

2019 FUTURES SERIES

TOURNAMENT AND PITCHING RULES



TOURNAMENT RULES

- To be eligible for the 2019 Futures Series, players must be born: January 1, 2008 or later (10U); January 1, 2007 or later (11U); Born January 1, 2006 or later (13U).
Penalty: If physical evidence is presented or a team admits to using an illegal player, all games in which the illegal player participated shall be forfeited.
- The National Federation (NFHS) baseball rules will be used
- All team rosters must have a minimum of 12 players and 2 coaches with the player maximum being 21 players.
- The only permitted bats to be used are those that coincide with guidelines defined by USA Baseball which can be found on www.usabaseball.com. For the 10U and 11U age groups, there is no specific weight/length ration limit. Non-wood and multi-piece wood bats must be USABat certified. The bat may be no longer than 32 inches in length, and barrel diameter for any bat may be no larger than 2 5/8. For the 13U age group, is no specific weight/length ratio limit. Wood, metal, and composite bats are all allowed. Non-wood and multi-piece wood bats must be BBCOR or USABat certified. The barrel diameter may be no larger than 2 5/8.
- All 10U and 11U players must wear rubber spikes, as metal spikes will not be permitted. 13U players can wear either rubber or metal cleats.
- Teams playing at facilities that only allow rubber cleats, will be made aware of that requirement.
- Field dimensions will be: 10U: 46' Mound, 65' Bases; 11U: 50' Mound, 70' Bases; 13U: 54' Mound, 80' Bases; 13U (Irvine & Orlando): 60' Mound, 90' Bases
- The USA Baseball Coaches Code of Ethics will be used
- Coaches must wear a helmet to be on the field. A hard helmet is required; no flap, single flap, and double flap helmets are permitted, while "skullies" and cap inserts are not permitted.
- Coaches must remain in the coach's box until a batted ball passes the coach's box.
- Games shall be seven (7) innings in length or two hours and 15 minutes, whichever comes first. If the time limit is reached in the middle of an inning, play will continue through the end of that inning but a new inning can not be started. If a team is losing by 10 or more runs after having batted in the last five innings, the game will be ended at that point.
- 10U games are 6 innings. 11U and 13U games are 7 innings.
- In the case of inclement weather, the Championship Bracket will be given priority treatment to finish games, followed by allowing the teams in the consolation bracket to play an even number of games. This

will be done to the best of USA Baseball's ability. Any games that are rescheduled due to inclement weather may be played at an off-site facility.

- USA Baseball reserves the right to end non-championship games in a tie if it is deemed in the best interest of the health of the athletes and the event.
- Any participant (player, coach, fan, etc.) ejected from a game shall have the circumstances of his/her ejection review by the Technical Committee made up of three USA Baseball representatives. The Technical Committee shall then decide what penalty, if any, shall be applied to that person or team. The additional penalty may include suspension from a subsequent game(s), suspension from the tournament all together, or team forfeiture resulting in a 7-0 loss.
- A tenth hitter, or extra hitter, hereby known as the "EH" may be utilized by any team. The use of an "EH" is optional and is not mandatory. If one team elects to use an "EH" it will not be required that the opposing team also use an "EH". The extra hitter must be indicated in the line-up as the "EH". The "EH" will be treated as any other starter and cannot be eliminated during the course of the game. The "EH" can exchange positions with other defensive players in the lineup. A player that starts the game as an "EH" or becomes an "EH" at any time thereafter, is not required to remain solely as the "EH". The starting batting order must be following in order. Changing of the "starting batting order" once the game begins is strictly prohibited.

TIE-BREAKER RULES

(For seeding purposes only; in order of use)

1. Head-to-head competition provided all teams have played each other
2. Fewest runs allowed (overall)
3. Overall Run Differential (overall)
4. Coin flip

EXTRA INNING RULE

If the game is tied after the specified number of innings, for a regulation game, and they have not exceeded the 2 hour and 15 minute time limit, teams will play extra innings until the 2 hour and 15 minute time limit is reached. The following procedures will be implemented during extra innings:

- Each team will begin the next inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The lineup will continue as in any other inning. For example, if the 6th inning ends with the #8 hitter having the last plate appearance (PA), the next inning begins with the #9 hitter at bat and the runner at second base is the #7 batter and the runner at first base is the #8 batter in the lineup.

- "Official Rules of Baseball" per the NFHS rule book and "Futures Series Tournament Rules" will remain in effect during extra innings required to determine a winner.
- No player re-entry is permitted during extra innings.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined. If the score is tied when the 2 hours and 15 minutes time limit is reached, regardless of inning, the game will result in a tie unless it is a semifinal or championship round game.

TOURNAMENT FORMAT

- **Pool Play – (Thursday and Friday)**
 - Teams are divided into four pools of four teams each
 - Each four-team pool plays a round-robin (three games)
 - After three games, the teams are seeded within their pool based on W-L record and then the tie break rules listed above
- **Championship Round (Saturday and Sunday)**
 - The first place team from each pool are placed together in a Championship Bracket. The 2nd place team from each pool will be placed together in a new pool (consolations). The 3rd place team from each pool will be placed together into a new pool (consolations). Finally, the 4th place team from each pool will be placed together into a new pool (consolations).
 - Day One (Saturday)
 - Consolation round (one game per team)
 - Semifinals of Championship Bracket (one game per team)
 - Day two (Sunday)
 - Consolation round (one game per team)
 - Bronze and gold medal games

For more information on the Futures Series, visit USABaseball.com

PITCH SMART

2019 FUTURES SERIES PITCHING RULES

DAYS OF REST REQUIREMENTS

("days off" refer to the day(s) following an appearance):

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+

NOTE: If a pitcher reaches the daily max (pitches in a game) threshold (85) while facing a batter, the pitcher may continue to pitch until any one of the following events occur: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning.

In accordance with USA Baseball's integration of Pitch Smart guidelines, the Futures Series will abide by the following pitching rules.

REPORTING

USA Baseball official scorers will be responsible for the official pitch count at each field. An aggregate report for all teams in the tournament will be distributed electronically at the completion of each day's games to the team contact on record. The pitch count monitored and kept in the tower is the only official pitch count that will be used. Managers or coaches pitch counts are NOT official, but they are welcome to periodically check with the official scorer to ensure their count is correct. The official scorekeeper will communicate the pitch count at the beginning of each inning or as needed.

SUSPENDED GAMES

For purposes of applying the pitcher use limitations in the event a team plays twice on a single day because a prior game was either postponed or suspended, the following rules apply: The per-game total pitch maximums (but not mandatory rest) shall be deemed to be "reset" for the resumption of the suspended game. (For example, a pitcher who has thrown less than 20 pitches when a game is suspended may remain in the game and is not required to be removed prior to 85 pitches the next day;

A player who is a team's pitcher at the time a game is suspended and then becomes subject to a mandatory rest day at the time the suspended game is resumed shall be removed from the game at the time the game is resumed. (For example, a pitcher who is in the game at the time the game is suspended and who has thrown 21 or more pitches in that game may not pitch in the resumption of the suspended game the next day);

A pitcher who must rest for a day must rest for all games on that day (i.e., rest during a

postponed or resumed suspended game shall not be deemed to satisfy a mandatory rest day if there is a subsequent game on the same day). (For example, a pitcher who is in the game at the time the game is suspended and who has thrown 21 or more pitches in that game may not pitch in either the resumption of the suspended game or any subsequent game that day.);

A pitcher who remains in at the resumption of the suspended or postponed game may not pitch in any subsequent game that day. (For example, a pitcher who is in the game at the time the game is suspended and resumed the next day may not pitch in the subsequent regularly scheduled game that same day.)

DOUBLEHEADERS

The second game of a scheduled doubleheader will not serve as a rest day for pitchers having thrown in the first game of the day. (For example, a pitcher who has thrown 21 or more pitches in the first game of the day may not pitch in any subsequent game that day and is subject to the appropriate number of rest days based on the total pitches thrown.)

A pitcher who has thrown 1-20 pitches is eligible to throw in any subsequent game that day, however, he will still be limited to the daily max of 85 pitches on the day. (For example, a 9U/10U pitcher who has thrown 10 pitches in game one may pitch in the second game that day, but is limited to only 65 pitches in that given game. At that point, the pitcher will be subject to the appropriate number of rest days based on the total pitches thrown that day, which in this case would be 4 days (66+ pitches).)

Due to the nature of the tournament format, the USA Baseball Operations Staff will provide each coach with an updated pitch count sheet as soon as possible prior to the start of their second game of the day on days where a doubleheader is scheduled.

PENALTY FOR VIOLATION OF PITCHER USE LIMITATION RULES

If a pitcher is found to have exceeded his allowed numbers of pitches during a game, the illegal pitching situation will be rectified immediately and the incoming pitcher will be permitted as many warm up pitches as the umpire deems necessary prior to resuming the game. The Technical Committee will review the infraction and reserves the right to suspend the manager for the next game if the infraction is deemed a purposeful breach of the rules. The Technical Committee will be comprised of the USA Baseball Tournament Director, 12U National Team Manager and one member of the USA Baseball Task Force.

If a pitcher is found to have exceeded his allowed pitches for a game after the game is completed, the manager may be suspended for the next tournament game. The Technical Committee will review the infraction and reserves the right to suspend the manager for the next tournament game and one additional game if the infraction is deemed a purposeful breach of the rules. In either case, the pitcher in question will not receive any direct penalty, but will be made to adhere to the prescribed days of rest based on the number of pitches at the time of the infraction. The team in question will not receive any direct penalty (beyond penalization of the manager), but will continually be made to adhere to the prescribed pitch count rules for the remainder of the event.

For more information, visit PitchSmart.org

