2026 GENERAL RULE REFERENCE SHEET

This sheet will assist the managers with the most common questions asked at this event.
These are rule reminders for this event and may vary from the Five Tool Published Guidelines
Please carry this with you or have available on your device to make sure you do not make any mistakes.

OHIO STATE TOURNEY RULE REMINDERS

Players are not allowed to be added to your roster after 9:00 pm, Tuesday June 16th, 2026

Players may only participate on one team during this event, regardless of age and if a team is eliminated prior to another team.

- **RAIN OR ACTS OF GOD** – Every effort will be made to complete the event, however, based on field availability and weather conditions, the event may or could be changed and or cancelled at any time.

- **NO INFIELD PRACTICE** before games. Managers should seek out practice fields prior to arriving.

- **COMPLAINTS/CONCERNS**: Issues will only be discussed with the listed manager of the team or assistant manager. We will not discuss matters with any parent, player or coach. Protests will not be allowed after the game is completed, Umpires have left the field of play, score cards turned in at tournament HQ and after completion of the event.

- **GAME TIME LIMITS**: All pool play games will be on a 1 hour 45 minute time limit. That means NO new inning will begin after 1:45. Note: If the game is official and time limit is reached while the home team is batting and winning the game, the game will be final. Time limits may be decreased in the event of inclement weather. All bracket play games (excluding Semi-Finals & Finals) will be on a 2 hour time limit. Please be ready to play 30 minutes prior to your scheduled game time no matter the situation. Clock will start immediately after Ground Rules and or when the umpire announces it.
  - *** 11u (1 Hour 45 Minutes) – Pool Play**
  - *** 11u (2 Hours) – Bracket Play**

- **START OF NEW GAMES, SUSPENDED, COMPLETED GAMES AND WEATHER:**
  1. On all non-lighted fields, no new game will begin after 7:15 pm. If a game is called due to weather or other hazardous conditions, it is ruled an official game providing one of the below criteria has been met (this includes all games being played on turf fields).
     - 7 inning games: three and one-half innings have been completed if the home team is ahead or four innings if the home team is behind
     - 6 inning games: two and one-half innings have been completed if the home team is ahead or three innings if the home team is behind.
  2. All games stopped by an event official for weather or other reasons before the game is declared official are considered suspended games and if possible will continue/resume on the same day. If the suspended game cannot be completed on the same day, the game will then be resumed on the next day prior to the start of the regular scheduled games. This may cause teams to start as early as 7:00 am.
  3. The tournament Staff will make every effort to complete the event, however, based on field availability and weather conditions, the event may or could be changed and or cancelled at any time.

- **POOL PLAY GAMES**: Flip for home team. Ties will be allowed in Pool Play games for all ages. No extra innings will be played in all group/seeding rounds. **Any Team receiving a Forfeit will record a score of 8-0!**

- **SINGLE ELIMINATION CHAMPIONSHIP ROUND/BRACKETS:** Highest seed is home team throughout bracket play (Including Championship Game). If there is a tie during bracket/elimination rounds after regulation, we will go straight to the **Ohio Sudden Death Shootout** (this method will be used until a winner is determined). Semi-finals and Championship games will be normal baseball throughout.

- **OHIO SUDDEN DEATH METHOD:**
  - The last 2 batters of record in the batting order the previous inning will be placed in order at 1st and 2nd base (the second last batter from the previous inning goes to 2nd base and the last batter from the previous inning out goes to 1st base) and the offense will have no outs. No pinch runners / courtesy runners will be allowed for the last 2 batters that are being positioned until a ball has been put in play in fair territory.

- **REGARDING TIE BREAKERS:**
  A. Once a tie is broken with three or more teams, teams advance to the next tie breaker rule until the tie is broken.
  B. The following rule determines how teams advance or are seeded after their group or seed games.
     1. Win-Loss Record
     2. Head to Head (two teams only)
     3. Fewest Runs Allowed
     4. Highest Run Differential (This calculation is determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +8 or -8.)
     5. Coin Flip
  C. When three or more teams are tied, fewest runs allowed in all pool play games is used in determining all three places. If there is still a three-way tie, the highest run differential is used to determine who advances.
  D. When a three-way tie is broken, and the remaining two teams are tied with runs allowed, the next tie breaker is highest run differential and so on (Head to Head is Skipped)

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- **MERCY RULE**: For all six- and seven-inning games include
  - 15 runs after three innings, or two-and-one-half innings (if the home team is ahead).
  - 10 runs after four innings, or three-and–one-half innings (if the home team is ahead).
  - 8 runs after five innings, or four-and-one-half innings (if the home team is ahead).

  * if the home team has run-ruled the visiting team, the game is declared complete, and the winner is named.

- **COURTESY RUNNERS:** If eligible, a courtesy runner can be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. If roster batting, the courtesy runner is the player with the last recorded batted out. The courtesy runner can only run for one player per inning. If a team is roster batting and no out has been recorded, the courtesy runner becomes the player furthest from the current hitter in the lineup.

- **ROSTER BATTING**: Teams can bat a nine-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game. If a team roster bats and a player due to illness or injury cannot continue and approved by the umpire- no automatic out is recorded and that player will be skipped in the batting order with no penalty. The player will not be permitted to return to the game. However, if a team roster bats and a player is removed from the game do to an ejection or any other reason other than illness or injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game. A (DH) is not allowed in this event! **Teams MUST present a lineup card to the Home Plate Umpire at the Plate Meeting before each game!**

- **EQUIPMENT/UNIFORMS:**
  1. Managers and coaches please wear a baseball cap with your team insignia and be properly dressed.
  2. Protest of uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform or be removed from the game.
  3. A full-coverage batting helmet must be worn by every player while on-deck, when at bat and on the bases.

- **BAT RESTRICTIONS:**
  Bats must be certified by the manufacturer to meet a Bat Performance Factor of 1.15 or less
  1. **14 under Divisions:** -5 Ration or Heavier (The weight of the bat in ounces as compared to it's length in inches, must be no greater than 5).
  2. **13 under Divisions:** No Bat Size restrictions
  3. **High School Divisions (15u and Older):** Must use NFHS bat limitations for size, weight and performance.
  4. **Illegal Bats –** Stop game & get a tournament director. If deemed illegal, the bat is thrown out & that game is forfeited.

- **EJECTIONS:** When a manager, player, coach, or trainer is ejected from the game, he or she can take no further part of that game. Depending on the conduct of the manager, player, or coach, additional penalties can occur. The tournament officials will assess the length of the suspension following the ejection based upon the incidents of the ejection

- **PROTESTS:** If a team protests, the manager must immediately notify the home plate umpire and the umpire will summons a tournament director to the field to address the protest. The protest fee is $100.00 in cash. The fee is returned if the protest is ruled in favor of the protesting team. Judgement calls cannot be protested. *** No protests will be allowed after the next legal pitch is made or after a game is completed, score cards are signed and the umpires have left the field of play* Do not come to tournament headquarters to try to file a protest or complaint after everyone has left the field of play, game is recorded and or the event is completed, it is your duty and responsibility as a manager to know the rules and to file a correct protest, including pitching infractions. Make sure the game is stopped and DO NOT rely on your parents or tournament help to determine whether or not something is a valid protest. KNOW THE RULES AND PROCESS – DO NOT PLACE BLAME ON THE TOURNAMENT AND OR DIRECTORS IF YOU MISS SOMETHING. IT IS NOT OUR DUTY TO NOTIFY YOU AND YOUR PARENTS OF ANY VIOLATION OR INFRACTION DURING A GAME.**

- **PLAYER ELIGIBILTY** - Up to the manager to make sure all players are eligible and meet roster eligibility requirements. Any player not listed on the online tournament roster by Tuesday June 17th at 9pm is considered an illegal player. Any illegal player will result in a forfeit of game. Five Tool will not be responsible for illegal players, it is up to the opposing team to regulate the team's roster and lineup during the event.

- **MISC ITEMS**
  1. No Slug bunting (If a player does and makes contact, the batter is out and ejected)
  2. No Bat Boys/Girls
  3. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious. A player initiating malicious contact will be automatically ejected for the rest of the game

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PITCHING LIMITATIONS: Limitations of pitching are based upon recorded OUTS (not pitch count) while the pitcher is on the mound.

a. In all age groups that are scheduled for six innings, a pitcher cannot pitch more than 18 outs in any given day.
b. In all age groups 16 and younger that are scheduled for seven innings, a pitcher cannot pitch more than 21 outs in any given day.
c. For six-inning games, a pitcher cannot pitch more than 27 outs in a three-day tournament, regardless of game guarantee.
d. For seven-inning 14U and younger games, a pitcher cannot pitch more than 30 outs in a three-day tournament, regardless of game guarantee.
e. Any pitcher in the 16U or younger divisions that has pitched three days in a row must rest the 4th day regardless of outs recorded.
f. 17-18u only – No restrictions/limitations
g Pitching limitations stop for the day when the park is shut down for the night and the teams leave.
h. When games are suspended and continued the next day, pitching limitations are split between the two days.
i. In the case of a double or triple play, there is no penalty for exceeding outs recorded.
j. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
k. Reference Rolling Pitch chart below for 4 day events.
l. A violation of the pitching limitation is determined when the pitcher has delivered a pitch to the next batter after reaching his pitching limit. If the limit is reached at the end of an inning, it shall be a violation if the pitcher toes the rubber to begin a new inning. If the pitcher is protested after reaching their limitation after delivering a pitch to the next batter after reaching his pitching limit and prior to recording an additional out exceeding their pitching limit, the pitcher shall be ejected from the game. If the pitcher records an additional out or outs exceeding their pitching limitation, the game shall be ruled a forfeit. An illegal pitcher can be protested anytime during the game. Once the game has ended, the official scorecard has been signed and the umpires have left the field, the game will be considered official & a protest for pitching violation shall not be allowed. Additional penalties, including suspensions and ejection from the event may apply.
It is the duty of each team's manager to protest pitching violations at the time of the pitching infraction/violation by following the appropriate protest procedures below or in the Five Tool National Guidelines.

ROLLING PITCHING CHART FOR A 4 DAY TOURNAMENT
(VARIOUS COMBINATIONS READING LEFT TO RIGHT)

	27 OUTS	27 OUTS	27 OUTS	27 OUTS		30 OUTS	30 OUTS	30 OUTS	30 OUTS
Option	DAY 1	DAY 2	DAY 3	DAY 4		DAY 1	DAY 2	DAY 3	DAY 4
1	18 (6 inn)	9 (3 inn)	X	18 (6inn)		21 (7 inn)	9 (3 inn)	X	21 (7 inn)
2	18 (6 inn)	X	9 (3 inn)	18 (6 inn)		21 (7 inn)	X	9 (3 inn)	21 (7 inn)
3	9 (3 inn)	X	18 (6 inn)	9 (3 inn)		9 (3 inn)	X	21 (7 inn)	9 (3 inn)
4	X	18 (6 inn)	X	9 (3 inn)		X	21 (7 inn)	X	9 (3 inn)
5	X	18 (6 inn)	9 (3 inn)	X		X	21 (7 inn)	9 (3 inn)	X

Any pitcher in the 16U or younger divisions that has pitched three days in a row must rest the 4th day regardless of outs recorded.

- **INTENTIONAL WALKS**: In all live pitch divisions, an intentional walk is granted upon request
- **BALKS:** Balks are enforced in 11U and above age divisions without warning. In age divisions 10U and below, one warning will be given to each pitcher of record, any balks after the warning will be enforced. Including the Fake throws to first and third on a pick off. Balks are also deemed dead!
- **TRIPS TO THE MOUND:** A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game). A pitcher removed from the pitching position cannot return to the pitching position during a game but can re-enter to any other position.
- **5/3 MOVE:** A pitcher cannot fake a throw to 3rd and then turn around and throw to 1st. If this happens during any game, the play is deemed a balk.
- ***Pitching Limitations*** *– Make sure you know the rules – do not penalize your kids. Do not blame the tournament, its directors and or association if your team or staff does not follow the rules and or does not catch an infraction. Pitching is tracked and recorded, and it is available online for viewing, but it is up to each team to make sure pitchers are eligible (including your opponent). If the online score and pitching is not updated, send a team coach to tourney HQ to get any updates. Pitching limitations/restrictions can be found on your rule reference sheet. Tracking of pitching will be done by recorded outs. Make sure your pitching is correct prior to signing your official game card at the conclusion of your game. Protests and or complaints on pitching will not be discussed after the game is completed, official game card is signed by both team representatives and recorded at tournament headquarters.*

RULES NOT REFERENCED/COVERED: If a rule is not covered in this reference sheet, the tournament staff will revert to the High School Baseball Rulebook. Tournament Director, Staff and UIC as a group have the ability to make changes to any rule for this event if deemed necessary.