

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.

RBI AUSTIN TEE BALL LEAGUE RULES SUPPLEMENT

A. EQUIPMENT RULES

- 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
 - 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.
 - 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.

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.

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 distance 38 feet

4. Special Fielding Rule: Pitcher, 1b, ss, 2b, cannot play infield in consecutive innings. They must play the outfield, Catcher, 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 5ft 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 tag the runner however this is not required(As the season progresses it will be harder to tag runners from pitcher and this also teaches runners the importance of running quickly to first to avoid a tag rather than watch the ball once in play). **Overall Goal is to teach players to throw to bases for the out rather than run and tag**

C. 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.
- The infielder can raise their hands as an indication that they are not making any further play on the runners.

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 2nd 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 backup 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 3rd base.

D. 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 5th 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 for the regular season. In the end of season tournament extra innings will be played. At the start of the 5th inning, each team will start their at bat with a runner at second base and two outs in the inning. The player at second base will be the last player to bat in the previous 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. If the Umpire sees a base runner miss a base, the Umpire will call the base runner out. A Head Coach's appeal will not be required or warranted.

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, there should not be more than 3 coaches on the field. One coach at home plate assisting the batter, and two base coaches located in foul territory near 1st and 3rd base. On defense up to 3 coaches can be outside of the dugout assisting players. The Defensive coach behind the plate assisting the catcher is the acting umpire keeping track of strikes and fouls and will actively call those and other behind the plate calls such as "Time" and "Out." It is recommended that as the season progresses this be limited to 2 coaches on the field but in foul territory.