

# OREM RECREATION

## Diamond Dustoff Baseball Tournament

**\*\*\*NO DOGS ARE ALLOWED AT THE PARK\*\*\***

This league will be governed by High School rules (NFHS) with the following exceptions:

### Roster Rules:

1. The Roster/Waiver MUST be filled out prior to your first game. Parents/Guardians signatures are required!
2. **Player Eligibility:** No player may play with more than one team in the same age division. However, a player may play on more than one team by playing up an age division.
3. No limit to roster size.

### Eligibility:

Age Divisions – 2026 Season

Age Cutoff Date: May 1

- 10u - Must be 10 or younger on May 1, - 4th Grade
- 11u - Must be 11 or younger on May 1, - 5th Grade
- 12u - Must be 12 or younger on May 1, - 6th Grade

**\*\*\*GRADE EXCEPTION:** Players in the corresponding grade will be allowed to play even if they are not “age appropriate” on MAY 1st. March 1st will be the deadline for grade exceptions. Must be approved by Orem Recreation Staff \*\*\*

**UNIFORMS** - Players must wear a jersey with a number. No duplicate numbers please.

## GAME RULES

1. Game time will be 1 hour and 30 minutes or 7 innings for pool play and bracket games. NO NEW INNING AFTER THE 1 hour and 30 minutes. **The championship game will be timed. 1 hour and 45 minutes. If a championship is tied after seven innings or 1 hour and 45 minutes, International Tie breaker rule will be used to break the tie with the last out starting at second base.** Tournament Director reserves the right to make changes to game times.

2. In Pool Play, the home team will be predetermined on the pool play schedule. In tournament bracket play, the home team will be determined by the highest seed. If both teams are the same seed, the coin toss will determine the home team.

**3. Pool play games can end in a tie. No extra innings will be played in pool play!**

4. The home team will be the official scorekeeper for the game. **Mercy rule is 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Mercy rule will be in effect in all games.**

5. Batter may advance on a dropped third strike.

6. All big barrel bats will be governed by USSSA standards. Any bat that lands on the banned bat list will not be allowed. No retooled bats. Once it is on the list, it is not legal.

7. Protests will not be allowed on judgement calls. Protests will be handled at the time of the protest by the tournament director, umpires and one coach from each team. If needed an umpire can confer with the tournament director for help on a rule.

8. **\*\*\*FOR 10u ONLY\*\*\*** Eight runs per half inning: After eight runs are scored, teams exchange offense and defense. No continuation. You can only score more than eight runs in an inning on an over-the-fence home run. Otherwise, the play is dead at eight runs.

A. The final inning will still be played even if the trailing team is too far behind to catch up.

B. The eight run restriction will still apply in the last inning, not unlimited runs. Mercy run rule still applies.

9. The home team will be the official score keeper. The umpire should announce game time to the official score keeper. Umpire is the official time keeper. Their time may not match yours exactly.

10. In bracket play, international tie breakers will be used in all extra innings **or** in tied ball games where time has run out.

11. **Seeding for pools:** Will be determined by 1- Best Record, 2- Head to Head. This does not apply if all tied teams have not played each other or have at least one win and one loss against all other tied teams. Exception: One team has beaten or lost to ALL other tied teams. Head to head will apply to that team only. The remaining tied teams will continue to the next tiebreaker. 3- Least amount of runs allowed, 4- Coin Flip. Once one team is seeded, the seeding method will start over at step 1.

12. The batting team is responsible for foul balls - there is not an unlimited supply of balls. **If a team chooses to keep a home run ball, they must replace it with a new game ball.**

13. Players may only play on one team for this tournament. As soon as a player takes the field for the first game he is locked onto that team for the duration. **NO TEAM JUMPING!**

14. 4 innings or one hour constitutes a complete game. If your game gets delayed due to weather prior to 4 complete innings it will be resumed at the point of delay.

15. **Coaches and Spectators will leave umpires and players alone! DO NOT TOUCH THE UMPIRES! If you are causing issues for either you will be asked to leave. If a coach, player or spectator gets ejected they will be asked to leave the facility for the current game and the next. Ejections will NOT be overturned!**

## **PITCHING RULES:**

**10U Division:** Maximum of 100 pitches per tournament. The maximum number of pitches in a day is 60.

**11U–12U Division:** Maximum of 120 pitches per tournament. The maximum number of pitches in a day is 70.

**No Continuation: Pitchers must be removed immediately upon reaching the maximum pitch count. There is no continuation allowed. Coaches are expected to prioritize pitcher arm health.**

1. Pitch Counts will be kept through the GameChanger app. Each team will be responsible for verifying the official GameChanger scorebook kept by the home team for pitch counts. Any discrepancies should be brought to the Tournament Director's attention as soon as possible. This is our only way of tracking pitching.

3. Pitchers cannot fake a pick-off move to 3rd Base while being engaged with the pitching rubber.

4. **You may NOT re-enter a pitcher.**

5. **Integrity of Play:** Any team found to be intentionally violating or falsifying pitch count rules in an attempt to gain a competitive advantage will be removed from the tournament immediately and prohibited from participating in the tournament the following year. We expect all teams to compete with integrity and respect for the game. **REMEMBER WHAT THIS TOURNAMENT IS ABOUT.**

**To maximize playing time:**

- Pitchers: maximum of 5 warm-up pitches between innings (throw down on 5th pitch).
- Eliminate defensive huddles prior to your team taking the field in-between innings.
- Please have a catcher ready to warm-up your pitcher between innings when your catcher is not ready.
  - As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not “charged” when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked “per pitcher”). No restrictions on visits per inning.

## **Batter and Runner:**

1. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
2. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players.
3. Unlimited defensive substitutions.
4. There is an avoid contact rule on all bases. Obstruction or interference will be called as is dictated by the play. Make your life easy and slide. **DO NOT** blow up a defensive player you will be ejected.  
A runner may not hurdle, jump over, or leap over a fielder unless the fielder is lying prone on the ground. Penalty: The runner is out, but the ball remains live unless the umpire calls interference. **Note:** Jumping over a kneeling fielder is illegal.
5. To intentionally walk a batter, the coach must notify the home plate umpire. Batters will be awarded first base without any pitches being thrown.
6. **Speed up for the catcher and pitcher is allowed. Must be last out!**
7. No bat boys allowed! Only players and coaches are allowed in the dug-out.

## **Leading Off and the drop 3rd Strike will be applied for all ages.**

8. **Illegal Action:** A batter will be called out for illegal action if the player fakes a bunt and then takes a full swing. If a team does this twice, they will forfeit the game and be immediately disqualified from the tournament. This is a safety concern for charging infielders and there will be zero tolerance for this.

# Orem Recreation Department

## CODE OF CONDUCT

The City of Orem Recreation Department has established a Code of Conduct which applies to all persons participating in any way in any Orem City Recreation Department programs or facilities. All participants, volunteers, coaches, patrons, and spectators are expected to know, promote, and adhere to the following standards of conduct.

### General:

1. Promote and encourage good sportsmanship by demonstrating positive support for players, coaches, officials, participants, and employees
2. Treat everyone with respect, regardless of race, color, age, sex, religion, national origin, disability, or skill level. Putting down or demoralizing others is not acceptable.
3. Adhere strictly to the rules of the game/facility (including official's or employee's decisions) and do not attempt to change or manipulate those rules in order to win or for personal benefit.
4. No smoking, drinking, or being under the influence of alcohol or drugs will be allowed in the facilities or on playing fields.
5. Abuse or harassment of plays, volunteers, coaches, officials, spectators, or employees in any form will not be tolerated. Bullying is a form of harassment which is also prohibited.
6. Foul, abusive, profane, or vulgar language is prohibited and will not be tolerated.
7. Fighting is prohibited. Fighting includes physical (hitting, pushing, touching, "getting in the face of") or verbal (threatening, making fun of, calling names, cursing, arguing).
8. Remember that youth programs are for the kids (to learn fundamentals, techniques, sportsmanship, teamwork, and have fun); they are not for adults! Therefore, **all** kids deserve a right to fairness at all times.
9. Conduct yourself in a manner that would be an example and a role model to youth under your direction or in the vicinity.
10. Coaches agree to support and work with assigned teams throughout the designated season, and agree to hold regular practices (at least once a week) and show up to scheduled games.
11. Any equipment issued does not become personal property and all equipment must be returned in good condition to the City at a determined time.
12. Promote team work, physical conditioning and teaching skills appropriate to the sport. Do not teach, encourage, or allow rough or dirty tactics of play.

Anyone who does not comply with this policy, or who conducts himself or herself in any unbecoming manner, will be subject to disciplinary action including (but not limited to) verbal or written warning, being asked to vacate the premises, suspension, or expulsion from the program, class, facility, or field and associated privileges will be terminated without refund. Financial restitution may be required when appropriate. Criminal violations will be prosecuted to the fullest extent of the law.