



## **Future Stars Tournament Baseball**

**2018 RULES----Updated 06/14/18**

(Season runs from September 1st thru August 31<sup>st</sup> every year)

Rules, Information, & Policies

We will use Pool Play & Seed format if a bracket doesn't have 8 teams. Bracket formats will be double elimination when we have 8 teams in a bracket and the fields are next to one another so travel isn't an issue.

**Tournament Format:**

### **1. 8-TEAM Double Elimination FORMAT**

– Teams competing in tournaments 9U-12U will be subject to 6 innings or 1 hour/50 min. **(no inning can start after 1:50 time limit)**. If tied at the end of either, international tie break rules will be played until a winner emerges.

**IF an inning starts and the 1:50 time limit comes into play and the Home Team is winning the Home Team WILL NOT bat in the bottom half of that inning.** If the Visiting Team scores during the partial inning their runs will count. The Home Team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded. **IF an inning starts before 1:50 has been played the inning will continue. If the 1:50 has been met and the Home Team takes the lead in the bottom half of the inning there is a DROP DEAD stop at 2:00. The score at the 2:00 mark is what is recorded.**

– International Rules means, last batted out becomes the runner on second with 1 out to start the inning. All other substitution rules remain in place as well as current batting order.

– Championship game will not have a time limit; however, the Mercy Rule is in effect. No International rules unless umpire requires it to finish game due to Rain or darkness.

– All 2-day weekend tournaments will have a 3 game minimum format. You will have the possibility of playing up to 5 games. 2 games will be played on Saturday and 1 game on Sunday in most cases.

– Baseball will be provided by Future Stars Tournaments.

– Awards will be presented to the championship and runner-up teams.

## **2. POOL PLAY RULES----ALL NON 8 Team Double Elimination Formats**

Teams competing in tournaments 9U-12U will be subject to 6 innings or 1 hour/50 min. **(no inning can start after 1:50 time limit)**. If tied at the end of either, international tie break rules will be played until a winner emerges.

– Teams competing in tournaments 13U-18U will be subject to 7 innings or 1 hour/50 min. time limit. **(no inning can start after 1:50 time limit)**

**Non-elimination games can end in a tie.** i.e. Pool Play on Saturday can end in a tie. If the game that is being played is an elimination game (Quarter Final or Semi Final) and is tied at the end of regulation, we will go directly into International Rules.

**IF an inning starts and the 1:50 time limit comes into play and the Home Team is winning the Home Team WILL NOT bat in the bottom half of that inning.** If the Visiting Team scores during the partial inning their runs will count. The Home Team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded. **IF an inning starts before 1:50 has been played the inning will continue. If the 1:50 has been met and the Home Team takes the lead in the bottom half of the inning there is a DROP DEAD stop at 2:00. The score at the 2:00 mark is what is recorded.**

**International Rules** – We use this format to quickly get a winner when we have a game that ends in a tie and we need to determine a winner to keep the tournament moving toward a Champion. International Rules – We start the next inning with the last batted out on 2nd Base and the inning starts with 1 out. The visiting team and home team will start the inning with this format. We play until we have a winner.

**Seeding - Criteria is as follows:**

If your team plays everyone in your bracket during pool play this is the order of seeding:

**1<sup>st</sup> Record 2<sup>nd</sup> Head to Head 3<sup>rd</sup> Runs Allowed 4<sup>th</sup> Runs Scored – if needed we use Lowest single runs against game by teams**

If your team **DOES NOT** play everyone in your bracket during pool play:

**1<sup>st</sup> Record 2<sup>nd</sup> Runs Allowed 3<sup>rd</sup> Runs Scored – if needed Lowest single runs against game by teams**

In the event a game is stopped before it is completed (weather, darkness, or unforeseen reason) 1 inning played will constitute a game and the last completed inning will be the score used to seed. For example- if you play 1 inning and the score is 0-0 the game will be recorded as a tie. If you are playing a double elimination bracket a winner must be determined. If there isn't a possibility to determine a winner the last result will be a coin flip. **(Double Elimination Bracket Only)**

**General Fair Play/ Sportsmanship**

Intentional disregard for the stated rules and obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/ or teams involved at risk for banishment from any additional Future Stars Tournaments.

### **Field Dimensions**

--Teams 8U-10U will compete on 46'-60' dimensions. Rubber Cleats.

--Teams 11U - 12U will compete on 50' - 70' dimensions. Rubber Cleats.

--Teams 13U-18U will compete on 60' - 90' dimensions. Metal cleats allowed.

### **Age Determination**

We use April 30th as the age cut off. The player must be the age of his/ her age bracket on April 30th. I.E. If Bill is 11 years old on April 30, 2016 then he would be eligible to play 11U. If he turned 12 on April 29, 2016 he must play in the 12U age group.

### **Infield**

Unless otherwise noted by a Tournament Director, **NO** infield practice will be allowed prior to the start of any game. Teams will be permitted to take ground/fly balls down the outfield lines prior to the start of their game. Please remind your players and coaches NOT to use the infield prior to the game.

### **ROSTERS/ Birth Certificates/ Insurance/Liability Waiver**

Teams are not required to post their rosters on our website. However, copies of birth certificates and proof of your team's insurance (**with Future Stars Tournaments 922 E. Chocolate Ave Hershey, PA 17033**) listed as an additionally insured on your team's policy. **ROSTERS:** All team rosters are weekend to weekend rosters and may be changed from week to week at the discretion of the organization. Once a team has started a tournament, players may be added to their roster provided the player is of legal age (Legal Age is based on age as of April 30th) and has not played for another team of the same age bracket during said tournament. **PENALTY:** An ineligible player, due to roster rules, shall be removed from the game at the time of notification. There will be NO FORFEITS because of an ineligible player. A sub may replace the ineligible player if one is available, otherwise an automatic out will take place in the same manner as an injured player. No new players can be added to the roster once POOL PLAY has been completed. A Coach must sign the FSTB COACHES Liability Waiver Form and the Team Representative will turn them in at Registration. Proof of Insurance and Waiver forms must be given to Field Director at check-in before 1<sup>st</sup> game.

### **LINE UP/ Offensive/ Defensive:**

We want to let the coach play as many players as he/ she wants. The only information needed regarding a Starting Lineup is the number of batters. We do not care who plays in the field. You must have 9 players in field to start a game.

**Offensive:** Team may bat 9 players, the entire lineup or in-between. Once the number of batter is determined, it must remain for the entire game. An injury or ejection may result in an out if a substitute is not available. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

**Defensive:** Any player on the roster may play in any defensive position at any time, regardless of being in the batting order.

Example: A team may have 18 players: Bat 9 of them and play the other 9 in the field. No one player in a game can assume more than one offensive position.

**Designated Hitter:** None- Offensive Rule takes care of the DH.

**Courtesy Runner:** A courtesy runner can be used for the Pitcher or Catcher at any time. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup then the courtesy runner must be the last batted out.

**Sliding:** Head First slides are permitted at all bases. A runner must avoid contact on all close plays. A player may not run over anyone at any time or place on the field. (Umpire's Discretion)

**Catchers Gear** – Catchers must wear a single “Hockey Goalie Style” mask. 2 piece systems are not allowed.

**Base Coaches** – Base Coaches are not required to wear helmets while coaching the bases.

### **Bat Guidelines:**

**8U-10U-** 2 types of bats are legal:

1. A Standard “Non-Big Barrel” bat not to have a barrel bigger than 2 ¼”
2. The ONLY barrel bigger than 2 ¼” that may be used is a USA stamped bat that Little League now uses.

**11U-13U-** 2 ¼ to 2 ¾ inches in diameter allowed with NO weight restrictions.

**14U-18U-** BBCOR BATS ONLY 2 1/4 to 2 5/8 inches in diameter allowed, -3 weight differentials only.

### **FSTB OUTLAWED BATS**

- 2018 2 3/4 DeMarini CF Zen CBZ (32/-10 and 31/-10 only)
- Dirty South Bat Company Kamo Model BB KA 8 (30/22, 31/21, 32/22, 31/23, and 32/24 only)
- Easton Ghost X YBB 18GX10 30/20” 2 5/8”

**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. **ALTERED BATS** – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an

altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension. **WOOD BATS** – Wood bats are permitted in all tournaments. Composite bats are also legal

**Intentional Walks** - In an effort to waste less time, a hitter will be granted first base if the defensive team lets the Home Plate Umpire know that it is their desire to intentionally walk the batter. The pitcher doesn't need to throw 4 pitches.

**Base on Balls - 9U/10U** - There will be no advancing to second after a base on balls. Once the batter reaches first the play is dead until pitcher addresses the rubber for next pitch. All base-runners will be allowed to advance up to 1 base.

**Leads/ Stealing -9U/10U**– Closed Bases (No Leads). Base-runner can steal when the pitch crosses Home Plate.

**Drop 3<sup>rd</sup> Strike – 9U/10U** – If the catcher drops the 3<sup>rd</sup> Strike the batter is out and any baserunner can attempt to advance to the next base.

**Protests:** No protest will be allowed for judgment calls. Protests will be allowed for rules only and must be decided before restart of play. A \$100.00 payment must accompany protest and will be returned if the protest is upheld. A Protest is only "official" if accompanied with a \$100.00 fee and done before the next pitch. The same fee will apply for protests of age and Birth Certificates. The Burden of Proof will lie with the protesting coach.

### **SUSPENDED/ REGULATION GAMES POLICY**

Games that do not make it to regulation (3 complete innings for a 6 inning game or 4 complete innings for a 7 inning game) due to weather/ darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. Listed below are a few examples based on what type of game is suspended:

**Pool Play Games-** If the game is suspended prior to being official (3 or 4 innings) and there is not enough time to resume- the game would be considered complete at the end of the last complete inning. If the game is tied at the end of the last complete inning- the game would stand as a tie. During pool play games, a winner can be determined after 1 inning due to seeding for single elimination Sunday.

**Elimination Games-** If one inning hasn't been completed and the game is suspended and there is not enough time to resume- the higher seed would advance to the next round. If tied at the end of the last completed inning- the higher seed would advance. If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game- we would revert back to the tie breaker system in place (Record, Runs Allowed, Runs Scored). If the Championship Game Starts and is not able to complete due to weather/ darkness and there is no time to resume- the game would be considered complete at the end of the last complete inning. If tied at the end of the last complete inning- (6/7 innings respectfully) International Rules will apply. The next inning will start with the visiting

team leading off with the last batted out of the previous inning on second base with one out. The batting order remains the same and follows the last completed inning.

### **WEATHER RELATED REFUND POLICY**

Spring/Summer/Fall Weekend Tournaments: 3 or 4 game minimum tournaments

1. **Play 0 Games**= Full Credit for one full year to a future FST Tournament of the same value.
2. **Play 1 Game**= Full Credit minus \$125 for one full year to a future FST Tournament of the same value.
3. **Play 2 Games**=NO Refund

**If 1 pitch is thrown it is considered a game.**

4. If a paid team backs out of a tournament 45+ days before event they receive a **full refund**. If they back out 44-30 days before the tourney they get a **credit** for another Future Stars Tourney. If the team backs out within 30 days of the event there is **NO refund**.

### ***Pitching Restrictions***

Future Stars does NOT have a mandatory pitching limit on innings pitched. HOWEVER, please remember that you are responsible for these young men and the futures that they may have. BE SMART!

**Pitcher Re-Entry:** If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher 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.

### ***Dugout***

All Dugout selection is based upon a first come first serve basis; any disputes will be determined by the tournament director. All Teams must keep their Dugouts clean – Please do not leave your trash all over the dugout for the next team.

### ***GAME INFORMATION***

Time Limits: No Inning will start after 1:50 from the start of a game. Innings that have started must be completed. FSTB has the ability to shorten games if needed. (i.e. Weather/ Darkness)

**IF an inning starts and the 1:50 time limit comes into play and the Home Team is winning the Home Team WILL NOT bat in the bottom half of that inning.** If the Visiting Team scores during the partial inning their runs will count. The Home Team needs to get 3 outs to end the top half of the inning and the game will be over and the score at that time will be recorded.

Time in-between innings: 2 Minute Rule! We expect teams will take no more than 2 minutes in-between innings. Pitchers are permitted 8 warm up pitches in their first inning of work or 5 warm up pitches every other inning that they pitch in that game. If a catcher needs to put gear on, another player/ coach in gear should be ready to warm up the pitcher.

RULE (9U/10U) (11U/12U) (13U-18U) Mound/Base (46/60) (50/70) (60/90) **Game Length** 6 or (1:50) /6 or (1:50) /7 or (1:50) Complete Game 3 innings/ 3 innings /4 innings

Mercy Rule \* All ages are subject to a **15 after 3, 10 after 4, 8 after 5** innings run rule. If the Home Team has hit the Mercy Rule the Game is over. You will not continue the game to add runs. POOL PLAY games are

Balks \* 9U/10U- NO BALKS - 11U/12U--ONE (1) Warning per Pitcher - 13U-18U- - No Warning

Cleats - 8U-12U--Rubber & 13U-18U--Metal

Bunting/ SLASH \* All ages are permitted to bunt. No Slash Bunting (Butcher Boy) Bunting at 9U & 10U.

Infield Fly \* 9U & 10U NO Infield Fly Rule. 11U-18U are subject to the infield fly rule.

FSTB Defaults: The Default Rule Book for all FSTB tournaments will be the Major League Rule Book (American League) Lineup Teams can bat 9 or the entire team. Once the lineup is set the integrity of the lineup must not be affected. Re-Entry \* Starter may re-enter, in their original batting position, for all age divisions. Courtesy Runner \* P & C at any time, optional with 1 or fewer outs. Game Play \* A team may compete with no fewer than 9 players to constitute an official game. Mound Visits \* MLB Rules Apply **Ejections** \* Player/Coach/Fan must leave immediately to parking lot (IN CAR), MANDATORY 2nd game suspension and possible tournament expulsion at Tournament Directors discretion. IF at any time a coach, fan, or player makes intentional contact with an umpire that individuals tournament will be over (intent will be determined by the umpire and tournament director). Sliding \* All ages are permitted to slide head first, at players own risk, and they must avoid contact! Appeal/Protest \* There are NO appeals on judgment calls. \$100 to Tournament Director for all other appeals. Must be made at time of protested ruling. You may not protest after the fact...must be made before the next pitch is thrown. 8U-10U- Dropped Third Strike Dropped Third Strike

**FORFEITS:** If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in Future Stars Tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6 inning game the score would be 6-0; for a 7 inning game the score would be 7-0). --- If a team chooses to forfeit a consolation or elimination game, they face suspension in future FST tournaments. ---If a team chooses to forfeit a championship game, they are not eligible for tournament awards-- FST will attempt to replace a forfeited team in an elimination game if possible. -- If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.