

St. Joe's Scared Hitless Tournament Rules

During Pool Play, all teams with all personnel in complete costumes will start each game with one run!

We play using the National Federation High School Rules with the following exceptions:

1. Max roster size is 13 players.
2. All bats must have a branding, label, or stamp proving BPF 1.15, USABat, BBCOR and Wood bats are also allowed. USSSA bats ARE allowed. Any bat found to be compromised will be removed from the game. The coach will be removed from that game.
3. Teams are made up of 2026 ages. All Players must be on the roster submitted to St. Joes Tournament Director and also on the team's Gamechanger.
4. Make sure to have a copy of birth certificates on hand in case of any questioning. A player's age can be questioned anytime by the opposing head coach only, through the umpire. If the head coach, of the player in question, is unable to provide a birth certificate within 5 minutes of being questioned, the player will be removed from the lineup and be an automatic out each time his spot comes to bat.
5. This is not a sanctioned tournament.
6. Home team's GameChanger will be the official book. Both teams must confirm correct score at the end of the game. Umpires will be in charge of keeping official time. Winning team's head coach must submit final score to tourney official.
7. Umpires will return all used game balls to the concession stand and/or baseball baskets after the game.
8. There are no pitching limitations. However, it is highly recommended that teams follow the standard USA pitching guidelines. Every coach's first priority should be the long-term health and well-being of their players. Once taken out as a pitcher, the player may not re-enter as a pitcher in that game.
9. Coin Flip determines home and away. Team that traveled furthest will call the flip. **Dugouts are first come, first serve during pool play.** Playoffs and Championship: higher seed determines home or away. Home team, in bracket, will occupy the third base dugout.
10. **Games are one hour and forty-five minutes in duration. No new inning may begin after the one hour and forty-five-minute time limit.** In bracket, in the event of tie games, regardless of time remaining, the following applies: Place the player who made the last batted out in the previous inning at second base to start the extra inning, and there is 1 out.
11. Championship games have no time limit. Mercy rules still apply. (Please see #14.)
12. Umpire may limit warm-up pitches between innings to stay on schedule.
13. 13u and older are seven (7) innings in duration. 12u and below are six (6) innings in duration.
14. **Mercy Rule** Teams ahead by the following will be declared the winner. Max run differential is eight (8) runs:
 - fifteen (15) runs at the end of two (2) innings
 - twelve (12) runs at the end of three (3) innings
 - ten (10) runs after four (4) innings
 - eight (8) after five (5) innings.

15. If at the end of a complete inning there is 5 minutes or less remaining on the game clock and either team is winning by 7 or more runs the game will immediately end.

NOTE: These rules are in place to keep the tournament on schedule and end lop-sided games that have reached or exceeded the time limit.

16. Teams need to be prepared to start any game up to 45 minutes prior to the posted start time. Allowances will be made for teams playing back-to-back games for the health and safety of the players.
17. **There is no mandatory slide rule, but base runners must make every effort to avoid contact with fielders.** Please review the NFHS rules concerning avoiding contact. Base runner will be ejected if umpire determines actions were malicious.
18. There are no balk warnings at the 12U level and up.
19. For all divisions, all teams must bat all players in attendance and in uniform for each game. All players can reenter the field at any position, with the exception of the pitcher. Once a pitcher is removed from the game, he cannot return to pitch in that game. ***In the opinion of the umpires, if a player is forced to leave a game due to an injury and the player cannot continue that players spot in the lineup will be passed over without penalty.*** That player cannot reenter the game at any point. Any player arriving late for a game must arrive prior to their team batting through their order one time. The late arriving player should be placed last in the batting order and if has not arrived by their time to bat has arrived, they will not be eligible to play in that game. Any ejected player will result in an out in the batting order.
20. Each game must begin with at least nine (9) players, but can end with eight (8) players, unless team allows opponent to start the game with fewer than 9 players.
21. No players can be added to a team's roster after submitted. All players on submitted roster must be on the team's Gamechanger. No exceptions.
22. All batters and runners must wear helmets with earflaps. No exceptions.
23. Courtesy runners are optional at any point for catchers and pitchers. Only the catcher and pitcher who played the previous inning (of record) can be run for. Courtesy runners for pitcher and catcher are mandatory with two outs.
24. **Games canceled or called due to weather may not be rescheduled.** In addition, weather conditions may result in games being shortened for all or part of the tournament. Game cancellations due to weather are under the control of the tournament officials, who have the right to cancel games as they see fit. **Any game that completes 4 innings or 3 1/2 if the home team is winning is considered an official game. Furthermore, if a game is called due to weather and less than 3 1/2 or 4 innings have been completed, but the game clock has passed one hour, it is also an official game, score reverts back to last completed inning.**
25. No protests allowed on judgement calls.
26. Players, coaches, and spectators are expected to show good sportsmanship at all times. We have a zero-tolerance policy for spectators or assistant coaches harassing umpires, spectators are to support their team in a positive manner. **Any COACH or SPECTATOR that is ejected from a game will be banned from the complex for the duration of the tournament. There is no appeal of any ejection.**

Failure to abide by this rule will result in the team's forfeiture of all tournament games played or games yet to be played. No refunds will be issued.

27. No wooden fungo bats can be used during a game.
28. Metal spikes are allowed at the 13u and up.
29. C Flaps for helmets are allowed if they are either part of the helmet or if an added accessory, if manufactured by the same company that manufactured the helmet.
30. On-deck batter must stand facing the back of the batter
- 31. Slashing is prohibited. (Fake bunt, causing infielder to charge in, then swinging away is not allowed.)
Penalty is dead ball, batter is out.**
32. Any player throwing their bat will receive an individual warning. Should that same batter throw their bat an additional time(s) the batter will be called out and a dead ball called.
33. Tiebreakers to advance to the championship bracket are as follows:
 1. Overall Record
 2. Head-to-Head (does not apply to ties involving 3 or more teams)
 3. Least Runs Allowed
 4. Most Runs Scored
 5. Run Differential
 6. Coin Flip.
34. St. Joes Baseball reserves the right to make changes, as necessary. Any and all schedule changes or notices concerning the tournament will be posted online at www.tourneymachine.com. This includes weather delays or cancellations. Teams are expected to access the site as needed throughout the tournament for schedule changes, weather delays and results.
- 35. Any dispute over the score of a game needs to be reported to the on site Tournament Director.** Any dispute concerning the score entered must be contested within 3 hours of the scheduled start of the game or 10:45pm, whichever comes first.
36. Any tournament not played to conclusion will not have a champion declared
37. Home team is considered to have the "OFFICIAL BOOK" by using the GameChanger Application. It is up to the away team to confirm with the home teams' book between innings.
38. The home team will be required to keep Game Changer.
39. If two games are played to completion, no refund will be given. We will do our best to utilize makeup days on October 27th and 28th to declare champions.

Thank you for participating in St. Joe's Scared Hitless Tournament. We hope you enjoy your time here in Joliet. Please make sure to pass along your experience with other clubs and we will see you at our next tournament in

April. The second annual Joliet Jubilee will take place on April 10-12th, 2026.