

SCREAMING EAGLES 26th ANNUAL INVITATIONAL 2022

All rules follow the National Federation High School Rules with the following exceptions: (See also the age specific exceptions for your age group)

WINNING TEAM MUST REPORT SCORE TO TOURNAMENT DIRECTOR OR FIELD SUPERVISOR IMMEDIATELY FOLLOWING THE GAME

Any questions contact Jim Jankowski @ (262) 894-3954.

1. Age cutoff date is May 1st.
2. U8-U12 Pitchers may pitch three (3) innings per game. U13 & U14 Pitchers may pitch 4 innings per game. One pitch in an inning is considered a full inning. Violation of this rule will result in forfeiture of the game by the offending team. Once taken out as a pitcher the player may not reenter as a pitcher in that game.
3. Games are six (6) innings in duration. No new inning may begin after one hour and forty minutes. The next inning begins as soon as the last out is recorded in the previous inning. There is no drop dead rule. Ties are possible in pool play. Ties will be played out in bracket play until there is a winner. For extra-inning bracket games we will use California Rules. California Rules place the person who made the last out in the previous inning at second base to start the extra inning and the hitter begins the inning with no outs and an 0-0 count. **There is no time limit for the championship game. If your division has a “gold” and “silver” bracket, the silver (consolation) championship will have the 1 hour 40 minute time limit but ties will be played out to crown a winner. The gold bracket will not have a time limit on the game. California rules will be used in the championship games if they go extra innings.**
4. The ball is to be returned directly to the pitcher after an out is recorded. Only five (5) warm-up pitches are allowed between innings or after a pitching change.
5. Team ahead by ten (10) runs at the end of four (4) innings or (8) runs at the end of (5) innings will be declared the winner. In all Championship games the ten (10) run rule is in effect after 5 innings.
6. A team must have a minimum eight players to start the game. If the game is started with eight players, the 9th position is then an automatic out each time through the order.
7. Any team, which does not take the field within fifteen minutes of the scheduled start time, shall forfeit the game upon the opposing team taking the field and throwing the first pitch.
8. Home team is determined by coin flip for pool play. The team traveling the farthest shall have the honor of calling the flip. Winner of the flip has the choice of home or away.

9. There is NO MANDATORY SLIDE RULE! The sliding rules are all the same as the NFHS book rules. There are two main points: The Force Play Slide Rule - Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not “take out the fielder to break up the double play.” If the runner slides, it must be a legal slide according to book rule and if the second baseman is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

Plays at the plate: Summary of the NFHS rule. When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession... If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected. Remember, malicious contact supersedes obstruction.

10. Rosters may be changed with the Tournament Director prior to their first game. Proof of age is required. After first pitch of their first game rosters are frozen. If a team is found to be using players not on their roster, their wins will be forfeited.
11. All batters and runners must wear helmets with earflaps.
12. No batting practice to be taken before any game on the field or using batting cages at any park.
13. Give Scorer Keeper or opposing Coach your line up fifteen (15) minutes prior to game. Please be ready to play 30 minutes before scheduled time in case we need to speed the tournament up.
14. Courtesy runners may be used for the catcher of record at any time, but must be used for the catcher when there are two outs. The runner must be the player who made the last out unless it is the pitcher of record. In that case, the batter who made the previous out to the pitcher of record shall run.
15. Games rained out may be re-scheduled. All age division games may be considered a complete game with 3 innings played shall rain force the game to be called. No refunds will be issued once a team has completed one full game. A 50% refund will be given if the tournament is completely rained out and no games have been played. Game cancellations due to weather are under the control of the Tournament Director and/or Screaming Eagles staff.
16. Substitutes may be used at any time. Players may re-enter the game at any time in their original batting order. A starting player may re-enter once, while a substitute may not reenter. If you use a

continuous batting order, free substitutions in the field are allowed. While using a continuous batting order at any time the team is left with less than the number of players the team started

with, the spot vacated in the batting order by the missing player is an automatic out each time that position comes to up to bat.

17. No protests allowed. Decisions of the umpires, Field Marshals, or Tournament Director are final. Players, coaches, and spectators are expected to show good sportsmanship at all times. Any parent, player, or coach ejected from a game for any reason will no longer be eligible to play or participate in any remaining games during the tournament.
18. Bats to follow USSSA approved bats.
19. Tie breakers to advance to the championship bracket are as follows: 1.Head to Head, 2.Least Runs Allowed, 3.Most Runs Scored, 4.Coin Flip.
20. The Screaming Eagles Staff reserve the right to make changes as necessary. All changes will be communicated via email to the email address on the registration form.
21. A player may not be on two separate team rosters at the same age level. Violation of this rule will result in a forfeit of games by both of the teams with the violating player.
22. Teams must check in with the Tournament Director 30 minutes prior to scheduled games times with roster and waiver completed. All forms must be turned into prior to the team's first game.
23. NO ALCOHOL ALLOWED at any fields/parks. Violation of this rule will result in ejection from the tournament. Full concessions will be provided at each site.
24. Playoffs: Higher seed is the home team and will take the 3rd base side.
25. Runner may score on a passed ball, wild pitch, or a ball returned to the pitcher, except for U8 which cannot score on a wild pitch or passed ball. U13 & U14 allowed to pull off a straight steal of home. Squeeze plays are allowed at all ages.
26. The Designated Hitter is not allowed at any age level
27. It is illegal to fake a bunt and then swing at a pitch for U8 – U12. Batter will be called out. At U8-U10, runners leaving early on steal attempts will get 1 warning per player, per time on base, then will be called out.
28. Trophies awarded to 1st and 2nd place if championship game is played. If there is a gold and silver bracket, silver bracket will not be awarded trophies.
29. The EH (extra hitter) is designed to be used as a 10th hitter in the lineup. The coach at the beginning of the game must designate if he using the EH for the game. Once he has decided to

use the EH he must continue to do so throughout the game. If at any time the team is left with less than ten (10) players, the spot vacated in the batting order by the missing player is an automatic out each time that position comes to up to bat. The EH may be used as a player in the field with the player in the field being used as the EH.

Age Specific Variations							
	U8	U9	U10	U11	U12	U13	U14
Base Paths	60'	65'	65'	70'	70'	90'	90'
Pitchers Mound	40'	46'	46'	50'	50'	60'6"	60'6"
Advance on Drop 3rd Strike	No	No	Yes	Yes	Yes	Yes	Yes
Leading Off	No	No	No	Yes	Yes	Yes	Yes
Stealing	As ball crosses plate	As ball crosses plate	After ball leaves pitchers hand	Yes	Yes	Yes	Yes
Infield Fly	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Continuous Batting Order	Optional	Optional	Optional	Optional	Optional	Optional	Optional
4th Outfielder	No	No	No	No	No	No	No
Balks	No	No	No	Yes – 1 warning per pitcher	Yes – 1 warning per pitcher	Yes - No warning	Yes – No warning
Extra Hitter	Optional	Optional	Optional	Optional	Optional	Optional	Optional
Metal Spikes	No	No	No	No	No	Allowed	Allowed