**JL AND SL Futures League Playing Rules**

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

**1. Player selection**

* 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.
	2. Players not selected in the draft remain eligible to be added in the case of injury, withdrawal, or demotion of selected players. The Head Coach is to make request to the age Coordinator providing a reason and to seek approval for replacement player.
	3. Each team is to have a maximum of eleven (11) players.
	4. Roster sizes can be adjusted at the discretion of the competition management committee.
	5. Players must be registered and financial with a Baseball Queensland member club to be eligible for selection.

**2. Game duration**

1. Games will be seven (7) innings or two (2) hours, whatever comes first.
2. Once a new innings has started it must be completed unless the home team has the lead.
3. Games will be considered an official game only where either one (1) hour or five (5) completed innings (or four and a half (4 ½) where the home team has the lead) have been played.
4. Where teams are tied at the completion of seven (7) innings and time allows, the international tie breaker rule will go into effect from the eighth (8th) inning onwards. Games still tied once the two and a half (2.5) hours have elapsed will be declared a draw.
5. If a team leads by ten (10) or more runs after the completion of the fifth (5th) inning (or after four and a half (4.5) innings should the home team be leading by ten (10) or more) or any inning thereafter, the game shall be called a complete game.
6. For each innings, there is a limit of seven (7) hitters faced.
7. If the defensive team reach the seven (7) hitters faced, one run will be added to the hitting team’s tally.

**3. Bats and helmets**

1. Any -3 aluminium/alloy bat with BBCOR 0.5 Label or USSA Bat Label is allowed.
2. Wood or wood composite bats may also be used.
3. Wood bats that are constructed from a combination of woods, contain composite materials, or are made of Bamboo, will require the BBCOR certification mark.
4. All hitters and base runners must wear National Operating Committee on Standards for Athletic Equipment (NOCSAE) compliant two eared helmets.

**4. Pitchers**

* 1. Each pitcher may throw a maximum for Junior League of forty (40) pitches and Senior League of thirty (30) pitches per game (can finish the batter in the box).
	2. One (1) pitcher per team may throw a maximum of three (3) innings. All other pitchers must not exceed two (2) innings.
	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. Coaches are permitted two (2) 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.
	5. A player who has played the position of catcher in four (4) or more innings in a game is ineligible to pitch on that calendar day.

**5. Player movement**

1. Rosters may be adjusted from time to time to ensure balanced teams.
2. Players who are unavailable to play due to injury may be replaced on a team roster at any time. The first option for replacing an injured player is to utilise players from the draft pool. If all draft pool players have been utilised additional players can be considered. Players removed from a roster due to injury will remain on the league injury list until reactivated. Once reactivated, a player from the injury list is available to any team with a roster spot available. In cases where an injury list player is activated their replacement player is returned to the draft pool. All player requests must go through the age Coordinator.

**6. Competition rankings**

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.
2. Where two (2) 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 (1) game play off between the two (2) teams.

**7. Finals structure**

1. 7.1 The two (2) top ranked teams will have a one (1) game play off to determine the champion team. The third (3rd) and fourth (4th) ranked team will have a one (1) game playoff to determine the final rankings for the season.

**8. Ejections and disciplinary matters**

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

**9. Miscellaneous rules**

9.1 Bench Players - Any player not in the starting defensive line-up ought to be entered into the game at the half-way mark of the time allowed for that game unless players require substitution because of injury, ejection or needing to leave the game early.

9.2 Runner for catcher is allowed and can be used at any time. Must be a player from the bench or the last out.

9.3 Continuous Batting Order – Coaches must bat all players that are at a game.

9.4 Jerseys **(Senior League Only)** – To ensure there isn’t a clash, home team as listed on the draw will wear the Red Jerseys, Away team wears Blue Jerseys.

9.4 Home team responsible for clean-up and raking of field at completion of game.

9.5 Player participation fees for replacement players will be charged at a pro-rata rate.