

## **SCREAMING EAGLES 29<sup>th</sup> ANNUAL INVITATIONAL 2025**

All rules follow the National Federation High School Rules with the following exceptions:

**(See also the age specific exceptions for your age group)**

Any questions contact:

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

#### **General Rules:**

- Age cutoff for each division is May 1st.
- No batting practice to be taken before any game on the field or using batting cages at any park.
- Roster/Waiver form needs to be completed and turned in 30 minutes prior to the team's first game
- Rosters may be changed with the Tournament Director prior to the first game. Proof of age may be required. After the first pitch of the team's first game rosters are frozen. If a team is found to be using players not on their roster, their wins will be forfeited.
- 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.
- Provide the opposing coach a copy of your line up within fifteen (15) minutes of game time.
- Please be ready to play 30 minutes before scheduled time in case we need to speed the tournament up.
- 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.
- 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.
- Rainout/Weather Delays:
  - Games rained out may be re-scheduled.
  - For 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.

- The Screaming Eagles Tournament Director and staff reserve the right to make changes as necessary. All changes will be communicated via email and/or text to the contact information provided on the registration form.

**Game Play:**

- Games are six (6) innings in duration.
- Home team is determined by coin flip for pool play (Winner of the flip chooses)
  - The team traveling the farthest shall have the honor of calling the flip.
- The next inning begins as soon as the last out is recorded in the previous inning.
- No new inning may begin after one hour and forty minutes. There is no drop-dead time rule.
- Ties are allowed in pool play.
- 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.
- Slaughter rule:
  - Teams ahead by ten (10) runs at the end of four (4) innings will be declared the winner.
  - Teams ahead by eight (8) runs at the end of (5) innings will be declared the winner.
  - In the Championship game the ten (10) run rule is in effect after five (5) innings.
- 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.
  - If 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 up to bat.
- Any team, which does not take the field within fifteen (15) minutes of the scheduled start time, shall forfeit the game upon the opposing team taking the field and throwing the first pitch.

**Playoffs (Bracket Play):** (Adheres to all General Rules and Game Play rules above with the following exceptions)

- 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.
- Higher seed is the home team and will take the 3rd base side.

- 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.**
  - **California rules will be used in the championship games if they go extra innings.**
- 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.

### **Batting/Line-up:**

- Bats to follow USSSA approved bats.
- All batters and runners must wear helmets with earflaps.
- The Designated Hitter is not allowed at any age level
- 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 they will be using an EH for the game. Once a decision to use an EH has been made this will remain 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.
- Fake bunts are not allowed. Showing bunt and then pulling bat back and swinging away will result in the batter being out
- 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.
- **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.

- For U8 only:
  - Teams are allowed to bat through their lineup only 1 time per inning. If 3 outs have not been made by the time a team has batted around, the half of the inning will end.
    - Any runners on base will only be allowed to advance as many bases as the hitter advanced on the last at bat of the inning.
    - Dead ball will be called when play is made on any base runner, or an infielder has secured the baseball and is in the infield
    - If teams have a different number of players, to determine the “bat around number”, use the larger of the 2 numbers
  - Runners who at the start of play are on 1st base or 2nd base can attempt to advance on passed balls, wild pitches or errant throws by the catcher to the pitcher, runners who at the start of play are on 3rd base CANNOT.
  - The runner on 3rd base at the start of play can attempt to advance home when there is a batted ball in play, there is a base loaded walk, a bases loaded hit by pitch or the defense attempts to pick off the runner on 3rd base. The runner on 3rd base at the start of play CANNOT attempt to advance home, if the defense attempts to pick off any other runner or attempts to throw out another runner attempting to steal. However, should the defense attempt to pick off the runner on 3rd base, they can advance on an errant throw.
- For U8-U10:
  - Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out.

### **Pitching:**

- Pitchers may pitch three (3) 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.

### Additional Age Specific Variations

	<b>U8</b>	<b>U9</b>	<b>U10</b>	<b>U11</b>	<b>U12</b>
<b>Base Paths</b>	60'	65'	65'	70'	70'
<b>Pitching Mound</b>	43'	46'	46'	50'	50'
<b>Advance on Drop 3<sup>rd</sup> Strike</b>	No	No	Yes	Yes	Yes
<b>Leading Off</b>	No	No	No	Yes	Yes
<b>Stealing</b>	Ball enters hitting zone	Ball enters hitting zone	Ball enters hitting zone	Yes	Yes
<b>Infield Fly</b>	No	Yes	Yes	Yes	Yes
<b>Continuous Batting Order</b>	Optional	Optional	Optional	Optional	Optional
<b>4<sup>th</sup> Outfielder</b>	No	No	No	No	No
<b>Balks</b>	No	No	No	Yes	Yes
<b>Extra Hitter</b>	Optional	Optional	Optional	Optional	Optional
<b>Metal Spikes</b>	No	No	No	No	No