

2022-2023 Skull & Bones Athletics Tournament Rules

*The default rule book for all Skull Athletics Tournaments will be the NFHS.

8U - 12U Tournaments Teams may bat anywhere from 9 players to the entire roster. The number of batters in your lineup must stay the same throughout the game. For example, if a team has 12 players in their roster, they have the ability to bat 9, 10, 11 or the entire lineup. A team in this situation could bat 9 players with 3 substitutes; bat 10 players with 2 substitutes, bat 11 with 1 substitute, or bat all 12 players with no substitutes. If a team is batting/playing 9 they may use a DH. If a team wants to bat 10 that can use an EH (extra hitter)

*It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game. Managers must bring any issues to the attention of a Tournament Official before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game, there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

Individual Player/Team Eligibility

8U Division Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to August 1 will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

9U Division Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

10U Division Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

11U Division Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12U Division Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

Injuries/Ejections

If a player is injured or ejected and no substitute is available, that spot in the lineup will be considered an out (opposing coaches have the discretion to not count as an out) .If an injured player can reenter the game, they must assume the position in the batting order. An ejected player can not reenter the game. If a team has substitutes on the bench, they may use them for injured or ejected players.

Re-Entry

If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once as long as the player occupies their original position in the batting order.

Pitcher Re-Entry

If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

Pitcher of Record

Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

Tournament Set Up

Saturday will be a 2 game Pool Play. Coin Flip will determine the home team

Sunday will be bracket play. Since we are offering a \$500 cash prize to the winning organization, we will be only running a gold bracket. This will allow each team to compete for the championship. Higher seeds will have their choice to be Home or Visitor.

Time Limit

Saturday Pool Play: Games will be 1:30 time limit, finish the inning, games can end in a tie.

Sunday: Bracket play (except Championship Game): Games will be 1:40 minutes, finish the inning, no ties. Extra innings or innings after the time limit will be played using the International Tie Breaking System.

Sunday: Championship Game: 2:00 time limit. Extra innings or innings after the time limit will be played using the International Tie Breaking System.

Line Up Cards

Teams must provide their own line-up cards. A copy should be given to the opposing team each game.

Official Scorebook

The home team will keep the official scorebook.

Number of Players

Teams are permitted to start and/or end a game with 8 players. Anything less than 8 available players at any time during a game will result in a forfeit for that team.

Mercy Rule

For all games – 15 runs after 3 innings, 10 runs after 4 innings, or 8 after 5 innings

Tie Breaker System for Pool Play

When 2 teams are tied:

- Head-to-head results (if applicable)
- Least runs allowed (average per games played)
- Lowest single game runs allowed
- Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest, etc.)
- Highest average run differential per games played
- Highest single game run differential
- Each subsequent highest single game run differential (2nd highest for each team, 3rd highest, etc.)
- Coin flip

When 3 or more teams are ties:

- Head-to-head results (only applicable if all of the tied teams played each other) •
- If one team beats all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other)
- Continue to use head to head results to seed the rest of the teams in the tie
- If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other)
- If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
- If all of the tied teams did not play each other, head-to-head is not applicable.
- Continue down the 2-Team Tie Breaker list as stated above When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

Illegal Players

If a team is found to be using an illegal player (i.e. not age eligible or not on the roster) the team will be ejected from the tournament immediately. All previously played games will be reverted to a forfeit with a score of 6-0. No credits or refunds will be given to the ejected team.

Protests

It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a Tournament Official if they feel that a ruling during a game is incorrect. A game should never be stopped for umpire judgment calls as those cannot be protested. Our staff will do everything possible to resolve issues as they occur.

Any Coach/Organization wanting to protest will need to present the Tournament Director \$100 cash. If the protest is declined the Coach/Organization will forfeit the money. If the Coach/Organization wins the protest the money will be returned.

Mound Visits

The pitcher must be removed on the second mound visit in an inning for all age groups.

Balks

We follow the NFHS rules pertaining to balks. Once a balk is called, it is an immediate dead ball for all age groups. Additionally, pitchers are no longer allowed to commit the fake to 3rd base, throw to 1st base move. 2nd base is the only base a pitcher can fake throw to while touching the pitcher's rubber.

8U: Coach Pitch
9u: Warning only
10u: 1 warning per pitcher
11u-12u: No warning

Expected Behavior

Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Skull & Bones Athletics tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions. Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself.

We simply ask the following:

- Let the players play
- Let the coaches coach
- Let the umpires umpire

Confinement to the Bench

Umpires working a game have the ability to confine a manager or coach to the bench. If this step is enacted, that individual will not be able to leave the bench/dugout. The only exception that will be allowed is for a manager/coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well.

Bat Regulations/Restrictions

- **All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood.**
- Any bat permanently stamped with the official USA Baseball logo is legal to use
- **Penalty: (First Offense)** – If the Umpire discovers that a bat does not conform until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. **(Second Offense)**—If a team is found in

violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

- Penalty for use of an illegal bat: If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at bat will stand. Second Offense – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.
- Thrown Bats: Using umpire discretion, if a thrown bat by a player is said to be of concern for player safety the following steps will be taken: • Teachable moment / explanation • Verbal warning (1 per player) • Removal from remainder of game (to be treated as ejected/injured player at no penalty)
- Wood Bats: Wood and composite bats are permitted in all tournaments.
- Bat Sensors: Sensors built inside the handle of the bat are legal. Sensors that are an addition to the exterior of the bat are not permitted. In case of a discrepancy, the Tournament Director will deem whether a sensor is permitted.

Ejections/Suspension Policy

- Managers / Coaches: Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a Tournament Official) must leave the facility immediately and will automatically be suspended for 1 additional game. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- Players: If a player is ejected from a game they may face further suspension. •
- Parents / Fans: If a fan or parent is ejected from a game (either by an umpire or a Tournament Official), they must leave the facility immediately and will not be allowed to enter the complex for the remainder of the event.

Pitching Rules/Regulations

Skull & Bones believes that arm care for young players is an important aspect of tournament play. We know that other organizations have their rules, we have chosen to follow the MLB Pitch Smart Guidelines

Tournament Officials will have an individual tracking pitches at each game. Regardless of what a team's Game Changer or scorebook says, we will refer back to the tournament official's records tracking pitches.

The screenshot shows the MLB Pitch Smart Guidelines website. The header reads "Guidelines for Youth and Adolescent Pitchers". Below this, a paragraph states: "Each organization -- whether it be a league, travel team, showcase or tournament -- should establish rules to ensure that players must follow the guidelines while playing in that league. Ultimately, it is the responsibility of the parent and the athlete to ensure that the player follows the guidelines for his age group over the course of a year -- given that he will oftentimes play in multiple leagues with different affiliations covering different times of the year." Below the text is a section titled "Select Player's Age for Recommendations" with buttons for "Ages 8 & Under", "Ages 9-12", "Ages 13-14", "Ages 15-18", and "Ages 19-22". Underneath is a table titled "Pitch Count Limits and Required Rest Recommendations". A note above the table says: "It is important for each league to set workload limits for their pitchers to limit the likelihood of pitching with fatigue. Research has shown that pitch counts are the most accurate and effective means of doing so. See required rest recommendations below." The table has columns for Age, Daily Max Pitches in Games, 0 Days Rest, 1 Day Rest, 2 Days Rest, 3 Days Rest, 4 Days Rest, and 5 Days Rest. The rows correspond to age groups: 7-8, 9-10, 11-12, 13-14, 15-16, 17-18, and 19-22. The bottom of the screenshot shows a navigation bar with links like "OFFICIAL INFORMATION", "HELP/CONTACT US", "MORE MLB SITES & AFFILIATES", and "CAREERS". At the very bottom, there is a large, faint watermark of a skull with crossed baseball bats behind it, and the word "ATHLETICS" in large letters.

Age	Daily Max Pitches in Games	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-30	31-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-75	76+	N/A
19-22	120	1-30	31-45	46-60	61-75	76+	100+

Playing Field

Division of Play	Base Paths	Pitching Distance
8U	60'	NA
9U	65'	46'
10U	65'	46'
11U	70	50'
12U	70	50'

Rules Summary

Rule	8U	9U	10U	11U	12U
Base Distance	60'	65'	65'	70'	70'
Pitching Distance	N/A Coach Pitch	46'	46'	50'	50'
Game Length	6 innings	6 innings	6 innings	6 innings	6 innings
Leads	No	Yes	Yes	Yes	Yes
Stealing	No	Yes	Yes	Yes	Yes
Run on Dropped 3rd Strike	No	Yes	Yes	Yes	Yes
Mercy Rule	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5	15 after 3 10 after 4 8 after 5
Balks	N/A	Warning only	1 Warning per Pitcher	No Warning	No Warning
Cleats	Rubber	Rubber	Rubber	Rubber	Rubber

ATHLETICS