



2026 EVENT AND PITCHING RULES

EVENT RULES

The Futures Invitational will follow the National Federation of State High School Associations' (NFHS) baseball rules. The following rules and guidelines are provided in addition to, in substitution of, or in place of the rules provided in the NFHS Baseball Rule Book.

ELIGIBILITY

Age Eligibility

- To be eligible for the Futures Invitational, 10U players must be born on or after January 1, 2015 and 11U players must be born on or after January 1, 2014

Illegal and Ineligible Players

- **Illegal Player:** Defined as any athlete that is too old and/or has already played with another team in the same event. If an illegal player is brought to our attention, it will result in a forfeit for any game(s) that they have participated in.
- **Ineligible Player:** Defined as a player who has not properly registered for the event as thus is not listed on the team's roster. If an ineligible player is brought to our attention, they must be removed from the game immediately and are not allowed to participate until they are deemed eligible (properly registered on the roster).

FACILITY GUIDELINES

USA Baseball tournaments utilize the following field dimensions:

- 10U: 46' mound, 65' bases
- 11U and 12U: 51' mound, 75' bases

TOURNAMENT FORMAT

10U Futures Invitational

- The 10U tournament will feature 16 teams.
- Every team will be placed into a pool of four (4) teams and will compete in round robin play in its pool, playing three games over Days 1 and 2, weather permitting.
- Teams will be seeded following pool play using the "Standings Tie-Breakers" rules below.
- The pool-winning teams (Seeds #1 from each pool) will be seeded #1-#4 and begin a single-elimination bracket-style playoff on Saturday.
- The remaining teams will be placed into one of three (3) consolation brackets based on their pool play seed (#2, #3, or #4) and will play in two consolation games.

- The third place and championship games will be played on the final day of the tournament (Sunday).

11U Futures Invitational

- The 11U tournament will feature 24 teams.
- Every team will be placed into a pool of four (4) teams and will compete in round robin play in its pool, playing three games over Days 1 and 2, weather permitting.
- Teams will be seeded following pool play using the "Standings Tie-Breakers" rules below.
- The pool-winning teams (Seeds #1 from each pool) and two wild card teams (determined by overall W-L record and "Standings Tie-Breakers" rules below) will be seeded #1-#8 and begin a single-elimination bracket-style playoff on Saturday, including the quarterfinals and semifinals.
- Teams seeded #9+ will play in two consolation games over the final two days of the tournament.

GAME PLAY

General Rules

All team rosters must have a minimum of 13 players and 2 coaches. Rosters should not exceed 20 players. A "mandatory play" rule will not be enforced at the Futures Invitational. However, it is encouraged that all healthy players on the roster participate in the tournament. In an effort for fair play and competitive balance, USA Baseball recommends that each athlete participate in a minimum of eight (8) innings or five (5) at-bats for position players, and/or a minimum of three (innings) or nine (9) batters-faced for pitchers throughout the event. The USA Baseball Tournament Director will predetermine all home and away team assignments in all pool play games. The higher seed will serve as the home team throughout all bracket-round and consolation match-ups (E.g., #6 vs. #1; #1 is the home team).

Lineups

A maximum of 10 players are allowed in a batting lineup.

- Teams are only permitted to bat more than 10 players if it is a consolation game and both coaches agree to it before first pitch.

A tenth hitter, or extra hitter, hereby known as the "EH," may be utilized by any team. The use of an "EH" is optional. If one team elects to use an "EH," the opposing team

is not required to do so as well. 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. The starting batting order must be followed in order; the changing of the "starting batting order" once the game begins is strictly prohibited.

Run-Rule

- The following run-rule scenarios will be enforced in all games at the Futures Invitational:
 - If a 10U team is losing by 10 or more runs after having batted in at least four (4) innings, the game will be called due to the run rule.
 - If an 11U team is losing by 10 or more runs after having batted in at least five (5) innings, the game will be called due to the run rule.

START TIME/EXTRA-INNINGS/TIE-BREAKERS

The official start time of each game will begin when the plate meeting breaks. The umpire is responsible for declaring this start time and communicating it with both coaches and the scorer before the game.

All pool-play, consolation, and third-place games at the Futures Invitational shall be six (6 [10U])/seven (7 [11U]) innings or two hours (2:00 [10U])/two hours and 15 minutes (2:15 [11U]). No new inning can begin after time has expired. If a pool-play, consolation, or third-place game is tied after six (6 [10U])/seven (7 [11U]) innings and time permits, teams shall continue the game using the international tie-breaker rule until a winner is decided or time has expired. If a game that exceeds the time limit ends in a stalemate, the game will be recorded as a tie. A time limit will not be enforced in quarterfinal, semifinal, and championship games.

INTERNATIONAL TIE-BREAKER RULES

The international tie-breaker rule dictates that a runner will be placed on first and second base with no outs to begin the inning. The batter must be the player deemed next-up in the batting order following the previous inning and the two players preceding that batter will be placed on first and second base, respectively.

Forfeits

In the event a team must forfeit a game, a 7-0 loss will be assigned to a team's record.

POOL PROTECTION

Futures Invitational Pool Protection Rule: The tournament director reserves the right to change matchups in the consolation brackets. This rule is in place to prevent teams from playing the same team in both pool play and consolation bracket.

STANDINGS TIE-BREAKERS

If, at the end of pool play (if applicable), two or more teams finish with identical records, the following procedures will be used to break standings ties for bracket-play seeding:

- Pool play overall record
- Head-to-head result; provided all tied teams have played each other
- Fewest runs allowed (overall)
- Overall run differential
- Coin flip

In a scenario where three (3) or more teams are tied for the top two (2) pool positions, head-to-head result will be removed and the standings tie-breakers will be used to determine the final pool rankings and establish which teams will advance.

EJECTIONS/SUSPENSIONS

Any ejection of a participant (player, coach, or fan) during a game will be reviewed by the USA Baseball Technical Committee, consisting of the Tournament Director, Umpire-in-Chief (if available), Site Supervisor, and a member of the USA Baseball Task Force. The Technical Committee will assess the ejection and then determine an additional penalty, if any, for the participant.

Penalties may include suspension for a subsequent game(s), suspension from the tournament, or a team forfeiture resulting in a 7-0 loss.

Any participant who is ejected from a game a second time during the event shall receive an immediate suspension for the remainder of the tournament.

INCLEMENT WEATHER

In the event inclement weather occurs during the tournament, the bracket-round games will be given priority in rescheduling. USA Baseball will do its best to ensure that all teams participating in consolation games will play in an even number of games; however, cannot guarantee an even number of games for all participating teams.

Games rescheduled due to inclement weather may be played at an off-site facility at the discretion of USA Baseball.

UNIFORMS & SAFETY

Coaches must wear a helmet in order 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 strictly prohibited. All players must wear molded rubber spikes. Molded, plastic cleats are acceptable, as long as the spikes are molded appropriately, without any sharp ends. Metal spikes are strictly prohibited.

BAT GUIDELINES

All teams are required to adhere to the USA Baseball Bat Guidelines below (Bat Guidelines can be found at USABaseball.com/Bats/Guidelines).

- 10U, 11U, and 12U tournaments bat requirements:
 - There are no specified weight/length ratio limits for bats in the tournament.
 - Bats may not exceed 32" in length and barrel diameters may not exceed 2 5/8".
 - Non-wood and multi-piece wood bats must be USABat certified in order to be used in the tournament.*
- 13U tournaments require bats to be any wood or metal BBCOR (-3) bat OR an approved USABat.
- 14U and 15U tournaments require bats to be any wood or metal BBCOR (-3) bat.
- 16U and 17U tournaments require bats to be any solid (one-piece) wood bat or an NFHS approved BBCOR wood barrel baseball bat.

*USABat certifications are reflected in the Washington State University Sports Science Lab and the NCAA and NFHS BBCOR approved baseball bats list.

PITCHING RULES

In accordance with USA Baseball's assimilation of Pitch Smart guidelines, the Futures Invitational will use a hard pitch count as the standard for setting pitcher-use limitations for the tournament.

- Pitchers may NOT pitch three consecutive days regardless of their pitch counts in the two previous days (e.g., if a pitcher throws 10 pitches on day one and 15 pitches on day two, they are still ineligible to pitch on day three)
- If a pitcher exceeds a pitch count threshold in a single game that requires a mandatory rest day, they are ineligible to pitch in an additional game in the same day regardless of their daily pitch count total.

- 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 continue to be required to adhere to the prescribed pitch count rules for the remainder of the event.

PENALTY FOR VIOLATION OF PITCHER USE LIMITATION RULES

If a pitcher is found to have exceeded their allowed numbers of pitches during a game, the illegal pitching situation will be rectified immediately, and the incoming pitcher will be permitted as many warmup 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 Tournament Director(s), Umpire-in-Chief, Site Supervisor, and a member of the USA Baseball Task Force.

If a pitcher is found to have exceeded their 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 plus 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 continue to be required to adhere to the prescribed pitch count rules for the remainder of the event.

TOURNAMENT PITCHER USE LIMITATION RULES

- If a pitcher reaches the daily max pitches in a game threshold (75 [10U], 85 [11U-12U], 95 [13U-16U], 105 [17U-18U]) 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.

- A pitcher's required rest is based off a hard pitch count of actual pitches thrown and does not reset to the pitch count tallied at the beginning of the last batter faced. If a player has thrown 19 pitches and, after facing the last batter of the inning, has thrown 24, then that pitcher's pitch count for the day is 24 (not 19) and they are required to take one day of rest.

REPORTING

- USA Baseball official scorers will be responsible for the official pitch count at each field.
- An aggregate pitch count 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 is monitored and kept in the tower, and 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.
- Should a pitch count be protested, the protesting team must present an official score book or digital score keeping application to the Site Supervisor and Tournament Director(s).
- The pitch count kept by the tower can be overturned if both the Site Supervisor and Tournament Director conclude that a mistake was made on behalf of USA Baseball's scorekeeper. The new pitch count will be recorded and reflected in the following day's pitch count report.

SUSPENDED GAMES (PITCHING)

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:

- A pitcher's per-game total pitch maximums (but not mandatory rest) shall be deemed to be "reset" in a resumed game. However, pitchers are still restricted to per-game and daily pitch maximums set forth by the Pitch Smart Guidelines prior to and after suspended and resumed games.
- The pitcher of record at the time a game is suspended becomes subject to a mandatory rest day if they exceed a pitch count threshold (20+ [10U-14U], 30+ [15U+]) and will not be eligible to pitch in the resumed game if it takes place during their required rest time, including a resumed game occurring at a later time on the same day.
- A pitcher who is required to rest for a day must rest for all games on that day (i.e., resting during the resumption of a postponed or suspended game shall not satisfy a mandatory rest day, even if there is a subsequent game on 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 (E.g., a pitcher who has thrown 20 [10U-14U], 30 [15U+] 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 [10U-14U], 1-30 [15U+] pitches is eligible to throw in any subsequent game that day; however, they will still be limited to the daily max of 75 [10U], 85 [11U-12U], 95 [13U-16U], 105 [17U-18U] pitches for the day.

- 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.

Pitch Counts and Required Rest Recommendations:

For all players



Age	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest	5 Days Rest
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A
15-16	95	1-30	31-45	46-60	61-75	76+	N/A
17-18	105	1-30	31-45	46-60	61-80	81+	N/A
19-22	120	1-30	31-45	46-60	61-80	81-105	106+