

XDS BASEBALL RULES

All playing rules below will apply for our XDS World Series

No metal cleats on portable pitching mounds

Noise makers NOT permitted during games

No ball buckets/chairs on playing field

Pitchers can not fake a pick off attempt to third base while engaged on pitching rubber. It is now a balk. This rule applies to 9U - 13U divisions. Note 14U -18U are playing high schools rules where the fake to third is a legal move. A pitcher can still step towards second and not throw to that base.

Mandatory team check in is:

One hour before your first game time. Your team must have the following items: (A) Official Xtreme Diamond Sports Team Roster Form, (B) Valid team insurance with team name as insured, (C) Copies of birth certificates for all participating players. **Please Note: Any player without birth certificate is not eligible to play until copy of birth certificate, or some other acceptable (i.e.-passport, student identification card) proof of age is produced and approved by tournament director. Player age documentation must be present with team manager for the duration of any given tournament.

Age divisions are based on the following:

All XDS Baseball Tournaments age divisions up to 18U will use the May 1 age cutoff date. To determine your team's age, determine your oldest player's age as of April 30th. Player participating in a given division cannot turn the next age before May 1st. Example: Player in 10U division cannot turn 11 before May 1st or he is too old for that division and must play in the 11U division. Players may play up but not down in age. [Click Here](#) for additional age division rules (grade levels).

Sporting News rules shall apply:

With Xtreme Diamond Sports (USA) National rules. Click [Here](#) for Sporting News Rules

Field dimensions:

Age Division Distances= 7U-8U- 40ft mound, 60 ft bases 9U – 46 ft mound, 65 ft bases, 10U -46 ft mound 65 ft bases, 11 & 12 – 50 ft mound 70 ft bases, 13U-54 ft mound 80 ft bases (Some 14Us will play 54×80), 14 & above – 60.6 ft. mound 90 ft bases. (*9U AND 10U base distances are 65 ft field permitting. In the case of certain baseball facilities only having 60 ft pegs installed 9U AND 10U may play at 60 ft.) Additionally pitching distances for all age divisions may be subject to change in the case of some baseball facilities having permanent dirt mounds with differing pitching plate (rubbers) distances.

Managers must report and verify score of each of their games:

Team Managers are required to report and verify their scores immediately following

completion of all pool play games during the tournament. Please verify the accuracy of the score before signing the score card, that game score will be reported to the site director. If you see an incorrect score on the bracket please report the error to the site director immediately following your game. All scores are viewable on the website.

Playoff seeding is determined by:

1. Total Record (Winning Percentage)
2. Head to Head (Moves onto Runs Allowed with 3 teams)
3. Runs Allowed
4. Runs Scored
5. Coin Flip

Managers, upon completion of all pool play games in your division, please check the official Xtreme Diamond Sports tournament seeding posted online at our official Xtreme Diamond Sports website (www.xtremediamondsports.com) to confirm your team's seeding for the playoff round. Only the seeding posted on the Xtreme Diamond Sports website brackets/seeding page are official. Managers please note that if you should feel that your seeding is in error please contact the tournament director immediately by phone or in person at tournament site. *****No team may forfeit game early for any reason that results in benefit of seeding placement. Punishment may be anything from score change (in forfeited game) or seeding change in bracket per the discretion of tournament director.**

Pitching limitations & rules:

There are no pitching limitations in any age division in Xtreme Diamond Sports tournament play. Parents and managers please use common sense. If a player is playing on two different teams in different age divisions that player may only pitch on one team for the entire event. Please note that any violation of any pitching rules may result in the automatic ejection of manager and or player.

Metal cleats:

Allowed in ages 12 and up. However, there are no metal cleats allowed on the portable pitching mounds, unless specified on the Brackets page.

Slide or avoid rule:

Is in effect at all age levels. Any player is out when the runner does not slide or makes no an attempt to avoid a defensive player while in position of the ball (or is judged to be in the act of catching the ball) and waiting to make a tag. All players are required to avoid collision with another player while running the bases. If, in the judgement of the umpire, the runner does not make an effort to avoid collision, he is to be declared out. If in the judgement of the umpire the act is deemed to be malicious, the runner will be ejected from the game. Base runners are not allowed to maliciously go after a defensive player to break up a play at any base. Any player ejected from a game is subject to an additional one game suspension at the tournament director's discretion.

Flagrant collision:

When there is a collision between a runner and a fielder who is clearly in possession of

the ball , the umpire shall judge whether the collision was avoidable and whether the runner was attempting to dislodge the ball or simply attempting to reach the base. If the runner is judged to have attempted to intentionally dislodge the ball, the runner shall be called "Out", the ball is dead, and all runners return to their last base touched at the time of the interference. Any player, in the judgment of the umpire, flagrantly colliding with any fielder is subject to immediate ejection. Any player ejected from a game is subject to an additional one game suspension at the tournament director's discretion.

Head coaches responsible for players, fans and team conduct:

Head coaches are held responsible for the conduct of their players, coaches and fans. Game personnel (including spectators) shall not use language or gestures that will, in any manner, refer to, or reflect negatively toward opposing players, coaches, umpires, spectators, county/city park staff. **PENALTY:** In the case of unruly fans or unsportsmanlike conduct from fan(s) the team's head coach will be given the opportunity to inform fan(s) that their behavior is subject to that fan(s) being ejected from the game and from the park. If once fan(s) is warned by manager and behavior persists fan(s) will be ejected from park. If head coach does not warn fan and behavior continues both head coach and fan will be ejected.

Facility Parking / Gate Fees:

Some facilities that XDS hosts events at may have parking or gate fees. These fees are assessed by the County, City, League or Entity that runs the facility. Please be courteous to all County, City, League or entity staff at the facilities or gates. **Please Note: Any rude, disrespectful, inappropriate behavior or inappropriate language towards any County, City, Park or gate staff will result in immediate removal from the facility for the day or possibly the remainder of the event without any warning as these entities reserve the right to refuse service to anyone.**

Head coach only allowed to appeal to umpire:

Only head coaches or recognized head coach is allowed to appeal to umpires during the game and all conversations with an umpire should be conducted after a time out has been called and be held in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game. Assistant coaches that do not adhere to this rule are subject to immediate ejection from game.

Head coach and a max of 2 coaches allowed in dugout:

During all Xtreme Diamond Sports games a max of 3 coaches, 1 head coach and 2 assistant coaches, will be allowed. The coaching staff may not exceed a total of 3 coaches at any time during any XDS game at any age division. All assistant coaches must be listed on your team's online roster at: www.xtremediamondsports.com and in addition no one other than official coaches and players are allowed in the dugout at any time.

All ejections of managers & coaches:

Any head coach or assistant coach ejected from a game may be required to sit out the

next game at the tournament director's discretion. After being ejected a head coach or assistant coach must vacate the premises of the current game and the next game of which he is suspended (must adhere to the cannot see or hear ejected coach policy). Any head coach caught continuing to coach after being ejected or suspended will be suspended for an additional period of time and/or possibly the remainder of the event.

Player ejections:

Any player ejected from a game is subject to an additional one game suspension at the tournament director's discretion.

Game misconduct:

No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.

Penalty: Offending team member is subject to immediate ejection from game. (Profanity of any sort is strictly prohibited and is grounds for immediate ejection)

Post game misconduct:

If a team, coach or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game or at the directors discretion – the team may forfeit the next game – or may be suspended for the remainder of the tournament.

Failure to leave park after being ejected from game: If any head coach, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.

Team Line-Up Card: Must be turned in to Home Plate Umpire at or before Home Plate meeting before the beginning of each game. All players participating in game must be entered on official team line-up card to be eligible to participate in game. Note: Any players arriving after start of game must be listed on the team line-up card that is turned in to the umpires prior to the start of the game to be eligible to play.

Teams may elect to bat 9 players or bat 10 players with the 10th player as an EH

Team must field a minimum of 8 players to start game. If a team has less than 8 players at game time is forfeit time. Teams may also bat entire roster in age division 08U thru 13U. High School age divisions (14U thru 18U) may bat up to 9 batters using a DH or 10 players utilizing an EH (please refer to the 14U-18U division rules further down this page). Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting order, however in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order. A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up. 9th player can be added to line up in the 9th spot in the batting order at any time during the game as long as that player is legally rostered on team. Starters may re-enter one time only in

their original batting order. DH is not permitted in age divisions 13U and below. NOTE: In the event of a player being injured during the course of a game and injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by respective team then will be allowed to sub for the injured player. No outs are declared at this point. This exception is used to promote player safety and in the spirit of fair play.

Designated Hitter:

(DH), may be used in the 14U - 18U divisions. Normal substitution rules apply for the Designated Hitter (DH).

Extra Hitter:

A team may use the EH, (extra hitter) if desired in any (Ages 9 thru 13) XDS tournament game. The manager must declare the use of an EH prior to the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If, due to injury, a team shall fail to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.

Jewelry Prohibited:

With exception of Medical Alert bracelets. One warning be given per team followed by player (possible) ejection for ensuing infractions by players of the team for the remainder of the game.

Game time start:

Official game time begins at the conclusion of the managers Home Plate meeting.

Game time limits:

Managers, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.

Pool Play: Pool play games official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 45 minutes (whichever comes first) with a 2 hour drop dead time limit. 13U thru 18U will play 7 innings with no new inning after two hours with a drop dead of 2 hours 10 minutes. ****If Drop Dead time limit is reached then the score will revert back to the previous complete inning's score. Note: In the case that the home team ties the score in the last inning of play the score will remain tied & not revert back to the last inning score.** Ties count in pool play games. Unsportsmanlike game delays are solely at the discretion of the UIC in game and may result in the ejection of offending coach.

Playoffs: Game time limit for 9U-12U is 6 innings with no new inning after 1 hour 45

minutes (whichever comes first). 13U thru 18U will play 7 innings with no new inning after two hours (whichever comes first). Once an inning begins it must be completed.

Championship Games: game time limit for 9U-12U is 2 hours. If after 2 hours a winner has not been decided a tie breaker will be put in place until a winner is decided. 13U-18U is 2 hours 15 minutes. If after 2 hours 15 minutes a winner has not been decided the tie breaker will be put in place until a winner is decided.

Time Limits – One Day Tournament Events:

Managers, please have your team ready to play immediately following the completion of the preceding game. For the benefit of all participants in our events it is our desire to keep all games going off on time even if that includes beginning your game prior to the scheduled game time start.

Pool Play: Official game time limit for 08U is 6 innings with no new inning after 1 hour 20 minutes (whichever comes first) with a 1 hour and 30 minute drop dead time limit. 9U-10U is 6 innings with no new inning after 1 hour 30 minutes (whichever comes first) with a 1 hour and 40 minute drop dead time limit. 11U-12U is 6 innings with no new inning after 1 hour 40 minutes (whichever comes first) with a 1 hour and 50 minute drop dead time limit. 13U-18U will play 7 innings with no new inning after 1 hour 50 minutes (whichever comes first) with a 2 hour drop dead time limit. Once an inning begins it must be completed. All Ties must be played out with the California tie breaker being put in place after regulation time/innings has expired.

Championship Games: 9U-12U is 2 hours. If after 2 hours a winner has not been decided the California tie breaker will be put in place until a winner is decided. 13U-18U is 2 hours 15 minutes. If after 2 hours 15 minutes a winner has not been decided the California tie breaker will be put in place until a winner is decided.

California tie breaker - Starting the new inning in overtime a runner (last out) will be placed at second base (with no outs) and full innings will be played until a winner is determined.

Between innings:

A maximum of 90 seconds or 5 warm up pitches, whichever comes first) will be allowed between innings with timing started upon the 3rd out. The umpire shall keep time.

Automatic strikes may be called on an offensive team not ready, after the umpire has directed teams to play. Additionally any defensive not ready to begin play when umpire commences play with may be assessed automatic "balls". If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm up, during which time the game clock shall be stopped.

Use of illegal players:

Any team using illegal players (i.e. – player being too old for division) shall be subject to discipline ranging from forfeiting a game, possible ejection from tournament and possible future sanctions imposed by Xtreme Diamond Sports Baseball USA. In the case of a team playing with non rosetted players the players in the game that are not on team roster will be removed from the game. The first occurrence will not result in team punishment, the second occurrence will result in the team forfeiting the game.

Tournament director reserves the right to:

Alter format of any tournament event in order to finish tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary & game or extra inning formats. Additionally, every effort will be made to finish tournament but in case of rain, darkness or other acts of nature, director reserves the right to shorten games or modify schedules in order to finish event. Move tournament event park site/location of event, if necessary, in the event of a change in field(s) status, field conditions, amount of teams ultimately in an event, acts of nature or any other unforeseen circumstances in order to accommodate all teams and in the best interest of the tournament event.

Rain-out / Tournament cancellation policy:

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament or schedule a make up of the event. Schedules may be changed, games may be shortened and a 2 day tournament may become a one day tournament. In the event of a rain-out with no make-up tournament scheduled, we will offer all teams a credit based on the following criteria:

1. A full rain-out, meaning no games were played, a credit will be issued for the entire entry fee.
2. One game played, 1/2 credit of entry fee.
3. Two games played no credit will be issued.

All credits must be used in the same area (same tournament director) the tournament was schedule in and not transferable to another area or region.

In the event a tournament is rained out, while in progress and a make-up date is scheduled. Any team/s not able to play in the make-up will not be entitled to a refund or credit. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament. The tournament director also reserves the right to alter the amount of credits issued.

Tie games:

In playoffs (and Championship games) in extra innings or past game time limit: The California tie breaker will come into play until a winner is determined. **California Tie Breaker:** runner placed at second base at the start of every half inning with no outs. Runner must be the last out of previous inning. ****Tournament Director reserves the right to use the International Tie Breaker (or XDS Tie Breaker) at any time.** In Pool Play a tie stands and will not be played out

Mercy run rules:

20 run rule after 1 inning in all age divisions, 15 run rule after 2 innings in all age divisions, 12 run rule after 3 innings in all age divisions, 10 run rule after 4 innings in all age divisions, 8 run rule after 5 innings in all age divisions.

Home team determined by coin flip:

Home team must occupy the third base dugout (Unless mutually agreed upon differently by both opposing managers). All changes must go thru the home plate umpire. In playoff rounds, the higher seed will be the home team. Higher seeded team also has the option of choosing to be visiting team.

Official scorekeeper:

May sit in stands or in the vicinity of the backstop, the official scorekeeper cannot sit in the dugout or in the area of the dugout. Reminder: the scorekeeper is by rule an unbiased game official whose conduct is governed by that very definition.

Bat rules:

Wood bats are permitted in all age divisions.

13U 54/80 Division and below: metal baseball bats manufactured for baseball must be stamped with the 1.15 BPF certification or BBCOR.

14U thru 18U Division (Including 13U 60/90): -3 bats only. All -3 bats must be stamped with the BBCOR stamp. Wood bats are permitted in all age divisions. Penalty for use of illegal bat will be out. 2nd offense will result in ejection of offending player.

[Click Here](#) for Bat Restrictions

Catchers:

must be properly equipped for safety purposes. "Properly equipped" is per judgment of chief umpire and tournament director.

(i.e. **no skull caps** allowed, catchers head gear must cover ears & catchers must wear athletic protective cup.)

All protests:

Will be ruled on immediately by tournament director and all decisions are final. All protests must initiated thru the home plate umpire before being brought to the tournament director. Once the next pitch is thrown or once the umpires leave the field after the completion of the game your team loses the right to a protest. Only managers may protest. Only a rule interpretation may be protested. Umpire judgement calls are not protestable. Requesting to view another teams roster to protest the use of an illegal player is considered as a protest. At which the time a protest is granted by the tournament director a \$100.00 cash deposit shall be immediately be collected by the tournament director. If the protest is upheld, the \$100.00 shall be immediately refunded. If the protest is denied the deposit shall be forfeited. Absolutely, No pre-game infield on any of the fields. Warm up in foul territory only please.

Courtesy runners:

A courtesy runner may be used for the pitcher or catcher at any time. Courtesy runner can only run once in an inning and must be a player not presently in the game/line-up. If batting the entire team the last out would be the courtesy runner. The same runner may not run for both the pitcher and the catcher in the same inning. Courtesy runner for the catcher with two outs is mandatory. (This is also referred to as the "Speed Up Rule

which is intended to help speed the game along so as to help insure that teams get their full games in.)

Intentional walk:

May be announced by the manager in all age divisions.

Missed bases:

Requires a live ball appeal play.

Forfeits:

Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.

Some parks may have gate fees:

Private parks policies and gate fees may differ and are determined by those respective parks. Gate fees where posted are not optional. Please check with each park site upon your arrival at park for gate (fee) policies if they are not posted. Please keep in mind that every park is different as some parks are fundraisers for their respective organizations and we ask that all park site policies are respected and staff members of those parks are treated with courtesy.

Alcoholic beverages:

Are not allowed to be brought into the ballparks.

Tobacco products (smoking/chewing) All Age Divisions:

Are not allowed during tournament play within the confines of the ballparks, stands, playing fields, etc. Please smoke or chew in designated areas.