Rules & More

Tournament Format:

·   Teams competing in tournaments 15u - 18u will be subject to a 7 inning or 2-hour time limit (State that the tournament is held in is that states High School rules).

·   Teams advancing to the Championship round will not be subject to any restraints, weather and conditions permitting. Time limits may remain in place in the Championship bracket if required by field/playing conditions.

·   Teams advancing to the championship rounds are based on seeding within the pool and then against the field.

(**Example: If the top 8 teams advance from 4 pools the #1 seeds will be seeded #1-4 and the #2 seeds will be ranked #5-8 for overall seeding. If the top 8 teams advance from 5 total pools the pool winners will be seeded #1-5 and the top ranked pool runner ups will be seeded #6-8. A 3 seed from one pool can not be seeded higher than a #2 from any people regardless of record.**)

·   **Run Rules:** 15 runs after 3 innings of play, 10 runs after 4 innings of play, 8 runs after 5 innings of play.

·   Pool play games can end in a tie with teams receiving half a win/loss.

·   Events that are hosted on college fields have tournament details that include "guaranteed games on college field" for the first set of teams that are registered and paid in full.

Guaranteed games are also dependent on weather and event coordinators will typically play the schedule as you see it from day to day in order to keep the event running coordinately. If your game was rained out on Thursday and that was your only game on the college field we apologize but we can not make those games up on the college fields in most cases.

Game Situations:

· **Age Restrictions:** All ages are based on graduation years and not solely on a player's birth date (age on May 1 is your age for the year). Example…for the 2018 Summer players with a graduation year of 2018 are "18U", 2019 grads are "17U" eligible, 2020 grads are "16U" eligible, 2021 grads are "15U" eligible, and 2022 grads are "14U" eligible. Regardless of age, no player having competed for an NCAA institution will be deemed eligible to compete in a 5-Tool Tournaments sanctioned event without approval. Players having graduated from high school, who are young Freshman in college will need written permission from staff to be deemed eligible to compete.

· **Courtesy Runner:** Must be used for catcher/pitcher with 2 outs. Optional for catcher/pitcher with less than 2 outs. Must be a player not currently in the game or the player who made the last out should a team not have an extra player on the bench.

· **Intentional Walks:** Automatic intentional walk rule may be used.

· **Slide Rules:** Players must try to avoid contact with all players during the game. 5-Tool Tournaments leave it to the umpire's discretion if there was intent to cause harm during contact. Players using intent may be subject to ejection from the current game.

· **Head First Sliding:** Players are encouraged to slide FEET first. Though we stress the safety of the players, there are times where headfirst sliding is acceptable and more comfortable for a player. Please advise your players to BE SMART when sliding headfirst and avoid sliding headfirst into home plate.

· **Bat Restrictions:** 15u - 18u will be subjected to the -3 BBCOR HS rules on bats or USAB stamped bats. If there's a bat discrepancy we will refer to the NFHS bat regulations. Teams competing in wood bat tournaments have no weight distribution limits. 5-Tool Tournaments will have wood bats available for purchase at our wood bat events. Composite wood bats are legal during all wood bat tournament play.

· **Tie Breakers:** Overall Record, Head-To-Head, Run Differential, Runs Allowed, Runs Scored, Coin Toss will be the order to determine tie breakers.

· **Rosters:** A player can not play for two teams within the same weekend they played in a 5-Tool tournament. You are required to put your roster/list of players in our database on our website for statistical reasons.

· **In Game Tie Breakers:** Games reaching the 9th inning of play at any time will go into the West Coast hurry up mode. The last batted out in the previous inning will start on 2nd base,

regular ball and strike count applies. We will put players on 2nd and 3rd in the 10th inning and load the bases in the 11th. Championship games will NOT be subject to these rules, we will play the game normally.

·   We WILL let teams play with 8 players, no less than that. (9th player will be counted as on out)

·   **Forfeits:** A forfeit will be scored based on the average run differential against said team, for losses, during pool play. Should the team go undefeated through pool play after the forfeit a score of 1-0 will be recorded for the forfeited game.

(Example … Team 1 forfeits game 1 … loses 7-4, wins 12-4, loses 8-1 … the average RD in games lost is 7 (7-4=3 + 8-1=7 … 10 runs/2 games) making the score for the forfeited game 7-0.) Should only one game be lost during the rest of pool play the RD for that single game will be used.

A team may not compete past pool play with a forfeit during pool play for any reason

All-League & Showcase Events:

·   All-League events will be High School players only and High School (Incoming Freshman – Returning/Transferring Juniors)

·   All-League events will be a tournament held for High Schools that still have a summer team

·   Showcase events will have travel organizations from all over the country, however, we will allow All-League teams to compete. (All-League teams can only enter events of your CURRENT, OLDEST player) (**$100** fine due at request, and immediate disqualification for entering/lying about a players age, at Tournament Directors discretion)

Example: Josh is a Junior in High School and is 17yrs old, that All-League team MUST enter only 17U Showcase Tournaments

Field Dimensions:

·   15u - 18u will compete in 60 - 90 dimensions. Metal cleats allowed except when noted on turf fields. Check tournament details.

BRING BOTH TURFS/SPIKES JUST IN CASE! Better to be safe than sorry.

Pre-Game Warm-up/Timing:

· Teams should be prepared and ready to play 15 minutes before their scheduled game is set to begin.

· Games completed early will result in an early start for the following games, weather permitting.

· Tournament Director has the right to shorten or forfeit a game should teams not be ready to start their scheduled game on time.

· There will be a 15-minute period in between games to allow crews time for field maintenance.

· Unless otherwise noted by a Tournament Director, no infield practice will be allowed prior to the start of any game.

· Teams will be permitted to take ground/fly balls down the outfield lines prior to the start of their game.

· We will abide by university/complex rules during our events.

· Teams will be given 15 minutes prior to the start of all games.

· DO NOT use the infield prior to the game.

EH & DH:

· Teams will be allowed to use a DH and/or an EH during any given game.

· Teams must designate who each player is and for what player the DH will be hitting for in the field of play.

· Should teams enter the DH into the field of play, the DH position will be eliminated for the rest of the current game.

· The EH may also enter the field of play but MUST remain in their current batting position.

· The player for which the EH has replaced in the field will now become the EH but will remain in the same batting position.

Tie Breakers & Examples:

·	Overall Record, Head-to-Head Results, Run Differential, Runs Allowed, and then Runs Scored will be used to determine pool winners and set tie breaker policies.

·	Two teams within the same pool that played each other, with the exact same record will use head-to-head to determine the top seed.

·	Two teams within the same pool that did not play each other, with the exact same record will progress down the tie breakers to RD, RA and then RS.

·	Three-way ties will follow the same progressions with head-to-head being used when possible. With the same records and each team beating the other, RD will be used to determine the top team. Continue to progress down the tie breaker rules until 1 or 2 teams can be pulled from the group of 3 tied teams. If a top team can be pulled from the 3 at any point in the progression, they will be the top seed. At any point where two teams remain, head-to-head will be used to dictate higher seed.

·	Rain can play a role in any tournament. If rain comes into play, we will try to play every game. If that is impossible, we will play as many games as possible and play the most important games first. Tie Breakers can become a very tough and confusing situation.

·	If all games can't be played within a pool, we will use best judgment to determine pool winners following certain guidelines. The number of games we use for seeding will be determined by the lowest number of games played by a team who could mathematically advance.

(Example: Team #1 1-1, Team #2 0-4, Team #3 3-1, Team #4 2-1, Team #5 2-1, in this instance we would revert to everyone's record after two games as long as team #1 has not been mathematically eliminated).

·	If a 2-0 team is playing a 1-0 team and that is the final game in a pool, head-to-head will still to be the tie breaker. If the 1-0 team wins, they will be seeded higher than the 2-0 team. Head-to-Head will never be thrown out.

·	Best & Worst Case Scenario – this scenario will take place when the following example happens during an event. If the final pool play game is eliminated due to rain or unforeseen circumstances but there is a team that has clinched an advancing spot for bracket play, that team will NOT be eliminated from bracket play when the rest of the pool reverts back to the number of pool play games needed to determine who has the best record from the point of the eliminated game(s).

**(Ex. If a team is 3-1 through 4 games, a team is 2-1 and gets rained out of their 4th game, and a team is 2-1-1 through 4 games. The 3-1 team has clinched a spot into bracket play and then the second-place team will advance by reverting back to the first 3 games of play based on our regular advancement rules. Once the second seed, or however many seeds need to be

determined, is determined the ranking of those top seeds will be done through the regular advancing system. In short – if at any point it is mathematically impossible for a team to be eliminated, regardless of the outcome of any remaining games, said team will be guaranteed advancement OR seeding within the top of their pool standings and then we will use standard seeding scenarios to determine who is the 1, 2, 3, etc., seeds within that pool)**

Weather/Game Delays:

· Games will be "complete" with 4 1/2 innings of play during a scheduled 7 inning game and 3 1/2 innings of play during a scheduled 6 inning game

·   The score of the game will be frozen and picked up at a later time should play be suspended for any reason. The game may be subject to a shorter time limit and/or a shortened game to complete the game for seeding.

·   Should the first game of the day be under a weather delay/cancellation, that game will take place at a later time during the tournament as we will try to keep all other games on their previously scheduled times. If we have a 2-hour rain delay and you start at 9 AM, we will contact all coaches that were scheduled to play at 9 AM and move those games to a different time period if/when possible. Teams that were scheduled at 11:15 AM should assume the start of their game is on time until otherwise informed.

Rainout, Refund:

·   Weather plays a big factor in any outdoor sporting event, the same goes for our tournaments. Field crews will do everything, within reason, to complete each game and tournament to the best of their ability without risking the safety of anyone involved (players, coaches, fans, crews). Should weather play a part in the cancellation of any event, here are 5-Tool Tournament's refund and rain out policies.

·   Should the weather cause an event to be completely canceled having played no games all teams will receive a full entrance fees credit.

·   If an event is canceled by 5-Tool Tournaments for any reason other than weather, or cancellation taking place due to a team's withdrawal from the event, prior to the start of the tournament, teams will receive a refund of their total tournament fees.

· If only one game for a team is played, those teams will receive a **50%** refund.

· There will be no refunds after the start of each team's second game.

· Should games be canceled during the Tournament rounds, awards will be given to the 2 highest remaining seeds.

· The deposit amount of **($200)** related to tournament entry is non-refundable and non-transferable unless an event is canceled completely before the start of the tournament by 5-Tool Tournaments. Teams withdrawing from an event at any time will forfeit the value of the deposit which will be applied to said teams account until paid.

· Teams having completed registration payment are expected to attend that event. Teams withdrawing 50+ days in advance will receive a FULL credit, less the value of the one deposit value, if the event has not been closed. In the event saying, the tournament/event is filled or closed, the vacant position may not be filled. The full registration payment value of **$200** will be forfeited. Once a schedule is released, there are no refunds.

· Teams withdrawing within 50 days of the tournament will forfeit all registration fees. There are no refunds or credits for withdrawal within 50 days of the event.

· Organizations looking to enter multiple teams into the SAME tournament (Ex. 15u, 16u, & 18u) will receive a discount. If any of those teams' withdrawal from the event, you will have to end up paying the full amount of each entry per team wishing to still participate. Please email us or call 317-508-9356 if you are looking to enter multiple teams as we can potentially work something out.

THERE WILL BE NO REFUND ON THE $200 DEPOSIT TO RESERVE YOUR TEAMS SPOT IN ANY TOURNAMENT. ALL CHECKS ARE TO BE MADE OUT/MAILED TO: 5-TOOL TOURNAMENTS, 13355 HOCKLEY DRIVE, FISHERS, IN 46037, MEMO/FOR: AGE GROUP AND TEAM NAME.
** TEAMS OR ORGANIZATIONS WITHDRAWING FROM ONE EVENT AND WISHING TO TRANSFER PAYMENT TO ANOTHER EVENT WILL LOSE $200 DURING THE TRANSFER OR WITHDRAWAL. THE SAME CIRCUMSTANCES LISTED ABOVE WILL REMAIN IN EFFECT**