darkness, or other acts of God and cannot be resumed, it is a regulation game if:

- For a six inning game, three innings have been completed or the home team is ahead after 2.5 innings.
- For a seven inning game, four innings have been completed or if the home team has scored more runs in three and a half innings than the visiting team has scored in four complete innings.
- All other games will resume from their exact point of delay.

Time limits will be in effect for all semi-final games, but will not be in effect for any championship games.

Teams should be prepared to start pool play games as much as 15 minutes *prior* to the scheduled start time in order to keep the tournament moving and on or ahead of schedule.

Mercy Rules

6 or 7 Inning Game: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Mercy Rules are in effect in all games except the Championship games (both silver and gold brackets where applicable). Note that IHSA rules do include a 10 run after 5 inning rule that applies during championship games since we always revert to IHSA rules.

6 Inning Games: 8U, 9U, 10U

7 Inning Games: 11U, 12U, 13U, 14U

Tie Games

In the event a game is tied after a time limit expires or the regulation innings have been completed we will use the following rule in an attempt to break the tie:

- 1) Each team will start each extra inning with a runner on second base and one out. The player on second will be the player who was the third out from the previous inning.
- 2) Each batter will start his/her turn at bat with a 1-ball and 1-strike count.
- 3) For pool play games, if the time limit expires, there will be a limit of one full extra inning played by rules 1 and 2.
- 4) For pool play games that are still tied (and time limit has passed) after one full extra inning, these games will end in a tie. For bracket play, teams will continue to play extra innings under the tie breaker rules until the game is decided.

Home Team

Home team will be determined by coin flip in all games in all pool play or preliminary games. In Semi-Final or Championship games, the home team will be the higher seeded team.

Slide Rule

This will be governed by IHSA rules at the discretion of the umpires.

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will awarded 1st base.

Warm – Up

There will be no infield practice. Any warm ups must be done outside the playing field. Teams are allowed to play catch in the outfield areas if time allows. Please do not flip drill into fences or step on foul lines for warm ups. Flip drills or hitting practice of any kind is not allowed in the outfields.

Bat Restrictions

For a baseball bat to be legal in this event, it must have EITHER the USSSA or USA Baseball stamp/logo and be manufactured by a current USA Baseball/USSSA licensed baseball bat manufacturer. Penalty for an illegal bat is that the user is out, and runners return to the bases occupied prior to his/her at-bat (if applicable).

Balks

For 9U, there are no balks as lead-offs are not permitted. The umpire can stop play to correct a pitcher as a warning, but no balks will be called and no runners will advance.

For 10U, one balk warning per pitcher will exist. After the warning, the penalty of baserunners advancing will be applied.

All other ages play by IHSA rules for balks.

Rosters

Rosters are determined by players who are listed and have parent/guardian signatures on the Diamond Classic Waiver form. Any player not listed with a signature on this form is deemed ineligible to compete. All penalties/repercussions are at the discretion of the tournament director.

Birth Certificates

Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player's age. If there is a player challenge and a team is unable to produce a birth certificate for that player, he will be declared illegal, and the games he played in will be forfeited. A challenge will be carried out by the tournament director. A coach may request a challenge, but it must be granted by the tournament director. The tournament director will also decide what a reasonable amount of time is for the team to produce that birth certificate.

Ejections

If a coach/fan is ejected from a game, he/she must leave the premises for the remainder of that game. The return of ejected coaches/fans will be at the Tournament Director's discretion. Tournament Directors have the authority to eject a player or team anytime during a tournament. Additional penalties may be assessed as deemed by the Tournament Director. A player ejected must sit out for the remainder of that game. Any player ejected may be asked to leave the park at the discretion of the Tournament Director. A zero tolerance policy will be enforced regarding fan and team behavior. Unruly fans or teams will be asked to leave the facility. If a fan, coach or player gets too far out of control they will be subject to arrest. As these rules indicate, the matter of disorderly conduct will be taken seriously.

Protests

Umpires will work to settle all situations on the field. Protests will be allowed for age or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the Tournament and/or Site Director before the next pitch following the dispute. No protest will be allowed following the game. Tournament officials and Head Umpire will rule on all protests and their decision will be final. The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.

Dimensions

8U Baseball: Bases will be at 60 feet. Coaches will pitch.
9U Baseball: Bases will be at 60 feet. The pitcher's plate will be at 46'.
10U Baseball: Bases will be at 65 feet. The pitcher's plate will be at 46'.
11U Baseball: Bases will be at 70 feet. The pitcher's plate will be at 50'.
12U Baseball: Bases will be at 70 feet. The pitcher's plate will be at 50'.

13U Baseball: Bases will be at 90 feet. The pitcher's plate will be at 60'6".

14U Baseball: Bases will be at 90 feet. The pitcher's plate will be at 60'6".

Rules/Regulations

Games will be governed according to IHSA rules and regulations unless otherwise specified in these rules.

Age Restrictions

Age cut-off is April 30 of the current year. A player who turns *(8,9,10,11,12,13,14) years of age on April 30th or later is eligible to play in that age division.

Pool-Play/Seeding Tie Breakers

Once you advance to the next tiebreaker criteria, you do not return to the previous criteria. Runs are considered amongst all teams in the pool not just the tied teams.

Head to Head, Runs Allowed, Run Differential (Max +/- 8 Runs per game), Coin Flip

Advancement to Bracket Play

Pool seeds always determine advancement to bracket play. Teams in different pools will not be compared unless a wildcard spot exists, then those teams will be compared using the tie breaker. Advancement varies slightly by the number of pools in a division. Examples:

Two pools, four teams advance: Top two teams are automatically the pool winners. They will be matched against the second place team from the opposite pool during bracket play.

Three pools, six teams advance: Top two teams from each pool advance. Once advanced, all six teams are reseeded using the tie breaker to determine seeding. Note that *advancement is strictly determined by pool seed, and that records across pools will not be determined to figure out which teams advance – it is strictly by how a team finishes in its own pool.*