



General Rules 7U

- 5 Tool Academy tournament management will treat all teams with fairness. If questions or disputes arise about policies and procedures, coaches shall bring to the attention of the Tournament Director to be dealt with. Any interpretation and decision of the Tournament Director shall be final and judgment calls by Tournament Director are final. Rule interpretation will be decided by the Tournament Director. On field calls by Umpires are final, no protests to on field calls.
- Professional umpires have been assigned to each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
- 7U Division Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to August 1 will not be eligible. Players who are 7 are eligible for this division regardless of their grade. Teams shall have player birth certificates readily available upon request of the Tournament Director. Questions of age eligibility shall be brought to the attention of the Tournament Director. Such matters will be investigated and resolved as quickly as possible. A team found using an ineligible player will forfeit all games that ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.
- Teams shall arrive on site 45 minutes prior to scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled. If a team fails to field 9 uniformed players at game time, the Tournament Director may issue a forfeit victory. The team that wins the game by forfeit will be credited with a 7-0 victory for tiebreaker purposes.
- A coin flip will be used to determine home team for pool play and Round Robin games.
- If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used:
 - Overall won-lost record
 - Least number of runs allowed throughout the tournament
 - Run differential
 - Total runs scored
 - Coin flip
- The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up.
- There will be a “zero tolerance” policy for any alcohol or tobacco anywhere within the confines of the tournament

RAINOUT POLICY

In the event the tournament is shortened due to weather, the following refund policy will be honored by 5 Tool Academy:

- 0 Games Played – 100% Refund for tournament registrations fees, less a \$30 administrative fee.
- 1 Game Played – 50% Refund for tournament registration fees.
- 2 Games Played – 0% Refund for tournament registration fees.

Game played is defined as 3 innings or 2~1/2 if Home team is winning when they come to the plate for the third time. Any games shortened by weather, teams must submit their scores at the time the game was called.

PITCHING & BATTING RULES

- Teams will use a continuous batting order. This means all players in uniform (unless injured) must be in the batting order. If a team has 12 or more players present, they bat 12. There is no penalty for having less than 12. If a team has less than 12 players present and an additional player arrives late, that player must be inserted into the last spot in the batting order.
- If one of the teams has less than 12 batters to start the game, the other team has the option of matching the same number of batters. This "mirror rule" prevents teams with a larger roster from playing at a disadvantage.
- If a team has more than 12 players present, they have the option of batting as many players as they want. If a team chooses to start a game batting more than 12, they must finish the game batting the same number of players they started the game batting.
- There will be 4 outfielders permitted.
- There is a free substitution among the players listed on the batting order. There is no designated hitter.
- Players are permitted to use the bat style of their choice. There are no bat restrictions.
- If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
- Each batter will receive a maximum of 5 pitches or 3 strikes in order to put the ball in play. If the 5th or any subsequent pitch is fouled, the batter gets an additional pitch. The batter is out after 3 strikes. No walks.
- Coaches will pitch overhand no closer than 35 feet from the batter. This distance is within the dirt area in front of the pitcher's mound. Coaches are not permitted to pitch from the infield grass. Coaches will receive one (1) warning, then a strike will be added to the count for each infraction.
- The pitcher's helper must wear a helmet and will position themselves within 6 feet of the adult pitcher, but not in front of them. This distance is typically around the edge of the dirt of the pitching mound.
- It is recommended that coach pitchers should try to leave the field (away from the play and toward foul territory) after the ball is hit.

GAME RULES

- In order to speed up the game, the speedy rule will apply for the catcher on base. This rule applies to the player who will be playing the Catcher position in the very next defensive inning ONLY. If the Catcher is on base, with two (2) outs, he can be replaced with another runner. The runner, who substitutes for the catcher on base, will be the player who made the last out. The base runner that is replaced MUST catch the complete next inning.
- Free substitution is allowed.
- Infield fly rule **will not apply**.
- Dropped 3rd strike **will not apply**.
- Leads offs and stealing will **not apply**.
- A runner may leave the base after the ball passes the home plate. If the umpire determines that a base runner leaves early, the team will be given a warning. Any other occurrences will result in the base runner being called OUT.
- There is a 6 run maximum per inning until the fifth inning. Runs are unlimited in the fifth inning.
- Games will play 5 innings.
- A one (1) hour thirty (30) minute time limit is in effect for all pool play games. A one (1) hour forty five (45) minute time limit is in effect for elimination games. A new inning cannot start after the time limit has expired. Once an inning starts, it must be completed. The official time is ended when the third out of the bottom of the inning is recorded. If the home team is ahead when the time limit is reached, the game is over and the bottom half of the last inning shall not be played. There is no time limit on championship games (unless the Tournament Director deems it necessary due to weather or scheduling issues). The Tournament Director reserves the right to modify the time limit for games in the event of weather or scheduling issues.
- The start time shall begin when the pre-game meeting is completed. The home plate umpire or his designee shall monitor the **official time**.
- **Tie Games** - Games will end in a tie at the completion of inning after time has expired. Games that have completed their designated innings for the game prior to the expiration of time will play 1 inning of the tiebreaker using the California rule noted below. If after one inning of the tiebreaker results in a tie, game will end in a tie and no further tiebreaker innings will be played. Elimination games may not end in a tie. If the time has expired or 5 innings are completed, and the score is tied, the California rule will be used for extra innings. The team at bat will start with a player on second, no outs. The player on second will be the last batter out in the previous inning. Runs are unlimited in additional innings.
- **Stopping the lead runner** – play will continue until the UMPIRE calls timeout. Defensive players will not be able to call timeout to stop the progress of the base runners. Until the umpire calls timeout, all base runners may still advance. The umpire will call timeout, when the forward progress of the lead runner is halted by the actions of a defensive player, **and** the defense is not attempting to make a play on the base runner. This does not require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls timeout, all base runners that are not at least halfway to the next base, must return to the previous base.
- **The mandatory slide rule** is in effect for all close plays at a base. A player not sliding may be considered out in the judgment of the umpire, and the play is considered dead. Once the play is considered dead, all other base runners must return to their previous base and may not advance. Base runners attempting to score must slide at home plate unless in the umpire's judgment, contact is not likely without sliding.
- **No head first slides**, except to go back to a base already passed.
- **Interference**.
A coach cannot touch or assist a player between the bases during a play. This is an automatic out. Base runners who intentionally interfere with the defensive player will be called out. Defensive players must remain out of the base paths and not block bases or home plate. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he was heading towards.
- **Over Throws**. Over throws that land in out of play territory shall result in the base runner(s) advancing only one base.
- **Injured Base Runner**. The last player to make an out will replace any player sustaining an injury while running on base.
- **Mercy Rules**
 - 15 runs after 3 innings
 - 10 runs after 4 innings