



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.

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.

KID PITCH **SOFTBALL LEAGUE RULES SUPPLEMENT**

All Official UIL Rules shall be observed with the following exceptions which shall either override or add to those rules.

A. EQUIPMENT RULES

1. Baseball bats are not allowed. All softball bats used must be UIL 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.
2. Only rubber soled shoes are to be worn by participants. Metal cleated shoes will not be allowed.
3. No jewelry is to be worn by players during the game. This includes earrings, rings, bracelets, necklaces, and watches.

B. 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. Each team player must play at least one uninterrupted inning in one infield position (catcher, pitcher, first, second, third, or shortstop) by the end of the third inning of regulation play unless she is injured. This will not apply if in the head coach's judgment a player is at risk of being injured by being placed in an infield position. In this case the coach must declare this player(s) to the other coach prior to the start of the game.

3. 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

4. A starting pitcher may return to the mound one time. A relief pitcher, once removed from the mound, cannot return to the mound.

5. Playing Dimensions:

- Base Lengths: 60 feet
- Pitching Distance: 35 feet for **11U** division; 43 feet for **14U** division

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

8. A play is declared dead when a pitcher has control of the ball on the mound. 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.

9. 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.

10. 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 shortfield position, thereby allowing 10 players on the field. Both teams must agree and must play 10 defensive players.

C. WARNING, EJECTION, AND PROTEST RULES

1. There will be a mandatory slide rule at Home Plate when the player covering Home Plate has the ball in her possession or if the umpire determines there is an active play at Home Plate. Failure of the runner to attempt a slide may result in the runner being called out or a warning of that player based on the severity of the violation.

2. 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.

3. Only the Head Coach may discuss a call with the umpire. Under no circumstances should more than one coach from each team discuss a call with the umpire at any given time.

4. A player may not throw the bat after hitting the ball. If the umpire determines the bat was dangerously or carelessly thrown, the player may receive one warning. If the player was already given one warning and throws the bat a second time, the player will be called out.

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 five (5) run 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.

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

E. BASERUNNING RULES

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 3rd strike and first base is occupied then the runner will be declared out. If first base is not occupied then the runner may advance to 1st base. If the batter is tagged out or first base is touched before the runner reaches the base 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.

F. 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.