

## **Futures League Playing Rules**

**All games are to be played using the Official Baseball Rules with the following amendments only.**

### **1. Player selection**

- 1.1 Players are to be selected by a snake style draft by team head coaches from the pool of players who have expressed their interest through the BQ portal.
- 1.2 Players not selected in the draft remain eligible to be added in the case of injury, withdrawal, or demotion of selected players.
- 1.3 Each team is to have a maximum of 16 players.
- 1.4 Roster sizes can be adjusted at the discretion of the competition management committee.
- 1.5 Players must be registered and financial with a Baseball Queensland member club to be eligible for selection.
- 1.6 Import players are not permitted. Players must be Australian citizens/residents.

### **2. Game duration**

- 2.1 Games will be seven innings or two and a half hours, whatever comes first.
- 2.2 Once a new innings has started it must be completed unless the home team has the lead.
- 2.3 Games will be considered an official game only where either one and a half hours or five completed innings (four and a half where the home team has the lead) have been played.
- 2.4 Where teams are tied at the completion of seven innings and time allows, the international tie breaker rule will go into effect from the eighth inning onwards. Games still tied once the two and a half hours have elapsed will be declared a draw.
- 2.5 If a team leads by ten or more runs after the completion of the fifth inning (or after four and a half innings should the home team be leading by 10 or more) or any inning there after the game shall be called a complete game.

### **3. Bats and helmets**

- 3.1 All bats must be wood or wood composite
- 3.2 Wood bats that are constructed from a combination of woods, contain composite materials, or are made of Bamboo, will require the BBCOR certification mark.
- 3.3 All hitters and base runners must wear NOCSAE compliant two eared helmets.

### **4. Pitchers**

- 4.1 Each pitcher may throw a maximum of 45 pitches per game (can finish the batter in the box).
- 4.2 Each pitcher may throw a maximum of 25 pitches per inning (can finish the batter in the box).

- 4.3 All relief pitchers must have had the opportunity to warm up in the bull pen. The only exception to this is where the previous pitcher was removed from the game due to injury or ejection.
- 4.4 To facilitate rule 4.3, position players other than the catcher may be removed from the game in order to prepare to re-enter the game as the pitcher. This change must be made at the start of the defensive inning or at the time of a pitching change and must be clearly communicated to the home plate umpire. Any player removed from a game under this re-entry rule may only re-enter the game as the pitcher and must be the next pitcher used by that team. Any player removed from a game under this rule will remain in the batting order and take their turn at bat as it occurs. Once that player has completed their pitching assignment they may go back into a defensive position. A substitute player (one who enters the game to allow a player to leave the game to prepare to pitch) will not be entered into the scorebook and will remain eligible to enter the game at a later time or could be a player that has been previously removed. A player who is removed under this rule at the time of a mid-inning pitching change can only enter the game in the same inning if the current pitcher reaches their 25 pitch limit.
- 4.5 Coaches are permitted two mound visits per game without the removal of the pitcher. Any subsequent visits will result in the removal of the pitcher. An injury check when accompanied by the umpire is not to be considered a visit.
- 4.6 Catchers may make one mound visit per inning separate from a coach.

## **5. Trades and player movement**

- 5.1 Players can be traded within the season provided that both head coaches agree in writing.
- 5.2 Players do not have the ability to block trades.
- 5.3 Players may be dropped from a roster at any time but can only be replaced by players that were in the original draft and are currently not on a team roster.
- 5.4 Players cannot be dropped or traded after they have played in five games for any one team.
- 5.5 Players who are unavailable to play due to injury or ABL commitments may be replaced on a team roster at any time. The player replacing them must have been in the initial draft.

## **6. Competition rankings**

- 6.1 All competition ladder and finals positions shall be ranked by win percentage using the following calculation: Total wins + draws (draws = half) divided by total games played.
- 6.2 Where two or more teams are equally ranked with the same win percentage, placings will be determined using the following criteria:
  - a) "Head-to-Head" for the teams for the season; then
  - b) runs against, head-to-head, for the season; then
  - c) runs against overall for the season; then
  - d) a one game play off between the two teams.

## **7. Finals structure**

7.1 The two top ranked teams will have a one game play off to determine the champion team. The third and fourth ranked team will have a one game playoff to determine the final rankings for the season.

**8. Ejections and disciplinary matters**

8.1 Ejections and other disciplinary matters will be dealt with using the GBL procedures that exist at the time.