

Colorado Classic Baseball

Official Tournament Rules

Games are played in accordance with National Federation rules (NFHS).

******CCB reserves the right to review any violations of rules by players, coaches, umpires, or spectators. Should a situation present itself where there is not a clearly defined rule, CCB officials will speak with necessary parties to best understand the totality of the situation and make a final determination at our discretion.******

A. Requests, Scheduling, Registration Withdrawl

- I. We do not accept scheduling requests.
 - A. This includes, but not limited to fields, times, opponents or dates of play.
 - B. Schedule Requests- We do not take requests to play at specific times or at a specific field. If there is an appropriate reason, (travel is not an important reason) that a team must submit a request, there is a **\$100 fee for manipulating the schedule.**
- II. **Teams must be available to play at any time on the first day of the event. Requests will be considered on a case by case basis for out of state teams, but CCB reserves the right to deny the request.**
- III. Teams are expected to finish out the tournament including consolation games.
 - A. No matter the time or location of the game, teams are expected to be able to play on the last day of the tournament unless otherwise noted 14 days prior to the event.
- IV. Withdrawal from a Tournament- Prior to 21 days before the 1st day of the tournament the teams registration fee minus a \$150 admin fee will be returned. If a team drops within 21 days of the start of the tournament, there is no refund.
- V. Team pulling out of Tournament early- If a team pulls out of a tournament early for any reason, especially on the last day, they will be assessed a **\$250 drop fee** which will be used to help refund the team that was affected by this. All teams are responsible for having adequate sized rosters and must plan accordingly to play at any time on the final day.

B. Official Scoring and Lineups

- I. Home team's scorebook is the official scorebook for each game.
 - A. Some events may have a designated official keeping score. Concurrently, that would be the official scorebook for that event.
- II. Designated Hitter and Extra Hitter may be used. (May change by event)
- III. All players who enter a game as a starter or reserve must be listed on the official lineup presented during the pregame meeting with umpires.

- A. Any discrepancies related to substitutions, official lineups, re-entry of players or other related matters will be handled at the discretion of the umpires.
- IV. A forfeit will result when a team does not show up to their game or exits a game prior to its completion.
 - A. Any other instance will be reviewed by CCB staff.
 - B. A forfeit is scored as a 10-0 loss.

C. Length of Game

- I. 2-hour time limit **finish the inning** for all other games.
 - A. Permitted to finish the current inning if time expires.
 - B. If a game reaches 2 hours, finish the inning.

C. Games can end in a tie.
- II. Semi-Final games will have a 2-hour finish the inning time limit.
 - A. Semi-Final games cannot end in a tie and will have to finish using the tie-breaker rules.
- III. Championship Bracket games have no time limit.
- IV. Games are considered final after 4 innings have been completed.
 - A. Any game that is suspended prior to 4 innings being complete, CCB will attempt to finish the game at a later time within the tournament.

D. Ejections and Suspensions

- I. Any fight or brawl that results in umpires suspending the game will result in forfeiture of all tournament games for teams involved.
 - A. No refunds will be provided.
- II. Coach and Player ejections result in 1-game suspension for the following game.
 - A. Suspended players and/or coaches seen on field or in the stands during game they are serving suspension could result in team forfeiture and suspension for that tournament.
 - 1. CCB can review ejections and revoke suspensions (at CCB discretion).
 - 2. CCB has a ZERO TOLERANCE POLICY for any ejection.
 - 3. CCB will NOT review any video submitted by teams.
- III. Any violation to field rules such as; seeds, gum or metal spikes at turf fields will result in an ejection of the head coach for the following game with a \$150 clean-up fine for the violating team that must be paid before their next scheduled game.
 - A. Zero tolerance policy for any violation.
- IV. Alcohol is prohibited at all tournament sites.
 - A. It is the responsibility of the head coach to ensure their fans are not consuming alcohol at tournament facilities at the field or parking lot.

- B. Violation of this policy can result in a coach ejection and/or a removal of the team from the tournament.
- V. Seeds, Gum, Trashed dugouts- If a team is reported for spitting seeds or chewing gum at a turf field they will be assessed a \$150 cleaning fee which will need to be venmoed prior to the start of their next game. If a team leaves a dugout trashed after their game, they will receive a \$150 cleaning fee which will need to be venmoed prior to their next contest.

E. Extra Innings (Within the 2 hour time limit only)

- I. First 2 extra innings are played under California tie-breaker rules (as time limit allows).
 - A. *California Tie-Breaker*
 - 1. Each team begins their at-bat with a runner on 2nd base and 1 out. Player, who made the final out of the previous at-bat shall be the designated runner to begin the inning on 2nd base.
- II. If the game has not ended after the first two extra innings are complete, the game can continue under modified California tie-breaker rules (as time limit allows).
 - A. *Modified California Tie-Breaker*
 - 1. Each team begins their at-bat with a runner on 3rd base and 1 out. Player, who made the final out of the previous at-bat shall be the designated runner to begin the inning on 2nd base.
- III. Once the time limit has been reached, the game will end in a tie for pool games.

F. Mercy Rules

- I. 20-run rule after 2 innings.
- II. 15-run rule after 3 innings.
- III. 10-run rule after 4 innings.
- IV. 8-run rule after 5 innings.

G. Pitch Counts

The pitch count chart below is a recommendation for coaches. CCB does not track pitch counts.

Varsity (18U)		Sub-Varsity (16U and Below)	
Pitches	Required Rest	Pitches	Required Rest
86-110	3 Days	61-85	3 Days
61-85	2 Days	36-60	2 Days
36-60	1 Day	26-35	1 Day
1-35	0 Days	1-25	0 Days

H. Game Play & Miscellaneous

- I. Host teams are always the home team (unless electing to be a visitor).
 - A. Some events will have the home and visitor determined by a coin toss.
- II. Participating teams will provide (2) game balls per game. Must be equivalent to A1010
 - A. CCB does NOT provide game balls.**
- III. No on-field pregame routines will be taken by either team.
- IV. Approved BBCOR bats to be used in all CCB games unless otherwise designated.
 - A. Unless the tournament is specified as a wood bat tournament.
 1. Baum bats are acceptable during wood bat tournaments.
 - B. If a player is using an illegal bat, the batter is automatically out and the situation will be reviewed by CCB to determine if further action is needed.
- V. Umpires will have final say on allowance and/or removal of in-game gear, equipment, accessories, and jewelry.
 - A. Includes but not limited to bats, gloves, helmets, batting gloves, cleats, sunglasses, etc.
 - B. Catchers may wear a 1 piece mask or a 2 piece mask if desired.
- VI. No protesting or challenging game results.**

I. Reporting Game Results (ONLY FOR CHAMPIONSHIP EVENTS)

- I. All game results should be reported by the coach via text to **720-202-2419**.
- II. Include: Age Level, Team Name, Final Score, Site.
 - A. Scores should be reported within 30 minutes of completion of the game.
 - B. Unreported scores are recorded as 10-run losses for both teams.
 - C. Teams will **NOT** have championship eligibility with unreported scores.
- III. CCB staff will only communicate with coaches. We will not communicate with parents for any reason.
- IV. Home team book is the the official book of record.

J. Determining Championship Teams Based on Game Results

- I. Teams competing in Championship Brackets will be determined by the following tie-breakers based on scores reported:
 - A. Head-to-Head Results (when applicable only when teams have identical records and have played one another)(This is only applicable when two teams have an identical record. For instance, if 3 or more teams have an identical record within a division, head-to-head does not apply.)
 - B. Runs Allowed
 - C. Runs Scored
 - D. Results versus Common Opponent (when applicable only when teams have identical records, runs allowed, and runs scored)
 - E. Coin Toss
- II. Teams must complete 3 pool play games to be eligible for championship bracket play unless otherwise designated by CCB staff.

- A. CCB reserves the right to change this policy at any point during a tournament due to unforeseen issues.
- III. In the rare occurrence that CCB is comparing teams with an unequal number of games played for Championship Brackets, teams will be determined based on their equivalent number of games and lowest number of runs given up. (See example)

Team A (3-0)

Game 1: 15-10

Game 2: 7-2

Game 3: 2-1

Team B (2-0)

Game 1: 12-1

Game 2: 6-4

*Team A would be compared to Team B based on their results of Game 2 & 3 since those results had lower runs scored against than Game 1..

**In the occurrence of a team losing multiple games due to weather, a team can become ineligible for championship play if determined by CCB as a necessary action to provide that team with consolation games in place of championship play.