

Five Tool Colorado/ Utah Rules

Official Tournament Rules

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

******Five Tool Colorado and Five Tool Utah 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, Five Tool officials will speak with the necessary parties to best understand the totality of the situation and make a final determination at our discretion.******

A. Requests, Scheduling, Registration Withdrawal

- I. We do not accept scheduling requests.
 - A. This includes, but is 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 **\$125 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 team's 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 withdrawals from the tournament early- If a team withdraws from 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 adequately sized rosters and must plan accordingly to play at any time on the final day.

B. Official Scoring and Lineups

- I. The 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 Five Tool staff.
 - B. A forfeit is scored as a 10-0 loss.

C. Length of Game

- I. A 2-hour time limit to **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 complete after 4 innings or 3 ½ innings if the home team is winning. (This is generally a weather-related issue)
 - A. Any game that is suspended prior to 4 innings being complete, Five Tool will attempt to finish the game at a later time within the tournament. Unless the 3 ½ innings scenario with the home team winning is in play.

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 the teams involved.
 - A. No refunds will be provided.
- II. Coach and Player ejections result in a 1-game suspension for the following game.
 - A. Suspended players and/or coaches seen on the field or in the stands during a game they are serving suspension could result in team forfeiture and suspension for that tournament.
 - 1. Five Tool can review ejections and revoke suspensions (at Five Tool's discretion).
 - 2. Five Tool has a ZERO TOLERANCE POLICY for any ejection.
 - 3. Five Tool will NOT review any video submitted by teams.
 - B. Any coach with multiple ejections will be subject to removal from future tournaments without refund.
- III. Any violation of 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 \$250 fine for the violating team that must be paid before their next scheduled game.
 - A. Zero tolerance policy for any violation.
 - B. Trashed dugouts- If a team leaves a dugout trashed after their game, this will result in a \$250 fine that must be paid before their next scheduled game.

E. Extra Innings (Within the 2 hour time limit of semi-final games 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 3rd base.
- III. Once the time limit has been reached, the game will end in a tie for pool games.

F. Mercy Rules

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

G. Pitch Count Recommendation

- I. Participants in Five Tool Baseball events should adhere to the MLB Pitch Smart Guidelines.
 - A. In select events like the Connie Mack, Five Tool will track pitch counts. In other events, it will be at the coach's discretion.
- II. Five Tool Baseball reserves the right to review each violation and enforce additional penalties upon the acting manager.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+

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. Five Tool 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 Five Tool games unless otherwise designated.
 - A. Unless the tournament is specified as a wood bat tournament.
 1. Baum bats are acceptable during wood bat tournaments.
 - a) Baum Bats are not permitted in Connie Mack events.
 - B. If a player is using an illegal bat, the batter is automatically out, and the situation will be reviewed by Five Tool 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 is 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 teams are responsible for scoring their game in GameChanger.
- II. Five Tool staff will take game results directly from GameChanger.
 - A. If the game cannot be found in GameChanger the coach on the registration will be contacted for the score.
- III. Five Tool staff will only communicate with coaches. We will not communicate with parents for any reason.
- IV. The home team book is the official book of record.

J. Determining Championship Teams Based on Game Results

- I. The number of teams making championship brackets will be determined by the number of teams registered in the event.
 - A. 4 Team bracket play will be 24 teams or fewer registered for the event.
 - B. 8 Team bracket play will be 24 teams or more registered for the event.
 1. Two brackets will be played: Gold and Silver
 - a) The winner of the Gold division will receive a championship banner.
- II. Championship sites can be moved at the discretion of the tournament director.
- III. 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
- IV. Teams must complete 3 pool play games to be eligible for championship bracket play unless otherwise designated by Five Tool staff.
 - A. Five Tool reserves the right to change this policy at any point during a tournament due to unforeseen issues.
- V. In the rare occurrence that Five Tool 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 the lowest number of runs given up. (See example)
- VI.

Team A (3-0)	Team B (2-0)
<i>Game 1: 15-10</i>	<i>Game 1: 12-1</i>
<i>Game 2: 7-2</i>	<i>Game 2: 6-4</i>
<i>Game 3: 2-1</i>	

*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 Five Tool as a necessary action to provide that team with consolation games in place of championship play.

K. Parent - Coach - Team Expectations

Fees will be assessed to the Head Coach for reported/confirmed misconduct

- All parents will adhere to the School District Rules for HS or Recreational sites
 - Smoking is strictly prohibited on facility grounds
 - Alcohol is strictly prohibited

Any fan caught smoking/ drinking on school grounds, or if alcohol is left in the stands following your game, the Head Coach will be fined \$250. This fee must be received prior to the next scheduled game.

- Gate Fees - At any site that charges a gate fee, all spectators are required to pay without incident.

**Any fan who refuses to pay or harasses gate workers, the Head Coach will be fined \$250.
This fee must be received prior to the next scheduled game.**

- **Host Site Team Rules**

- All Teams must adhere to all rules and regulations of each host site. On turf fields, players cannot chew seeds or gum. Players must wear approved shoes only.
- All Dugouts must be cleaned and left in a clean condition upon exiting the Dugout.

**Any team that breaks these rules will be subject to forfeiture of ALL tournament games,
and the Head Coach will be assessed a \$250 fee.**