



18UAA 'Diamond Cup' Tournament

HOSTED BY: SB/NW RIVER GIANTS

April 30 - May 3, 2026



18UAA 'Diamond Cup' Tournament Rules

The official Rules of Baseball shall apply (Baseball Canada), except as modified by BC Minor Rules and the following rules:

1. Your team roster must consist of players from your regular Spring 18UAA Midget team and cannot be a combined or club/select team..
2. A team roster is allowed to have a maximum of 18 players. Each team must complete and hand in a team roster **by April 15, 2026.**
3. Call up players are permitted from **15UA teams only** and must be on the team roster you submit. (no 15UAAA or 15UAA players permitted). Call ups are permitted to pitch but are limited to 15U pitch limits. All call ups must be identifiable by wearing their regular team jersey and the scorekeeper and game officials must be made aware of them prior to game play.
4. Any overaged players on your roster must be from your spring 18UAA roster, be identified on your tournament roster and **ARE NOT permitted to pitch**, as per BMC rules.
5. Fair play rules in effect.
6. Every player bats and the batting order remains the same throughout the game (no DH permitted). Players removed from a game due to injury during game play are removed from the batting line up and not an automatic out for their team . Players ejected from the game will be removed from the batting order and recorded as an 'out' for their team when their name comes up in the batting order.
7. Unlimited defensive substitutions, except the pitcher who may not re-enter as pitcher.
8. **Round robin games** - 3 run limit/team in first 2 innings, 5 run limit/team in inning 3, 4 & 5, no run limit in inning 6, 7. (3,3,5,5,5,open,open) This is to keep the game moving and on time.
9. **Mercy rule in effect.** When the HOME team is up by 10 runs or more after the completion of 4.5 innings or the AWAY team is up by 10 runs or more after the completion of 5 innings then the game will be called.
10. **Each of the round robin games** will have no new inning to start after 2 hrs & 15 mins from official start time. If a round robin game results in a tie after completion of 7 innings or time is reached then it will be ruled as such.
11. **Semi-Final games will have no new inning start after 2 hours and 30 minutes. Run limits are (5,5,5,5,5,open,open)** If time is reached or 7 innings have been completed and the game is tied then extra innings will be added until a victor has been decided. First extra inning will start with 1 out and a runner on 2nd base (the last out of the previous inning), Second extra inning will start with 2 out and a runner on 2nd base (next last out from last official inning before the extra innings) **Mercy rule in effect as in rule 9.**
12. **The Championship game will be 7 innings and all innings are declared open.** If the game results in a tie after completion of 7 innings then extra innings will be added until a victor has been decided. Each extra inning will start with 1 out and a runner on 2nd base (the last out of the previous inning). **Mercy rule in effect as stated in rule 9.**

13. Forfeits will be scored as a 10-0 loss (7 inning game) for the forfeiting team.
14. **HOME TEAM** is predetermined in schedule except the Championship game which will be decided by coin toss. Home team to occupy the 3rd base dugout.
15. **HOME TEAM is responsible to provide the OFFICIAL SCOREKEEPER using the official scorebook** for the game however both teams are encouraged to keep track of scores/pitch counts. **(PICK UP & RETURN official scorebook & pitch count sheets to the INFO TABLE) After completion of the game the HOME TEAM scorekeeper will complete the game summary sheet & obtain signatures from BOTH HEAD COACHES before submitting it to the INFO TABLE.**
16. Teams are expected to show up rain or shine, unless notified by the Tournament Director. A team must have a minimum of 8 players at game start time or their team will forfeit the game. Forfeits will be scored as 7-0 loss for the forfeiting team.

17. **Pitching rules;** Balks will be called at all games.

18UAA Pitching (in accordance with BCMBA Rule 24, Baseball BC Rule 6.02)

1-45 pitches = no rest

46-65 pitches = 2 nights rest

66-100 pitches = 3 nights rest

100 pitches in one day maximum (allowed to finish a batter)

15UA Pitching (in accordance with BCMBA Rule 24, Baseball BC Rule 6.02)

1-35 pitches = no rest

36- 65 pitches = 2 nights rest

66-85 pitches = 3 nights rest

85 pitches in one day maximum (allowed to finish a batter)

'Diamond Cup' tournament pitching rules:

Call up players ARE permitted to pitch, but are limited to 15UA game & daily pitch count limits.

Overaged players are NOT permitted to pitch.

pitches thrown on Thursday & Friday will count as thrown on Saturday

A team playing 2 games in one day can have a pitcher play in both games as long as they have not gone over their pitch limits requiring rest. (ie. 46+ pitches for 18U players or 36+ for 15U 'call ups' cannot pitch in a second game on the same day). A pitcher cannot pitch on 3 consecutive days.

***An 18UAA Pitcher's combined tournament pitch count cannot exceed 150 pitches and a 15UA Pitcher's combined tournament pitch count cannot exceed 125 pitches.**

18. The tournament coordinators have the ability to adjust the game schedule/times as needed due to weather/rain delays or cancellations.

19. **If there is a tie in the standings then the 'Tie Breaker' rule 29.01 from BC Minor Baseball 2025 rulebook will be followed.**

A. Statistics are calculated based upon the games between the teams that are tied with each other, and not all of the games in the competition.

B. If the first part of the rule places one team above others in the case of three or more teams involved in the tie, but the remaining teams are still tied, then the remaining parts of the rule are applied using statistics from the matches involving all of the original teams in the tie.

C. In the event that a team involved in a tie has forfeited a game played between tied teams they will be automatically eliminated from the tie and the criteria above will be used to determine placement between the remaining teams.

Order: The team with the best win/loss record in the game(s) played between the tied teams will place higher in the standings.

A. If the tie persists, the placement of teams will be dictated by the ratio of number of runs allowed per defensive inning. A defensive inning is defined as having taken the field and a pitch thrown.

B. If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning. An offensive inning is defined as having been at bat for at least one pitch.

C. If the tie persists, then the team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings.

D. If after the application of the four rules, there still remains a tie, then the four rules will be reapplied to the remaining tied teams, except that the statistics will be based on the games between only the remaining tied teams, and not all of the teams in the original tie.