



RBI Austin Internal Rules and Regulations

RBI Austin follows MLB Rules for Baseball and ASA Rules for Softball.

RBI Austin rules supersede MLB and ASA.

If a rule is not in the RBI Austin rule book, defer to MLB and ASA.

COACH PITCH BASEBALL LEAGUE RULES SUPPLEMENT

A. EQUIPMENT RULES

Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed. No jewelry is to be worn by players during the game. This includes earrings, rings, bracelets, necklaces, and watches.

- Metal cleated shoes will not be allowed.
- No jewelry is to be worn by players during the game. This includes earrings, rings, bracelets, necklaces, and watches.
- RBI Baseball Bat Rules
 - o It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color.
 - o 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.

B. 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. 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. A coach from the team at bat should pitch from the rubber at 38 feet with an overhand throw. Bases are 60 feet in length.

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

6. 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 6th 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.

7. 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.

C. 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 backup the bases and to make throws to try to get out advancing runners.

D. 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 twenty (20) 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 twenty (20) 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

E. 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 will be no protest committee - the Umpire's final decision will stand.

F. COACHES - UMPIRES

- 1 A team will only be allowed one time out per each offensive and defensive half inning. Only the Head Coach may discuss a call (rules 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.
2. On Offense, three (3) coaches are allowed on the field of play. One pitching coach, and two base coaches located in foul territory near 1st and 3rd base. Once the ball is hit and put in play the pitching coach should exit fair territory in the most efficient manner.