

NEW 2021

SURF'S UP 2021 TOURNAMENT RULES

- 8u-12u Game Times No new 1hr 30min
- Drop Dead Time is in effect at: French Park, Throop Park, Coast Union High School, and any other park we may add-on that does not have lights. The Drop Dead rule may not apply in championship games. Please check with the director before the start of the game.
 - 8u-12u Pitchers can only pitch 3 innings per game
 - The rules below supersede rules on NCS.com

Attention Cheaters!!

Bat rules:

Any bat that is found to be altered in any way will be removed from the game and taken to the director and given a compression test with the new G4 SSL bat tester. Any team found to be CHEATING will be disqualified from this tournament (without a refund) and suspended from playing in any NCS or XDS tournament for one year. **SHAVED BATS- CORKED BATS- ROLLED BAT.** This is youth baseball and no place for cheating..**STOP!!!!**

Wood bats are permitted in all age divisions.

13U Division and below: Drop 5 or lower, metal baseball bats manufactured for baseball must be stamped with the 1.15 BPF certification or BBCOR.

14U -18U Division: -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 bats will be out. 2nd offense will result in ejection of the offending player.

RULES

Xtreme Diamond Sports-GAMEDAY Xtreme Central Coast ONLY!!

No metal cleats on any portable pitching mounds.

Noise makers are NOT permitted during tournament play.

NO Alcoholic beverages allowed. Coaches must inform your parents "no drinking of any kind of alcoholic beverages is allowed ANYWHERE near the fields".

Parents in violation of this may cause your team to forfeit

Right handed pitchers cannot fake a pickoff attempt to third base. It is now a balk.

This rule applies to 9U-13U.

Note 14U -18U are playing high school rules where the faint to third is a legal move.

A pitcher that steps toward first or third must throw to that base. A pitcher can still step towards second and not throw to that base.

New warm up! 5 pitches to new pitchers and at start of game.
3 pitches in between innings.

Mercy Run Rule

20 after 1

15 after 2

12 after 3

10 after 4

8 after 5

Baseball Rules (9U thru 13U Divisions)

Mandatory team check in is:

One hour before your first game time. Your team must have the following items: (A) Official NCS/Xtreme Diamond Sports Team Roster Form, (B) Valid team insurance with team name as insured, (C) Copies of birth certificates for all participating players is required if a player's age is questioned in a formal protest. **Please Note: Any player without birth certificate is not eligible to play until a copy of birth certificate, or some other acceptable (i.e.-passport, student identification card) proof of age is produced and approved by the tournament director. If a protest is filed and a team is unable to produce documentation supporting player's age. Any game that player has played in will now be forfeited. If this is discovered after seeding is finalized. It will NOT change seeding, but that team will forfeit any remaining games, and opponents will automatically advance.

Age divisions are based on the following:

All XDS Baseball Tournaments ages 8U-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. Players participating in a given division cannot turn the next age before May 1st. Example: Player in the 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. If a player may play in two different age divisions in the same tournament with prior knowledge from the tournament director, and that player is not allowed to pitch for the team he/she is playing up with. This player must also be listed on both teams' rosters.

High School rules shall apply:

With Xtreme Diamond Sports the default rules can be found in NFHS. At www.nfhs.org

Field dimensions:

Age Division Distances= 7U-8U- 43ft 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 13Us will play 60×90), 14 & above – 60.6 ft. mound 90 ft bases. (*9U AND 10U base distances are 65 ft fields 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.playncs.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 the tournament site.

- **Pitching limitations & rules:**

Ages 8u-12u Pitchers are limited to 3 innings per game. Please note that any violation of any pitching rules may result in the automatic ejection of manager and or player.

There are no pitching limitations in 13u age division and older in NCS tournament play. Parents and managers please use common sense. 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.

Slide or avoid rule:

Is in effect at all age levels. Any player is out when the runner does not slide or makes no 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 a 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.

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.

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, or spectators. 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 the park. If the head coach does not warn the fan and behavior continues both the head coach and fan will be ejected.

Head coach only allowed to appeal to umpire:

Only head coaches or recognized head coaches are 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 the 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 head coaches & coaches:

Any head coach or assistant coach ejected from the game is required to sit out the next game also (mandatory). 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:

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 the 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 director's 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 the game must be entered on the official team line-up card to be eligible to participate in the game.

Note: Any players arriving after the start of the 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 the game. If a team has less than 8 players at game time is forfeit time. Teams may also bat the 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 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 the 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 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 is 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 limits:

Official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 40 minutes (whichever comes first). 13U thru 18U will play 7 innings with no new inning after 1 hour 50 minutes (whichever comes first). Once an inning begins it must be completed. Ties count in pool play. Note***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.

DROP DEAD (IF WE ARE PLAYING UNDER DROP DEAD RULES): NOT SURE? FIND OUT!!!

Exception: Pool play games being played at any park without lights or if XDS does not have access to the lights: official game time limit for 9U-12U is 6 innings with no new inning after 1 hour 30 minutes (whichever comes first) with a 1 hour 45mins drop dead time limit. 13U thru 18U will play 7 innings with no new inning after 1 hour 40 minutes with a drop dead of 1 hour and 55 minutes. If the drop dead is used the team that was ahead at the completion of the last full inning will be given the win. ***Please note that any unsportsmanlike game delays are solely at the discretion of the UIC in game and may result in the ejection of offending coach. This rule can and will change on a field to field and game by game bases and you should ask your UIC at the plate meeting if you have any question about your games time restrictions. This is just an outline and maybe altered by the director at any time.

CHAMPIONSHIP GAME TIME LIMITS: 9U-12U is 1 hours 50 min no new. If after that time 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 no new. If after that time 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. If no winner can be determined before daylight has expired or cities curfew hour is reached, the last team that was ahead at the end of an inning will be crowned the winner. Tournament Director can change any time limits rules, for the purpose of getting the games completed and determining a winner.

Baseball Rules (7U / 8U Division Player Pitch)

****New 2017 Season Rules Effective Immediately****

Pitching distance shall be 43 ft mound and 60 ft bases. *in the event of a baseball facility only having 65 ft pgs installed the division will be played at 65ft base distances. 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.

Bunting is allowed.

The game shall be six (6) innings. The game time limit 1-1/2 hours. (No new inning after 1 hour 30 minutes)

Tie games in playoffs will be played out in extra innings. Game will be played until a winner is determined. In Pool Play a tie stands and will not be played out.

A game shall become official after three innings have been completed or after 2-1/2 innings if the home team is ahead, run rule is in play.

A team may start a game with no less than eight (8) players. Failure to field eight players is cause for forfeit. (Only 9 players shall play the field). Teams can start with 8 players and finish with eight players. If the 9th player shows up after the game has started the player can be added to the lineup in the 9th spot. ***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.

Mercy rule: Is the same in all age groups.

Balk rules do not apply. No lead offs.

Stealing is permitted. The runner must remain on the base until the pitch leave the pitcher's hand. If a runner leaves early and is thrown out, the out remains. If a runner leaves early and makes it safely to the next base, the runner will still be called out.

Home plate is open. It is not frozen.

Batters may not advance to first on dropped 3rd strikes.

Game time start:

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

Between innings:

A maximum of 60 seconds or 3 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 5 minutes maximum for warm up on a running clock.

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.

Tournament director reserves the right to:

Alter format of any tournament, in order to finish the tournament in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish the 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 the event. Move tournament event park site/location of event, if necessary, in the event of a change in field(s) status, field conditions, the number 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 the tournament was scheduled 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.

REFUNDS: If a team back out within 14 days of tournament 50% refund will be given or a 100% credit to a different tournament given by the same director during the same season. If a team drops out the week of the tournament NO refund will be given. (Refund rules may not apply if the tournament is sold out. Directors will have full say on refunds on tournaments that are full and a team drops out.)

Tie games:

In playoffs (and Championship games) in extra innings or past game time limit: If after one extra inning of regulation play has been completed and a winner is still not determined, 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 the previous inning. 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:

Dugouts are always on a first come basis. 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 the 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:

Any bat that is found to be altered in any way will be removed from the game and a warning will be given to that team/organization any future violation from any team in that organization will result in teams disqualification.

Wood bats are permitted in all age divisions.

13U Division and below: Drop 5 or lower, metal baseball bats manufactured for baseball must be stamped with the 1.15 BPF certification or BBCOR.

14U -18U Division: -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 the offending player.

Catchers:

must be properly equipped for safety purposes. "Properly equipped" is per judgment of the chief umpire and tournament director. (i.e. **no skull caps** allowed, catcher's 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 be initiated through 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 protest. Only managers may protest. Only a rule interpretation may be protested. Umpire judgement calls are not protest-able. Requesting to view another team's roster to protest the use of an illegal player is considered as a protest. At which time a protest is granted by the tournament director a \$100.00 cash deposit shall 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. Viewing of the roster will only be viewed by the director.

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:

Does not require a live ball appeal play.

Forfeits:

Any team forfeiting a game may not advance to the 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.

Alcoholic beverages:

Are not allowed to be brought into the ballparks or parking lot. If the park sells alcohol, all fans must follow the park's rules.

Tobacco products (smoking/chewing):

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

No ball buckets or coaches chairs on the playing field.

Baseball Rules (14U thru 18U divisions)

NATIONAL FEDERATION OF HIGH SCHOOL (NFHS) rules shall apply: along with XDS Rules for age divisions 14U thru 18U. Xtreme Diamond Sports adheres to strictly to National Federation of High Schools (NFHS) rules for all tournament play in the 14U THRU 18U divisions with the following exceptions:

A) No pitching limitations in high school age divisions. (Managers please use common sense with the safety of your pitcher in mind).

B) Mandatory runner for catcher with two outs.

C) Courtesy runner for pitcher and catcher at any time. Same runner cannot run for both pitcher and catcher at any time. Runner must be last out or a player not presently in the lineup.

D) EH is allowed only when the team is batting 10 players. Nine batters can bat in the lineup with or without a DH. EH is not allowed when the team is only batting nine batters. EH and DH are not allowed in the same lineup.

E) Batting the entire line up is also permitted in the 14U- High School division. GAME TIME LIMITS: 7 innings or 1 hour 50 mins. Whichever comes first. No new inning after 1 hour 50 mins.

F) 14U Division: -3 bats only. All -3 bats must be stamped with the BBCOR stamp. Wood bats are permitted in all age divisions.

XDS Bat rules for high school age divisions (14U thru 18U):

Wood bat or BBCOR (".50") bats. BBCOR certification label must be a permanent label stamped on the bat by the manufacturer to read "BBCOR .50". Penalty for use of illegal bat will be an out. 2nd offense will result in ejection of the offending player. Wood bats are permitted in all age divisions.

[Click Here for Questions & Answers \(1-19-11\)](#)

NOTE*** For all age divisions any player violating the bat rule (2nd offense) during the same tournament event will be ejected from the game and will have to serve an additional game suspension automatically. No appeal. Player must be caught in the act of using the bat. Any play subsequent to violation of bat rule by the player will be deemed an automatic out and play will be deemed dead and any resulting play will revert. Any second violation by the same team during the same tournament will result in the automatic ejection of player and manager from the game. Both manager and player will sit out an additional game suspension. No appeal. Any player or coach caught violating bat rule a second time in the same tournament will be suspended for the duration and remainder of the tournament. No appeal.

It is the base runner's responsibility to avoid contact with the fielder in possession of the ball. Runners may not advance if the pitcher is on the rubber with the ball in his possession. Exception: Runners may advance when the ball is hit to the pitcher and time has not been called.

Runners may advance at their own risk if a defensive player, including the pitcher, should make a throw to any base in a pick-off effort.

The team may bat nine (9) players – or a 10th player if using the E-H rule. Teams may also bat the entire roster if they wish with free substitution.

Batting order cannot change. Starters re-entering must assume their original place in the batting order.

Defensive coaches must remain in, or in front of the dugout at all times.

Infield fly rule is in effect.

To intentionally walk a batter, no pitches are thrown, Coach or fielder just needs to inform the umpire and point to first base.

The courtesy runner rule, for pitcher or catcher is allowed. A player, who has not been in the game, may be allowed to run for the pitcher or catcher. A courtesy runner may run for only one player per inning. If the same batter gets on base twice in the same inning, only the same courtesy runner may be used. NOTE: Courtesy runner for the catcher with two outs is mandatory.

Wherever stated clearly these Xtreme Diamond Sports Rules supersede ALL NFHS Rules for ALL Xtreme Diamond Sports events at this venue only!!!