



# Jr. RBI Rules and Regulations

**RBI Austin follows MLB Rules for Baseball.**

**RBI Austin follows NFHS Rules for Softball**

**RBI Austin rules supersede MLB and NFHS.**

**If a rule is not in the RBI Austin rule book, defer to the MLB or NFHS rule books**

## 1. EQUIPMENT RULES

1. Only rubber soled shoes are to be worn by participants.
2. No jewelry is to be worn by players during the game. This includes earrings, rings, bracelets, necklaces, and watches.
3. Baseball Bat Rules
  - If a player is caught using an illegal bat during a game then that player can be ejected from that game at the Umpire's discretion. If the same team has a second infraction (does not have to be the same player) then that player and Head Coach are suspended for the remainder of that game and for the game immediately following.
  - Metal/Composite bats are allowed
  - All bats must have a branding, label, or stamp proving BPF 1.15.
  - USABat, BBCOR and Wood bats are also allowed.
4. Softball Bat Rules
  - Baseball bats are not allowed. All softball bats used must be NFHS approved with the barrel of the bat not to exceed 2 ¼". If a player is caught using an illegal bat during a game then that player is ejected from that game. If the same team has a second infraction (does not have to be the same player) then that player and Head Coach are suspended for the remainder of that game and for the game immediately following.
5. Softball Sizes: 11-inch softball for **8U & 10U** division; 12-inch softball for **12U**
6. All Softball Pitchers must wear a face mask

## 2. WARNING, EJECTION, AND PROTEST RULES

1. Players shall not throw the bat after making contact with the ball. A player who throws the bat shall be given a minimum of one warning per game by the umpire after which the player may be called out at the umpires discretion. If the umpire calls a player out it will be considered a dead ball situation and no runners may advance and shall return to their original base.
2. There is a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in his possession. The Umpire shall make the call as to whether the runner is safe or out (regardless of whether an attempt to slide was made by the

runner); however, failure of the runner to attempt a slide may result in a warning or the runner being called out based on the severity of the violation.

### **3. COACHES - UMPIRES**

1. Only the Head Coach may discuss a call (rule question only) with the Umpire after he has called and received time out. Under no circumstances should more than one Coach from either team discuss a call with the Umpire at any given time.

### **4. MISCELLANEOUS RULES**

1. Teams must have 7 players at the start of the game for the game to not be forfeited. A 10 minute grace period will be given with teams less than 7 at game time.
2. During the regular season teams can borrow registered RBI players from the same division or a younger division to avoid a forfeit. The borrowed players must play in the outfield and bat at the bottom of the batting order.
3. **For 10U & 12U only:** For each time there is no hitter in the 8<sup>th</sup> or 9<sup>th</sup> slot an out will be applied to each of these batting spots in the order. If a player shows up late to the game they can be added at the end of the batting order and if in the 8<sup>th</sup> and/or 9<sup>th</sup> slot this will not count as an out the next time up. These outs are **OPTIONAL** during the regular season. In the post season they **MUST** be taken even if both coaches agree not to.
4. Time of games will begin when the home team takes the field. The umpire and/or scorekeeper should keep the official time and should let coaches know the time remaining when asked. More often as the time is running out. The time of the last out of an inning is the time used to determine if anew inning will start.
5. It is up to the umpire's discretion to stop the clock for any prolonged injuries or if the umpire feels a team is purposely trying to stall and run out the clock.
6. The umpires will attempt to keep the game going at a good pace to ensure maximum innings can be played within time limit. Start of game and new pitchers get 6 warm up pitches. Pitchers remaining in the game will only be allowed 3 warm up pitches at the start of each inning.
7. Courtesy runners can be used for both the Catcher and the Pitcher. If a courtesy runner is used then the player being run for must be the pitcher or the catcher during the next inning. The courtesy runner will be the player who made the last out for that given team.

## **TEE BALL LEAGUE RULES SUPPLEMENT**

### **A. PLAYING RULES**

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each player must play two (2) defensive innings, including an infield position (pitcher, first base, second base, third base, or shortstop) by the fourth inning, unless injured. If a player did not play two (2) defensive innings then that player will play two (2) consecutive innings at the start of the next game.
2. There will be unlimited substitutions. Substitutions can be made during an inning; however, the subs must come from the dugout and must go to the same position as the player they are substituting. Substitutions can only be made due to injury, illness, or emergency bathroom break.

3. Fielding Dimensions: Base Lengths = 50 feet; Pitching rubber distance 38 feet

4. Special Fielding Rule: Pitcher, 1b, ss, 2b, cannot play infield in consecutive innings. They must play the outfield, Catcher, 3B, or be on the bench during the next inning. Once a player has played one of these 4 positions they cannot return to that same position for the remainder of the game. They may however in an alternate inning play a different one of the 4 preferred positions(Example: Player plays pitcher the first inning then plays outfield the second inning then returns to the infield as a 1st baseman the third inning and back to the outfield or catcher for the fourth inning).

5. Players not wishing to participate during the game may remain in the dugout and can enter the game at any time, at the Head Coach's discretion.

6. Ten (10) players shall be used defensively: Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. Players must play in their respective defensive positions –players switching positions during a defensive inning (unless due to injury) is not allowed.

7. Outfield players must remain five (5) feet behind the back edge of the infield until the batter has hit the ball into play. The “back edge of the infield” is defined as the curved dirt/grass transition beyond the base path.

8. Infielders must begin the play even with or just behind the base paths and can only move up after the ball has been hit. Pitchers must be on the rubber on the pitcher's mound.

9. Any ball hit into the outfield is live until it is returned to the infield and is in possession of an infielder and held in the air indicating play has stopped.

10. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order. Coaches are encouraged to rotate players around the batting order during the season in order to allow each player the opportunity to bat in the top, middle and bottom thirds of the lineup during the course of the season.

11. A batter will be allowed a maximum of five (5) swings to hit the ball, regardless of whether or not contact has been made. Once the ball is placed on the tee, any motion towards the ball is considered a swing. A semicircle will be drawn in front of home plate. If the ball is not completely out of the semicircle then it will be declared a foul ball.

12. Runners may not lead-off or steal bases. Runners must have contact with the base until the ball is hit. If a runner is declared out for leaving early then that runner is removed from the base and all other runners must return to their original base. The same batter remains up to bat.

13. Players must hit the ball past the 5 ft foul line in front of home plate. The ball is not considered live unless it passes this line. If there is not a line painted at the beginning of your game it is a coaches responsibility to add one before play starts (draw one with a bat in the dirt will work too).

14. Outfielders cannot make a putout on a ground ball hit to them. They must throw the ball to an infielder. They are allowed to make putouts after they retrieve the ball on an overthrow.

15. Pitchers are encouraged to throw to first rather than chase and tag the runner however this is not required Overall Goal is to teach players to throw to bases for the out rather than run and tag

## **B. DEAD BALL RULES**

Once the ball is in the possession of an infielder in the infield and in the opinion of the Umpire, is not making a play on a runner, the Umpire shall call "Time". Once time is called the base runners can proceed to the base they were running to but no further and the play shall be considered finished.

- Please note that an infielder has to have possession of the ball. It doesn't count if the ball is on the ground or rolling into the infield
- If the infielder throws the ball to make a play on a runner or is running after a runner then the play is not considered over.

An "Overthrow" is defined as any ball thrown into foul territory at first (1st) base or third (3rd) base, before the base runner has reached the base. If an "overthrow" is made, during the first half of the season then the base runner(s) cannot advance. This is to encourage all players to throw through to 1b without any risk of being penalized for bad throws. During the 2<sup>nd</sup> half of the season base runners can advance a maximum of 1 base at their own risk. The runners are still limited to 1 base even if the ball is thrown back into the field of play. This is to encourage players to back-up the bases and to make throws to try to get out advancing runners. Runners are not allowed to advance home on overthrows. They must stay at 3<sup>rd</sup> base.

## **C. LENGTH OF GAMES**

Regulation games will be a maximum of four (4) innings, but no inning may be started after one hour and five minutes (1:05). No team can score more than five (5) runs in each inning. In the event of a tie game after 4 innings then a 5<sup>th</sup> inning can be started if the (1:05) one hour-five minute inning start time has not been reached. If the game is tied at the end of the time limit then the game should be considered a tie.

# **8U COACH PITCH BASEBALL & SOFTBALL LEAGUE RULES SUPPLEMENT**

## **A. PLAYING RULES**

1. MANDATORY TWO (2) INNING PLAY RULE: Each player must play two (2) defensive innings, and coach should try to give all players a chance to play in the infield during the season if at all possible. If a player did not play two (2) defensive innings then that player will play two (2) consecutive innings in the field at the start of the next game. The goal is equal playing time per player.

2. There will be unlimited substitution. However, a defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury or illness.

3. Ten (10) players shall be used defensively: Four (4) outfielders, four (4) infielders, one (1) pitcher, and one (1) catcher. The pitcher must stand even with the pitching rubber on either side of the pitcher. Players must play in their respective defensive positions, players switching positions during a defensive inning (unless due to injury) is not allowed. When playing with nine (9) players, the players must play in normal baseball positions; all infield positions must be occupied and all outfield positions must be occupied.

4. **8U Coach Pitch Baseball:** A coach from the team at bat should pitch from a distance of 35 to 38 feet with an overhand throw. Bases are 60 feet in length.

5. **8U Coach Pitch Softball:** A coach from the team at bat should pitch from a distance of 30 to 35 feet with an underhand throw. Bases are 60 feet in length.

6. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.

7. A batter will be allowed a total of six (6) pitches to hit a fair ball unless, during that at bat, three (3) strikes are charged; at which time the batter will be out. A hit ball that strikes the Pitching Coach will be a dead foul ball and count as a pitch. If the 6<sup>th</sup> pitch hits the pitching coach or is hit foul, the batter will NOT be out and may continue to bat until the player does not swing, strikes out or puts the ball into play. There will be no intentional bunting allowed.

8. Runners may not lead-off or steal bases. Runners must have contact with the base until the ball is hit, or the runner is out. If the runner is called out it is a dead ball and that runner is removed from his/her base and any other runners return to their bases and the batter remains up to bat.

9. The Infield Fly rule will not be observed in Coach Pitch.

## **B. DEAD BALL RULES**

Once the ball is in the possession of an infielder in the infield and in the opinion of the Umpire all advancing by all runners or play on the base paths has ceased, the Umpire shall call "Time." An "Overthrow" is defined as any ball thrown into foul territory at first (1st) base or third (3rd) base, before the base runner has reached the base. If an "overthrow" is made, then the base runner(s) can advance a maximum of 1 base at their own risk. The runners are still limited to 1 base even if the ball is thrown back into the field of play. This is to encourage players to back-up the bases and to make throws to try to get out advancing runners.

## **C. LENGTH OF GAMES**

1. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and fifteen (15) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra inning may be played.

2. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and fifteen (15) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game. During the post season tournament, extra innings will be played to determine the winner.

3. No team can score more than five (5) runs in an inning.

## **10U/12U BASEBALL LEAGUE RULES SUPPLEMENT**

### **A. PLAYING RULES**

1. **MANDATORY TWO (2) INNING PLAY RULE:** Each player must play two (2) defensive innings by the fourth inning, unless injured. If a player did not play two (2) defensive innings then that player will play two (2) consecutive innings at the start of the next game.
2. There will be unlimited substitution. However, if a player has been removed as a pitcher, then that player cannot return to pitch during the remainder of the game. Other than the pitcher, a defensive player (either a starter or a substitute) cannot be removed until that defensive portion of the inning is completed, unless due to discipline, injury or illness.
3. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
4. To be eligible for the End of Season tournament, a player must play in 50% of their team's games. Any protest shall be brought to the commissioner. The commissioner can make a ruling of his/her choice at his/her sole discretion.
5. **Playing Dimensions:** Base lengths = 60 feet; Pitching Distance = 46 feet.
6. If no official scorekeeper is at the game then the Home Team shall keep the Official Score. The Official Scorekeeper shall record the name of the teams, identify the home and visitor, field played, day and date played, game start time, the runs per inning and final score, the pitchers names and numbers, the specific innings each pitcher pitched in and the number of pitches each pitcher pitched on the official score sheet. At the conclusion of the game, both Head Coaches and the Home Plate Umpire will review and approve the pitching record and score of the game. Failure to review and sign-off on the game record results in automatic approval of the record.
7. There will be no slash bunting/hitting (faking a bunt and then pulling back and swinging). If a player attempts this then there will be a dead ball, batter will be declared out, and base runner(s) must return to the base they were on when the pitch was thrown.

### **B. LENGTH OF GAMES**

1. The clock will start when the home team takes the field in the top of the 1<sup>st</sup> inning. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after one (1) hour and thirty (30) minutes. Should the game be tied after six (6) innings and there is time remaining, an extra inning may be played.
2. If after four (4) complete innings, or three and a half (3 ½) innings when the home team is ahead, the next inning cannot begin due to the one (1) hour and thirty (30) minute time limit, play will stop, the Umpire will declare a complete game and declare either a winner or tie game.
3. No team can score more than five (5) runs in an inning.

### C. PITCHING RULES

Regular and Postseason:

1. A pitcher cannot pitch more than 3 innings in a regular season game, regardless of pitch count and cannot pitch more than 4 innings in an End of Season Tournament game.
2. A pitcher is limited to 60 maximum pitches per day. A pitcher may finish pitching to a batter if he reaches his count limit in the middle of an at-bat. Warm up pitches do not count.
3. RBI Austin adopts the MLB Pitch Smart Guidelines for pitch counts and days off. Each team should strictly follow the guidelines shown in the table below and will need to track pitch counts each game and turn those into the league administration

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
10U	60	1-20	21-35	36-50	51-65	66+
12U	60	1-20	21-35	36-50	51-65	66+

4. The Head Coach is responsible for knowing and following the pitching rules. The Home Plate Umpire is responsible only for enforcing the violations of those rules. Once a protest has been lodged by an opposing Head Coach involving an ineligible pitcher, the Home Plate Umpire must determine if the protest is appropriate and if so, shall require the Head Coach of the pitcher in question to confirm or produce evidence that the pitcher is or is not ineligible (pitching records of the previous game and all games that week must be carried by the Head Coach). If the pitcher is ineligible, the pitcher cannot throw any further pitches during that game and is ineligible to pitch the team's next game.

### D. 10U BASERUNNING RULES

1. Baserunner(s) must have one foot on the base until the pitch crosses the plate. Once the pitch is batted, or crosses the plate, the baserunner(s) may advance at their own risk.
2. If deemed by an umpire that a baserunner(s) leaves the base prior to the pitch crossing the plate, it will be considered "no pitch" and the baserunner(s) must return their base. Any second offense by a baserunner will result in the baserunner being called out.
3. A hitter cannot advance on a dropped 3rd strike.

### E. 12U BASERUNNING RULES

1. Standard MLB baserunning rules (leadoffs allowed, pickoffs allowed).
2. When a balk is called on a pitcher, it is a dead ball. After a pitcher's first balk of the game, a warning shall be issued by the umpire. After a pitcher's second balk of the game, runners will advance to the next base (standard MLB rule). Each pitcher shall receive one balk warning per game before the balk penalty (runners advancing) is enforced.

### F. RUN RULES

1. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated.

## 10U/12U SOFTBALL LEAGUE RULES SUPPLEMENT

### A. PLAYING RULES

1. Mandatory two (2) inning playing rule: Each team member must play at least two (2) defensive innings of each game unless she is injured. All subs must complete two (2) defensive innings by the end of the fourth (4th) inning.
2. There will be unlimited substitution. A defensive player (either a starter or substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury
3. The starting pitcher may reenter the game as the pitcher 1 time after being removed
4. If a pitcher starts a game and pitches 4 full innings then that pitcher cannot pitch the first inning in the following game.
5. Playing Dimensions:
  - Base Lengths: 60 feet
  - **10U Softball** Pitching Distance: 35 feet
  - **12U Softball** Pitching Distance: 40 feet
6. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
7. A play is declared dead when the pitcher has control of the ball in the circle. If a runner is advancing as the pitcher is moving toward the mound, that runner may continue to advance, provided she does not stop the forward motion of the advance. Any hesitation or motion back toward the original base (behind) will force that runner to return to the original base immediately when the pitcher returns to the mound.
8. The Head Coach will make the determination about continued play time for any player who has claimed an injury. This is left to the coach's discretion.
9. If both team Head Coaches have 10 or more players ready to play at the game start time, they may decide at the start to play a short field position, thereby allowing 10 players on the field. Both teams must agree and must play 10 defensive players.
10. There will be no slash bunting/hitting (faking a bunt and then pulling back and swinging). If a player attempts this then there will be a dead ball, batter will be declared out, and base runner(s) must return to the base they were on when the pitch was thrown.



## **B. BASERUNNING RULES**

### **10U Softball**

1. Baserunner(s) must have one foot on the base until the pitch crosses the plate. Once the pitch is batted, or crosses the plate, the baserunner(s) may advance at their own risk.
2. If deemed by an umpire that a baserunner(s) leaves the base prior to the pitch crossing the plate, it will be considered “no pitch” and the baserunner(s) must return to their base. Any second offense by a baserunner will result in the baserunner being called out.
3. A hitter cannot advance on a dropped 3<sup>rd</sup> strike.

### **12U Softball**

1. All base runners must remain on the base until the ball leaves the pitcher’s hand. Once the ball leaves the pitcher’s hand, the base runners may advance to the next base at their own risk.
2. If the catcher does not catch the ball on the third strike and first base is occupied, then the batter will be declared out unless there are two outs already. If first base is not occupied or if there are two outs, then the runner may advance to first base. If the batter is tagged out or forced out, then the batter will be declared out.
3. If a batter receives a walk, she is only to advance to first base. She may not proceed to second base on that walk unless there is an error on the throw back to the pitcher.

## **C. LENGTH OF GAMES**

1. The clock will start when the home team takes the field in the top of the 1<sup>st</sup> inning. Regulation games will be a maximum of six (6) innings, but no regulation inning (one through six) may be started after the time limit. Should the game be tied after six (6) innings and there is time remaining, an extra inning may be played.
2. If after a complete inning (or a half inning when the home team is ahead) the next inning cannot begin due to the time limit, play will stop, and the Umpire will declare a complete game.
3. No new inning may be started after one (1) hour and thirty (30) minutes.
4. No team can score more than five (5) runs in an inning..

## **D. 10 RUN RULE**

1. If a team is leading an opponent by at least 10 runs after 4 or more complete innings have been played or after 3 ½ innings if the home team is ahead by at least 10 runs, the game shall be terminated and the team in the lead shall be declared the winner.