Diamond Sports Rules

**All teams should arrive 45 minutes prior to their scheduled start time and be prepared to begin their contest immediately. Home team is determined by coin-flip for Pool Play (Pre-Playoff) games. Home team for Post-Pool Play (Playoff) games is the better seeded team. No infield practice is allowed UNLESS tourney director waives the rule.**

**Teams can bat more than 9 spots in the batting order. If a team utilizes this option and subsequently a player in the lineup sustains an injury during the game, when the position in the lineup for the injured player is due to bat, that position will be skipped, without penalty.

If a player gets ejected during the course of the game, an OUT will be recorded for that position in the lineup.

Designated runners for pitchers and catchers are OK. It is NOT mandatory. Designated runners must be a player not currently in the lineup if the team has more than 9 players. For teams with only 9 players, the designated runner must be the last player to record an out as a hitter.

ALL Pool Play (Pre-Playoff) games are FINAL regardless of how many innings are played. There are NO suspended games. For instance, if a Pool Play game is in the 3rd inning and it is called due to darkness or weather, it is complete and the final score stands.

Slaughter Rule:

10 runs after 5 innings in any game (Both Pool Play and Post-Pool Play games) AND/OR 15 runs after 3 innings in Post-Pool Play games. The "Slaughter Rule" is based on an equal number of at bats for both teams.

Example 1: Visiting team leads 9-0 going to 6th inning and scores 1 run. Bottom of 6th DOES get played. If home team scores in bottom of 6th and reduces score to below a 10-run defecit, the 7th inning gets played provided it is started prior to the expiration of the time limit.

Example 2: Home team leads 9-0 going to 6th inning and the visiting team fails to score. Home team subsequently scores in bottom of 6th: game is over.

NOTE: If a team wins by more than 10 runs in a game, the score will be recorded as a 10-run win. Example: If actual score of a game is 15-1, it will be recorded as 11-1 and a 10-run differential instead of 14.

Bat Regulations: The bat requirements that were in place during the previous High School season are also in place for the entire DSP season.**

***Championship Bracket/Post-Pool Play:*

If a game in the Championship Bracket (Post-Pool Play) reaches the 9th inning each team will start the 9th inning with the bases loaded and 1 out. The 3 base runners will be the last 3 batters in the lineup starting with the last batter in the 8th inning at 1st base.**

 ***Game Length | Time Limit:*

All games are 7 innings or 2 hours, whichever occurs first. For rule, the 2 hour time limit clock starts with the first pitch of the game. No inning of any game starts after the time limit expires.

EXCEPTION: If game being played is for the championship and there are no other games afterward.

If a game is tied after the time limit is up the game is recorded as a tie (EXCEPTION: Designated championship game[s] will not end in a tie). A MAXIMUM of 8 innings will be played regardless of time. If the game is a tie, it will be recorded as such with each team receiving 1/2 win and 1/2 loss for the game.

If a tournament has weather delays the time limit might be reduced to 1 hour and 30 minutes.

If an injury occurs and as a result a player, coach or umpire delays the contest for more than 5 minutes, that time will be put back on the clock. An injury should not prevent teams from playing their full allotted time.

All teams are required to have their players shag foul balls. If the players fail to chase the foul balls and the umpire runs out of baseballs, the clock is still running on their games.**