18U SOFTBALL RBI Rules Supersede NFHS Rule Book If a rule is not in the RBI Austin rulebook, defer to the NFHS Softball rulebook.

- **1. Time Limit:** 1 hr., 30 min. Complete the inning once time has expired. No new inning starts after 75 minutes.
- 2. Mercy Run Rule: 15 after 3 and 10 after 4.
- 3. Inning Run Rule: 5 run rule per inning.
- 4. Home/Away: Each team will be the home team once per doubleheader.
- 5. Official Scorebook: Each team must keep an official scorebook. We highly recommend the <u>GameChanger</u> app. Scorebooks must be sent by email to <u>scores@rbiaustin.org</u> before midnight following every game. GameChanger will be used to verify postseason eligibility.
- 6. Lineups: Lineup must have at least 9 players batting. If there is no player in the 8 and/or 9 spot in the lineup an automatic out will be applied to that spot in the batting order.
- **7. Substitutions:** Unlike in the RBI playoffs, open substitutions are allowed during the regular season. Players may enter and leave the game only in the same lineup spot.
- 8. Game Time: Teams must have 7 players at start of game time to be play. 8 and 9 may be added to the bottom of the lineup if they show up late provided they are on the lineup card.
- 9. Replacement Players: Head coaches are to confirm player attendance by the Thursday prior to the next scheduled game. If additional players are needed, Head Coaches are to let the commissioner know on Friday, along with position needed (P/C/INF/OF). Commissioner will then find the necessary replacement player(s). Coaches themselves do not choose the replacement player.
- **10. Extra Game Player Pool:** 18U will have a player pool comprised of 15U players willing to fill in when needed. We will not pull from other 18U teams.

15U SOFTBALL

RBI Rules Supersede NFHS Rule Book If a rule is not in the RBI Austin rulebook, defer to the NFHS Softball rulebook.

- **11. Time Limit:** 1 hr., 30 min. Complete the inning once time has expired. No new inning starts after 75 minutes.
- 12. Mercy Run Rule: 15 after 3 and 10 after 4.
- 13. Inning Run Rule: 5 run rule per inning.
- **14. Home/Away:** Each team will be the home team once per doubleheader.
- 15. Official Scorebook: Each team must keep an official scorebook. We highly recommend the<u>GameChanger</u> app. Scorebooks must be sent by email to <u>scores@rbiaustin.org</u> before midnight following every game. GameChanger will be used to verify postseason eligibility. Lineups must be turned in to the scorekeeper 10 minutes before game time. (5:50 and 7:50)
- **16. Lineups:** Lineup must have at least 9 players batting. If there is no player in the 8 and/or 9 spot in the lineup an automatic out will be applied to that spot in the batting order.
- **17. Substitutions:** Unlike in the RBI playoffs, open substitutions are allowed during the regular season. Players may enter and leave the game only in the same lineup spot.
- **18. Game Time:** Teams must have 7 players at start of game time to be play. 8 and 9 may be added to the bottom of the lineup if they show up late provided they are on the lineup card.
- 19. Replacement Players: Head coaches are to confirm player attendance by the Thursday prior to the next scheduled game. If additional players are needed, Head Coaches are to let the commissioner know on Friday, along with position needed (P/C/INF/OF). Commissioner will then find the necessary replacement player(s). Coaches themselves do not choose the replacement player.
- **20. Extra Game Player Pool:** 15U will have a player pool comprised of waitlist players willing to fill in when needed. We will not pull from other 15U teams.

ALL DIVISIONS: 15U AND 18U

PITCHING DISTANCE: 43 FT

UNIFORM POLICY:

Players will need to be in their RBI Austin uniform to be in the dugout or on the field.

COACHES: Each Team may have 1 Head Coach and 3 Assistant Coaches for a total of 4 per team.

PLAYOFF ELIGIBILITY:

In order to be eligible to participate in the playoffs players must participate in 50 percent of regular season games.

Participation will be verified through GameChanger.