



2022 BALTIMORE-WASHINGTON DIAMOND CLASSIC RULES

1. General:

- a. Pre Game Warm Up: Each team is allowed up to 7 minutes on the field, pre-game infield/outfield work out. Visiting team will go first. This can be altered at the umpire's discretion based upon field conditions, weather conditions and the schedule.
- b. Warm Up Pitches: Pitchers will receive 8 warm up pitches at the beginning of the game and when a new pitcher enters the game. Each pitcher is allowed 5 warm up pitches between innings. Additional warm up pitches may be allowed by the umpire in their discretion after a long offensive inning or long delay. If a pitcher is not ready to take their warm up pitches between innings, an umpire may reduce the number of warm up pitches. They must first give a warning to the pitcher before so doing.
- c. Scorebook: The home team scorebook is the official book.
- d. Length of Game:
 - i. **Time limits**: Games will be 7 innings. No new inning will start after 2 hours and 15 minutes from the start of the game. The umpire will be the official time keeper.
 - ii. **Mercy Rule**: If one team is leading by 10 runs or more at the conclusion of 5 innings (4 ½ innings if the home team is ahead) the game will be ended.
 - iii. **Tied Score**: If a game remains tied at the end of 7 innings, but before the time limit has been reached, teams will continue to play extra innings. If a game is tied at the end of an inning and time has expired, shoot out rules will be used.
 - iv. **Shoot out rules**: Play will continue one inning at a time until such time as an inning is concluded with one team ahead.

1. The last batter in the previous inning will be placed on 2nd base. The “last batter” is the batter immediately preceding the batter leading off the current inning.
 2. Each batter begins with a 1-1 count.
- v. **Exceptions:** The following rules will apply to any playoff or medal games:
1. Mercy Rule will be 15 runs at the conclusion of 5 innings of play.
 2. There is no time limit in any medal games.
 3. If the game is tied at the end of 7 innings, the teams will play 1 additional inning under regular play rules. If the game remains tied after the extra inning, they will proceed to the shoot out rules, EXCEPT, batters will start with a 0-0 count.

2. Equipment:

- a. Game balls will be provided by the Tournament Director.
- b. Metal, composite and wood bats are permitted. Softball bats are not permitted. There are no restrictions on length to weight differentials. All bats must be BBCor, USABat, or USSSA compliant bats. Bats should have the appropriate markings or, if no marking is visible, may be checked online to establish its compliance.
- c. If a player attempts to use a non-compliant bat and this is noted during the at-bat before the ball is put into play or the batter is out, the bat will be removed, and the player will continue the at bat with a compliant bat. If the non-compliant bat is detected after the ball is put into play the defensive team may elect to take the outcome of the play or may have the batter declared out and the runners returned to the position they occupied before the ball was put into play. If no challenge is made to the bat before a pitch is thrown to the next batter, any challenge to that at bat is waived.
- d. If the umpire deems a bat damaged, such that it poses a risk of injury, or is altered in any way to give the hitter an unfair advantage, they will remove the bat and it may not be used further in play.

3. Player Substitutions:

a. Offensive Substitutions:

- i. A starter may be removed from the batting order at any time and be replaced by a substitute player.
- ii. The removed starter may re-enter the game once but is subject to the following re-entry rules:
 1. If the removed starter re-enters the batting order in the same position in the lineup as they previously held, they may re-enter at any time.
 2. If the removed starter re-enters the batting order in a different position in the lineup than they previously held, they must have remained out of the lineup for at least two full innings (6 outs recorded by each team)

b. If a player is removed due to injury the following applies:

- i. The injured player must be replaced by a legal substitute if one is available.
- ii. In the event a legal substitute is not available, then an illegal substitution may be made. (i.e. a player who is otherwise not eligible for re-entry may re-enter the game)

c. Pitchers: A pitcher who is removed from the mound and does not remain in the game as a position player may not re-enter the game as a pitcher. A pitcher may be removed from the mound and remain in the game as a position player and from such position re-take the mound as a pitcher. The replacement pitcher must pitch at least one complete at-bat before the original pitcher may re-take the mound (unless an injury occurs to the substitute pitcher)

d. Speed up rule: Teams **may** insert a runner for the pitcher and/or catcher if they are on base and there are 2 outs.

1. If a runner is inserted for the pitcher/catcher that pitcher or catcher must pitch or catch for at least the first batter of the following half inning (if played)
2. The runner inserted will be the last player preceding the pitcher/catcher in the batting order that is not on base at the time the substitution is made. (Ex: the catcher is Batter #4 and is on 1st base when there are two outs, and Batters #3 and #2 are on base at that time, Batter #1 will replace the catcher.

e. Defensive Substitutions

- i. There will be **free and unlimited defensive substitutions**, without reporting to the umpire. Defensive substitutions should be reported to the opposing team.
- ii. Pitching changes should be reported to the umpire.
- iii. Defensive players are NOT required to play offense and offensive players are NOT required to play defense.

4. Batting Order:

- a. The batting order is subject to Section 4's substitution rules.
- b. A legal batting order consists of 8 or more players.
 - i. If a team only has 8 players in the field, it may bat 8 players with no penalty. However, if a 9th player arrives, the team add them to the bottom of the batting order.
 - ii. A team may NOT bat eight if it has 9 players in the field.
 - iii. If a team has 9 or more players, they must bat at least 9 players. They can elect to bat more than 9 players, but they must maintain that same number of batters throughout the game, unless, due to injury the team has exhausted all its legal and illegal substitutes. If that occurs, the team may contract its lineup to remove the injured player without taking an out in the batting order.

5. Player Conduct:

- a. Base runners must avoid unnecessary aggressive contact with fielders. Any such conduct may, in the umpire's judgment, result the awarding of an out and/or the ejection of the player.
- b. Fielders (including the catcher) may not fake tags or block the runner from reaching the base. This may be deemed obstruction and will be left to the discretion of the umpire.
 - i. With possession of the ball, a fielder (including the catcher) must give a base runner access to the base/home plate and may not fully block or obstruct the base.
 - ii. Any action deemed by the umpire to be an obstruction, may result in the awarding of additional bases as deemed appropriate by the umpire and can, in their discretion, result in the ejection of the offending player.

- c.** Jewelry may be worn for religious or medical reasons. All final determinations regarding jewelry will be left to the discretion of the umpire with a mind towards player safety.
- d.** Batters/base runners may not intentionally remove their helmets.
- e.** Hit Batters: any pitcher hitting in excess of three (3) batters in one inning must be removed from the pitcher's position for that game.

6. Ranking/Seeding:

- a.** Teams will be seeded/ranked based on their won-loss record. If 2 or more teams have the same record, the tie will be broken in the following order:
 - i. Head-to-head (if three or more teams have identical records, head-to-head will be disregarded)
 - ii. Fewest runs allowed
 - iii. Most runs scored
 - iv. Coin Toss
- b.** If more than 2 teams are tied, as soon as a tiebreaker rule separates one team, that team is seeded. The remaining teams will then return to the first tie breaker to be seeded.

For example if Teams A, B and C all had records of 2-1 and could not be separated by their head to head games, seeding would next proceed to fewest runs allowed. If Team A allowed 5 runs, and Teams B and C allowed 8 runs each, then Team A would be seeded first and Teams B and C would return to the first tie breaker, head-to-head and be seeded accordingly.

- c.** For the Championship and Third Place Games, home team will be the team seeded higher from pool play.

7. Protests:

- a.** Protests are allowed to challenge misapplications of the rules and player eligibility. Judgment calls by an umpire may not be challenged by protest. Protests must be lodged at the time a rule was misapplied. To protest a team manager must:
 - i. Stop the game before the next pitch and notify the umpire and opposing team that a protest is being lodged
 - ii. Write in the home team's book the situation, grounds for protest and the position of each base runner, the number of outs, the score and the count, if any, on the batter

- iii. Pay \$50 (cash or check) to the Tournament Director or their on site representative.
- iv. Umpires and managers will meet with the Tournament Director or their representative (via phone if the director is not on site) and resolve the protest before the game continues. Director's decision is final.
- v. If a team's protest is upheld, the money will be refunded. If the protest is overruled, the money will be forfeited.

8. Ejections:

- a.** Any ejected player or coach must leave the field of play immediately and must leave the playing site upon gathering their belongings. Any further inappropriate contact with the umpires, even after the game concludes may bring further disqualification from the event. The umpire shall notify the Tournament Director of any ejections along with the reason therefore immediately after the game's conclusion.
- b.** Any player ejected twice during Tournament play will be disqualified from further play during the remainder of the tournament.