



BASEBALL

TOURNAMENT RULES & PARK POLICIES

Flemington, New Jersey

Updated FEB 2026



DIAMOND NATION • 129 River Road, Flemington, NJ 08822
www.DiamondNation.com • (908) 284-1778

TOURNAMENT / PARK INFORMATION

PRIOR TO ARRIVAL

Roster and insurance uploads must be completed in LeagueApps prior to your arrival. It is your responsibility to make sure all of your players have completed their registration.

INSURANCE

Each team is required to have proof of insurance with them at all times. Proof must also be uploaded in LeagueApps 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, Sandlot Baseball Holdings, LLC, and their affiliates" listed as the certificate holder and additionally insured. Address is 129 River Rd., Flemington, NJ 08822.

ROSTERS

All rostering is done through the LeagueApps registration platform. You MUST submit a roster in order to play your first game. The roster size can be unlimited for the number of players on the team. A team can add to the roster all the way up to the first game of the tournament but would strongly suggest all rosters are submitted at least one week prior.

- If an unforeseeable circumstance happens during tournament play where a coach needs to add to his roster he must immediately submit his reasoning to the tournament committee and the committee will then either grant or deny his request.
- 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.

CHECK IN / ADMISSION

- Coaches must show up at least an hour prior to their first game of the tournament to check their team in.
 - *There can be no more than 3 complimentary admitted coaches allowed in the tournament.*
- Admission : There is an entry fee for all spectators 18 years and older. Tickets must be purchased in advance on our online ticket platform.

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.

PARK RULES

- No Smoking
- No Alcohol
- No Tobacco Use
- No Pets
- 1 Personal-Sized 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

Diamond Nation is a **100% cashless venue**. Credit and debit cards only.

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](#) for details on rates and how to book your rooms.

UMPIRES + BASEBALLS

- All games that are played in the Diamond Nation tournaments will have two umpires scheduled for each game.
- Game balls will be provided by Diamond Nation for all games.

EQUIPMENT / UNIFORMS

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.

- Teams should bring their own helmets, bats, gloves, catchers gear, practice balls, first aid and other equipment that may be needed for your team.
- Diamond Nation allows Two Piece Catchers Helmet/Mask combinations.
 - **TEAMS** are to be in full uniform once they are on the field. All players must have a uniform number.
 - **COACHES** are not required to wear a 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.
 - **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 the tournament director or site director gives permission to wear them due to weather-related circumstances.
 - Some off-site field locations are dirt/grass and metal cleats can be used on those surfaces.

BATTING CAGES/PRE-GAME

Use of batting cages will be on a first come first serve basis. Diamond Nation offers 5 indoor cages and 10 outdoor cages. Indoor cages are fully reserved for Diamond Nation's in-house travel teams, The Diamond Jacks and Finch's Aces. All other teams must use outdoor batting cages and teams are to bring their own practice balls for batting cage and warm up. Batting cages must be occupied by only one batter at a time. All batters must wear a helmet, and all pitchers must throw from behind a pitching screen. We ask that teams only occupy one cage and be respectful of other teams waiting to use the cage. There is no pre-game infield/outfield. There may be certain times when the tournament committee limits cage time to 20 minutes per team to accommodate the large number of teams attending.

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.

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.

****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.

AWARDS

Tournaments that host playoffs and championships will present a team trophy to the champion and runner up, as well as a Most Valuable Player from the 1st place team.

PLAYING RULES OR ILLEGAL EQUIPMENT PROTEST

Protests will be heard and ruled by the tournament committee. The team protesting a playing rule must make a 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 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).

SUSPENSION

Any player or coach that is ejected from a game will be subject to suspension upon review by the tournament committee. If a team acts unruly or unsportsmanlike, Diamond Nation reserves the right to eject that team from the current tournament and possibly ban that team from the facility for a certain length of time. 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.

FAN CODE OF CONDUCT

Diamond Nation is committed to serving our fans by providing a secure, comfortable, and enjoyable experience for all fans at all of our venues. The Fan Code of Conduct has been instituted to make sure that your experience is consistent with our commitment.

As a supporter of the Diamond Nation Baseball and Softball Programs, we ask you to help us maintain a positive game day experience by adhering to the following:

- Fans will be treated in a consistent, professional, and polite way by all staff and team personnel.
- Obscene, abusive, and/or racist language, gestures, signage or behavior directed towards game officials or visiting team's fans, players or coaching staff is prohibited. Additionally, obscene or indecent clothing or related material will not be admitted into any venue.
- Verbal or physical confrontation, including dangerous, abusive or profane behavior, is prohibited.
- Disruptive actions or behavior that is unruly, disruptive, or illegal, including but not limited to throwing objects on the playing surface or unauthorized trespassing on the playing surface or other restricted areas will result in immediate removal from the event.
- Signs of alcohol impairment in and around any venue that results in irresponsible behavior will lead to denial of entry or subject persons to arrest or ejection from the event.
- Interfering with or failure to abide by security procedures, emergency procedures or requests from staff concerning athletic operations will result in immediate removal from the event.

Fans unwilling to abide by the provisions outlined in this Fan Code of Conduct will be subject to ejection and may also be subject to arrest and prosecution.

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 in compliance. If the tournament committee feels there is convincing evidence, then they will proceed to the team-in-question's submitted roster. From here three cases can occur:

1. The player's information on the roster is in compliance with the tournament and therefore play continues.
2. The player's information is not in compliance with the tournament. If the tournament is still in pool play, the player will immediately be ejected; all opponents will receive a forfeit win (they have the option to play the game as an exhibition) 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 player's information on the roster is in compliance with the tournament, but the protesting team has convincing evidence that the wrong information was submitted. In this case, the protesting team must provide \$250 in cash which will be needed to gather the player-in-question's appropriate documents. From there, the player-in-question has until the end of the current game to provide the tournament committee with his/her documents. If he/she cannot provide documents in that amount of time, then the tournament committee will make the fairest possible ruling and that ruling will be final.

AGE REQUIRMENTS

2026 SPRING/SUMMER AGE CHART											
Date of Birth	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007
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

2026 FALL / 2027 SPRING/SUMMER AGE CHART											
Date of Birth	2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008
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

10-12u: Age chart only

13u: 7th grade or age chart

14u: 8th grade or age chart

15u: 9th grade or age chart

16u: 10th grade or age chart

17u: 11th grade or age chart

18u: 12th grade or age chart

**Please note that any player that has graduated high school in 2026 is NOT eligible to participate in our tournaments

TOURNAMENT PAYMENT & CANCELLATION POLICIES

PAYMENT POLICY + SCHEDULE

All program purchases require an initial payment. This initial payment will either be a deposit or full payment depending on the program. Spaces in Tournaments and Camps cannot be secured or reserved without submitting an initial payment.

For all tournaments, final balances are due forty-five (45) days prior to the start of the program.

In most cases, final payments will be automatically collected using the same form of payment used to submit the initial payment.

We reserve the right to remove teams or participants from programs, without refund, credit or other future consideration, if scheduled payments are not made.

CANCELLATION POLICY

For 3-Game Minimum, 4-Game Minimum

Cancellations More Than One Hundred and Twenty (120) Days in Advance: All initial payments, including any deposits and any additional payments made as of this cancellation date, are non-refundable. However, these payment amounts may be applied as credit toward a future tournament program.

Cancellation Between Forty-five (45) and One Hundred and Twenty (120) Days in Advance: Any deposit made as of this cancellation date is forfeited, and not eligible to be applied as a credit. Any additional payments (other than any deposit) made as of this cancellation are non-refundable but may be applied as a credit toward a future tournament program.

Cancellation Fewer Than Forty-five (45) Days in Advance: All initial payments, including any deposits, and any additional payments made as of this cancellation date, are forfeited and not eligible to be applied as a credit.

All credits must be used by December 31 of the calendar year following the originally scheduled program.

TOURNAMENT INCLEMENT WEATHER

If rain comes into play, we will do everything we can do to stay close to the original game schedule. The 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.

Any games not played due to inclement weather should refer to the credit index below.

TOURNAMENT CEASED/CANCELLED DUE TO CIRCUMSTANCES BEYOND OUR CONTROL (CBOC)

Not often there are circumstances beyond our control that inhibit us from playing. Examples include, but are not limited to, national disasters, shutdowns instituted via government officials, power outages, etc...).

In cases such as these please refer to our cancellation policy and/or the credit index. It should be understood that if the tournament is cancelled at least 30 days prior to the start date then a full refund or credit can be given. If the tournament is cancelled within 30 days of the start date, or play is stopped during the event, then please refer to the credit index below.

EVENT/GAMES PLAYED	0 OFFICIAL GAMES	1 OFFICIAL GAME	2 OFFICIAL GAMES	3 OFFICIAL GAMES
3-Game Min. Tournament	100% Credit	50% Credit	20% Credit	N/A
4-Game Min. Tournament	100% Credit	60% Credit	40% Credit	15% Credit

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.

IMPORTANT RULES AND INFORMATION

- POOL PLAY / TIME LIMIT:** All games 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 scoreboard. The time will start on the first warmup pitch. 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).
 - Warm-up Pitches: Pitchers are allowed 6 pitches before their initial inning and 4 pitches between remaining innings.
 - 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.
- INNINGS:** 9U-12U will play 6 inning games. 13U-18U will play 7 inning games.
- 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.
- FORFEITS:** All forfeits that occur before the start of the game will result in 6-0 win (9-12u) or 7-0 win (13-18u). All forfeits or conceding that occur while the game is in progress will end the game immediately, and the score will stand as is at the time of the forfeit/concede. If any forfeit is deemed intentional (ruled on by the tournament committee), the forfeiting team may not be eligible for playoffs.
- MERCY RULES:** 14 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.
- PITCHING RESTRICTIONS:** There are no pitching restrictions for our Diamond Nation tournaments.
- TRIPS TO THE MOUND:** Removal of a pitcher occurs after the second coach visit to the mound within an inning. See rule 13 for re-entry rules.
- BALKS:** 9u-10u no balks. 11u-12u one warning per pitcher. 13u-18u dead ball, no warnings.
- INFIELD FLY RULE:** There will be NO infield fly rule for 9u-10u. Regular rules apply for 11u-18u.
- CATCHER DROPPED 3RD STRIKE:** 9u-10u the batter is automatically out. 11u-18u regular baseball rules.
- 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 9th slot in the batting lineup comes up. If and when a 9th player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9th 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.
- HITTING LINE UP/HEAD COACH DESIGNATION:** 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 can hit for anyone. 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.
- RE-ENTRY RULE:** If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be reentered once (including the DH, EH, and XH), as long as the player occupies their original position in the batting order. If a pitcher is removed after throwing a pitch and goes to another defensive position, they may return as a pitcher after one batter or one out is recorded. If a team substitutes for the pitcher while

on defense, that pitcher is no longer able to pitch in the game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

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 USA or 1.15 BPF Certification; **13u** USSSA 1.15 BPF (-5 only) and -3 BBCOR; **14u-16u** must be -3 BBCOR. **17u-18u:** Wood bat tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).

9U	10U	11U	12U	13U	14U - 16U	17U-18U
Any bat with USA or USSSA (except if listed below)	Any bat with USA or USSSA (except if listed below)	Any bat with USA or USSSA (except if listed below)	Any bat with USA or USSSA (except if listed below)	USSSA 1.15 BPF (-5 ONLY) BBCOR -3 (except if listed below)	BBCOR -3 (except if listed below)	100 % Solid Wood

Decertified bats

Year	League	Brand	Model
2017	USSSA	DeMarini	2 3/4 Drop 10 (blue/white)*
2017	USSSA	DeMarini	2 5/8 Drop 8 (green/white)*
2018	USA Bats	Easton	Ghost X 30-inch
2020	BBCOR	Slugger Meta 33	33-inch
2018	USSSA	Dirty South Bats	KAMO (**Sizes)
	BBCOR	Mattingly	Balistic
	BBCOR	Nike	CX2
	BBCOR	Slugger	TPX Dynasty
	BBCOR	Marucci	CAT 5^2
	BBCOR	Reebok	TLS
	BBCOR	Marucci	Black

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. For safety reasons, the one-deck batter may use either side of the field to warm up. No buckets or chairs are permitted on the turf.

21. **EQUIPMENT:**

- a. **JEWELRY:** Necklaces & bracelets may be worn, but pitchers are not permitted to wear bracelets when pitching.
- b. **CLEAT RESTRICTIONS: *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 cleats 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. If a player is seen wearing metal cleats he will be forced to remove them and both teams will receive a warning. If any player after the warning is found wearing metal cleats he will be ejected and the coach of the respective team will be restricted to the bench.
- c. **CATCHERS MASK :** Diamond Nation allows Two Piece Catchers Helmet/Mask combinations

22. **TECHNOLOGY:** Electronic devices may be used by all positions and coaches for the purpose of relaying information and pitch calling. Electronic devices cannot be used for sign-stealing. Any player or coach caught using electronic devices to steal signs will be automatically ejected.

23. **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!

DIAMOND NATION FIELD GROUND RULES

- 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.
- Any ball that goes into the dugout area is a dead ball and runners will be placed accordingly.
- 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.
- 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.
- 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 in fair territory.
- 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 ball becomes dead immediately and the runners will be placed accordingly.
- Teams are allowed one on deck batter outside of their dugout at the end farthest away from home plate.
- 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.

PLAYOFFS

Playoff Format will be communicated to the coaches when the schedule is released. 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. If three or more teams are tied- If one team has defeated all other teams, that team advances first and the remaining teams move on to rule 3.
3. If two teams are tied- head to head (if they did not play each other move on to rule 5)
4. If three teams are tied- If one team has defeated all other teams, that team advances. If not move to rule 5.
5. Total runs allowed in pool play.
6. Total runs scored in pool play.
7. Highest single-game run differential.
8. Lowest single-game runs allowed.
9. Highest single-game runs scored.

*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. Total runs scored in pool play
6. Highest single-game run differential
7. Lowest single-game runs allowed
8. 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 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-.If at any time a team informs the tournament director that they do not have intentions on playing in the playoffs they will be marked on the tournament website as “opting out”, but pool play will continue as normal. If, after all pool games have finished, the team opting out winds up winning the pool, they will be removed from advancement and the remaining teams will proceed with the regular tie-break rules.

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 & CHAMPIONSHIP TIME LIMIT

If after 6 innings for 9-12u/7 innings for 13-18u or the 1 hour and 50 minute time limit the two teams will go into playoff tie-break rules stated below.

PLAYOFF TIE-BREAK RULES

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.

OFF-SITE LOCATIONS

McKnight Field (DIRT/GRASS)

52 Reading Blvd., Belle Mead, NJ

Railroad Field (DIRT/GRASS)

157 Main St. (behind restaurant), Whitehouse Station,
NJ 08889

Raritan Valley Community College (DIRT/GRASS)

118 Lamington Road, Branchburg, NJ 08876

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.