



AUSTIN
ENGAGE DEVELOP TRANSFORM

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.

KID 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.
- RBI Baseball Bat Rules
 - It shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter.
 - 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 (catcher, 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 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 the 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 discetion.

5. Playing Dimensions: Base lengths = 60 feet; Pitching Distance = 46 feet.

6. 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.

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 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 unless an open inning is declared by the umpire. The open inning will be the first inning starting after the game has reached 1 hour in length, but not after 1 hour and 20 minutes. It is possible to not have an open inning. If after the open inning the 1 hour, 30 minute time limit has not been reached, and it was not the 6th inning that was just completed, then another 5 run limit inning will begin. The maximum number of runs that can be scored in an open inning is ten (10)

D. PITCHING RULES

1. Regular Season:

a. A pitcher cannot appear in more than 3 innings over two consecutive games that his team plays. The innings are aggregate over said two consecutive games. (i.e. If you have two games that are 5 innings long then you have 10 innings to cover. In theory, two pitchers could each pitch 3 to cover 6 of them, and at least 2 other pitchers can combine to cover the other 4 innings). One thrown pitch in an inning of play results in from a pitching eligibility standpoint as the pitcher having thrown one inning regardless of how many outs are recorded.

- b. A pitcher cannot pitch in back to back games without 3 calendar days of rest. (i.e. A pitcher pitches Tuesday then they can pitch on Saturday. Pitcher pitches on Wednesday then they cannot pitch on Saturday.)
- c. 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.

2. Postseason:

- a. 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.
- b. If a pitcher pitches 21–40 pitches, he cannot pitch the next one (1) calendar day; 41–60 pitches, he cannot pitch the next two (2) calendar days; 61 or more pitches, he cannot pitch the next three (3) calendar days.

3. 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 teams next game.

E. BASERUNNING RULES:

10U Division

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 can take a lead at their own risk. Stealing bases is not permitted. If the runner leaves the base early then they will be declared out and the pitch and any resulting play from that pitch will not count, including the pitch for pitch count purposes.

12U Division

- 1. Baserunner(s) must have one foot on the base until the pitch crosses the plate.
- 2. Once the pitch is batted, or crosses the plate, the baserunner(s) may advance at their own risk.
- 3. 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 returning to his/her base, and the pitch will be called a strike.

F. 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. 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.

G. 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.

H. 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.