

NEXTGEN DIAMOND SERIES



TOURNAMENT RULES & POLICIES

8U – 12U

National Federation of State High School (NFHS) rules will apply to all games. Rules, regulations and policies outlined within this document shall take precedence over NFHS rules.

TOURNAMENT OFFICIALS

For the purpose of any NextGen Diamond Series event a tournament official is the Tournament Director, Assistant Tournament Director, Site Director, Site Official, and/or Umpires.

UNIFORMS

No duplicate numbers on jerseys are allowed. Jersey numbers for each player must match the original roster submitted prior to tournament start. If a conflict of this rule exists a tournament official will have the authority to allow a player to play with a duplicate number to play. Tournament official's ruling will be final.

BAT RULES

Barrel size must be between 2 ¼ inches and 2 ¾ inches. Players may use USSSA BPF 1.15, BBCOR, or USA Baseball designations.

The following bats are banned from NextGen Diamond Series tournaments:

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)
- 2017 Demarini CF Zen SL 2 3/4" (-10)
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane - Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)
- 2023 Easton Hype Fire -5 2 ¾
- 2024 Easton Hype Fire -5 2 ¾

It is the responsibility of the coach to ensure that only authorized bats are used in game play. During play, umpires have, at their discretion, the right to inspect bats at any time or upon request from the opposing team manager. If upon inspection the bat is found to be illegal, per tournament rules, the player will be ruled out and the bat will be removed from play. If the batter puts a ball in play prior to the bat being found to be illegal, and prior to the next pitch, all runners (if any) will return to the base occupied prior to the ball in play and the batter will be out.

GAME

Pre-game coin flip will determine home/away for all pool play games. In elimination bracket play or consolation game play the higher seed has the choice to be home or away.

Dugout selection for all games is first come first serve.

All games will be six (6) innings in length.

Four (4) innings is considered an official game, 3 ½ innings where the home team is leading. Any game called due to time limit is an official game regardless of the inning. A game stopped for any other reason (suspended for weather, etc) before the game is official will be suspended. The game will be resumed from the suspended point at a time scheduled by a tournament official and at the discretion of the tournament official.

TIME LIMIT & READY PLAY

All games, pool play, championship brackets and consolation games, will be 1 hour 45 minutes with no new inning starting after that time. If the home team is winning and at bat when the time limit is reached the game will be stopped and considered complete with the score at the time of the stop being the official score. A batter may complete their at bat.

Umpires will be the official timekeeper.

Extra innings can be played in tie pool play games as long as the time limit hasn't been reached. Time limit rules will still apply. Pool play games can end in a tie.

For any elimination game (consolation games are not considered elimination games) there must be a winner. At the start of any inning after the sixth (6) inning or the 1:45 time limit, whichever is first, the last batted out will start the inning at 2nd base, and zero (0) outs.

Teams should be available to play up to 30 minutes prior to scheduled start time.

PROTESTS

No protests will be allowed on any play that involves an umpire's judgement. If there is a valid dispute over a rule interpretation, the objecting manager must notify the umpire prior to the next pitch in the game. The dispute must be resolved prior to play continuing.

Protest fee is \$150.00 paid to the site director at the time of the dispute. The fee must be paid before any final ruling on the protest. Failure to pay within a timely manner, at the discretion of a tournament official or umpire, will result in the game resuming without a protest. The tournament official will determine if the protest has merit. If upheld the protest fee will be returned, if denied the protest fee will become the tournament.

The tournament official or umpire's decision will be final.

PLAYER ELIGIBILITY PROTESTS

Player eligibility protest must come from the manager to a tournament official and carries the same fee and monetary process as "Protest". Player eligibility can be protested prior to a game start, during a game or up to ten (10) minutes after a game is finalized. The protest must be made to a tournament official or umpire. A

tournament official will investigate the protest and render a ruling. The ruling will be final. Like Protests, if upheld the fees would be returned, if denied the protest fee will become the tournament.

If a player is found ineligible during a game or after, the game will be forfeited by the offending team. In this instance the player and manager will be disqualified from participating in the remainder of the tournament. If found ineligible prior to the start of a game, the player will not be eligible for the game, but the game will be played as scheduled. If found prior to the start of the game, the manager will not be subject to any other penalties.

OFFICIAL TEAM ROSTERS & BIRTH CERTIFICATES

Official rosters must be submitted prior to the first pitch of the team's first game. Rosters must include players' full name, uniform number, and date of birth. Rosters are considered locked at the time of the team's first pitch of the tournament. The roster submitted to the tournament official will be considered the official team roster. Teams are required to have a copy of their roster on hand throughout the tournament with copies of birth certificates should any questions of eligibility arise.

Age determination date is April 30th. As an example a player turning 11 on April 29th is not eligible to play in 10u, and must play in the 11u division.

A birth certificate must be issued by a local, state or federal government agency. Hospital records baptism certificates or school records are not official and are not acceptable proof of age.

In the case of a foreign birth, a player must present a certificate or document duly issued to the bearer by the U.S. Immigration and Naturalization Service or by the Department of State that shows the birth date of the bearer. Official Birth Certificates issued by a foreign country are acceptable when accompanied by a letter with a notarized English translation, and such birth certificate must have an official seal. Unexpired passports are also acceptable. Properly notarized copy of the permanent legal court issued adoption papers showing the place and date of birth is acceptable.

Any exceptions to these guidelines are at the discretion of a tournament official.

TEAM INSURANCE

Each team or program is required to carry its own insurance and should ensure that the following are listed as an "Additional Insured" on their certificate:

York Young Revolution
2709 S Queen Street Suite 5
York PA 17403

JJB BASEBALL LLC
1305 Bonbar Road
York PA 17403

York Professional Baseball Club, LLC
5 Brook Robinson Way
York PA 17401

INCLEMENT WEATHER POLICY

Tournament officials and/or umpires will make all decisions regarding playing conditions prior to each game for a site. We will make every effort to get fields playable. In the event of inclement weather, contact people used to register through LeagueApps will be notified through the tournament management system. This may be email or text message. Play will be immediately stopped for any visible sign of lightning, and resume upon the umpires direction.

In the event of inclement weather the following policy will take effect: If the entire weekend is cancelled due to inclement weather then the tournament refund policy will apply. If the first day of the tournament is cancelled then the Tournament Director has the right to modify the tournament format and schedules to complete the tournament in one day on the following day. In the event of any weather cancellations, the three (3) game guarantee is considered waived, but the Tournament Director will still attempt to give all teams a minimum of three (3) games, if possible. If the first day of games is completed and the second day is cancelled due to inclement weather then the tournament champion and runner up will be based off of each team's tournament record from the first day and the tie breaker criteria.

TOURNAMENT REFUND POLICY

Any team that registers and pays their registration fee but is not accepted due to a bracket / division being full will be given a full refund. A team will forfeit their registration fee if they withdrawal after being "accepted" by the tournament.

The following scenarios will apply to refunds should weather impact the tournament: One (1) game played on Saturday or Sunday, no refund will be given.

Should the entire tournament be cancelled due to weather prior to any games being played, YYR will refund 75% of the registration fee paid. The remaining fees will go towards offsetting the fixed tournament expenses already incurred.

If a division or part of a division is cancelled due to weather, but the tournament as a whole still commences, YYR will refund 100% of the registration fee paid by the affected teams.

In the event of the entire tournament being cancelled, teams have the option to roll 100% of their registration fee into our next tournament or they can receive the 75% refund as listed above.

There will be no rain date set for this tournament if the entire tournament weekend is cancelled.

PRE-GAME WARMUPS

No pregame practice/warmup will be allowed on the playing fields prior to the game. Warmups must be conducted in open field space that doesn't interfere with any game that is in play.

GAME RESULTS REPORTING

Immediately following the completion of the game, each team shall sign the Game Summary Card that will be in the possession of the umpire. It is the responsibility of each coach to ensure that the score on the card is correct as the turned-in card will be considered the official result. The winning coach must call or text in the final score to the tournament director. Contact information will be provided in Tourney Machine and prior emails.

UMPIRES

All umpire fees are included in your registration fee.

AWARDS

For all divisions, both the championship and runner-up teams will receive individual awards (15 maximum) and team trophies.

PARKING AND ADMISSION

Each venue will have free parking. A small admission fee may be charged at WellSpan Park.

BASEBALLS

All game balls will be supplied.

MERCY RULE

For all age groups, a 15 run lead after 3 innings, 10 run lead after 4 innings, or an 8 run lead after 5 innings will be the Mercy Rule. The home team does not bat if ahead by the mercy limit, but does bat if the visiting team goes ahead by the mercy limit in the top of an inning. The Mercy Rule is in effect for all games including the Championship Game.

FORFEITED GAMES

The final score of the forfeited game will be 10-0. Any team that forfeits a game is subject to removal from the remainder of the tournament at a tournament official's discretion.

GAME FORMAT / TIE BREAKER CRITERIA

The game format may vary from each age group depending on the amount of teams that enter for that age group. Each team will be guaranteed a minimum of three (3) games unless the weather forces otherwise. Please note that a tie game in the preliminary round will be worth 1/2 of a win and 1/2 of a loss for both teams involved. For example, a team that is 1-0-1 would have a winning percentage of .750 and a team that is 1-1-0 would have a winning percentage of .500.

The following criteria will be used to seed the teams after preliminary round play:

Winning percentage

Total runs allowed

Run differential (maximum +/- 10 runs per game versus all teams played)

Coin Flip

SCORING

We recommend that all teams (home and away) keep a scorebook. The official scorebook will be the home team. It is the team's responsibility to check and confirm score every inning.

COLLISION RULE

All runners must slide or otherwise attempt to avoid a fielder who has possession of the ball and is waiting to make a tag. If in the judgment of the umpire the collision is intentional or flagrant, the offending player may be ejected from the game. If a runner does not slide and there is no collision and the umpire rules the runner safe, then the runner is safe.

COURTESY RUNNERS

Courtesy runners are allowed for the pitcher and the catcher. If not batting the full roster a player not in the batting order will be the courtesy runner. If batting the full roster, the player making the last out should be used as the courtesy runner.

INTENTIONAL DELAYS

Intentionally delaying a game to achieve victory through a time limit is considered unsportsmanlike conduct and will not be tolerated. The umpire and/or tournament official at the game reserve the right to eject a coach or player for intentionally delaying a game and have the discretion to declare a forfeit against that team.

NUMBER OF PLAYERS

Game time is forfeit time. Each team must have 9 players to start a game. Teams will be permitted to continue to play a game with 8 players in situations where there is an injury or ejection.

INJURY

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter will take over that at-bat and assume the count. If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases. Once a player is removed from the game due to an injury, that player is not eligible to return to the game in any capacity.

EJECTION

If a player is ejected from a game, and there is no substitute available, that spot in the lineup will be recorded as an out each time. Any ejected player may not play in the following game even if it is a championship game.

TOURNAMENT PITCHING RULES

There are no pitching restrictions for any age group however we urge coaches to keep their player's pitch count reasonable for their age group. Once a pitcher leaves the game as a pitcher, he cannot return to the

mound in that game. Pitchers must be removed on the second mound visit in the same inning or third visit for the same pitcher in a game. Intentional walks will be awarded without a pitch being thrown.

LINE UP/SUBSTITUTION

Starting Line-up: Our intent is to encourage coaches to play as many players as possible and provide each coach with options. The coach must determine prior to the game how many batters he wants in his starting lineup and this must be communicated to the umpire and the opposing coach/scorekeeper.

Offense: Coaches may bat 9 players, their whole lineup, or anywhere in between. Once a coach has determined their batting lineup, it must remain the same for the entire game. (For example: If a coach bats 10 players, the game must end with 10 players in the batting lineup). The only instance in which a coach can change the number of batters in the lineup without making that spot an automatic out is if the team is batting the entire lineup and a player has to leave the game due to injury. We encourage teams to play their players as much as possible and do not want to penalize a team for playing their entire team and then have to deal with one of their players getting hurt.

Defense: Coaches may play whomever they want defensively. A player may be playing in the field defensively, but not be in the lineup. This is to encourage more opportunities for players to be on the field.

BALKS

9u and 10u – No balks called

11u and 12u – One (1) balk warning per pitcher.

LEADS

Leads are allowed at age groups 11u and older.

SLIDING

Sliding feet first or head first is allowed at all levels at any base.

DROPPED 3RD STRIKE

9u and 10u – batter is out regardless of dropped 3rd strike

11u and 12u – NFHS rules apply

SPORTSMANSHIP

Any player, coach, manager, parent or team spectator displaying inappropriate behavior towards an umpire/official, player or coach, may be ejected by the umpire or tournament official. Anyone (except players) in violation of this sportsmanship rule (ejected) will be asked to leave the premises immediately by either the Umpire or tournament official. If after five (5) minutes the offending person is not out of sight and sound of the field, the team associated with the ejection will forfeit the game in progress. An ejected player will be confined to the bench unless his behavior persists to the point that he must be removed from sight and sound

of the field. An ejected player or coach will be suspended from participating in the next game and cannot be a spectator at the next game either.

Team head coaches/managers are 100% responsible for their conduct as well as the conduct of their assistant coaches, players, parents and any other related spectators.

Anyone who threatens a tournament official, umpire, opposing coach or player either physically or verbally will be asked to leave immediately and may not return for the duration of the tournament.

Head coaches/managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament.

A tournament official must be notified by the team who has any player, coach, parent or spectator ejected from a game.