



**AUSTIN**  
ENGAGE DEVELOP TRANSFORM

# RBI Austin 16U Softball Rules and Regulations

**RBI Austin follows NFHS Rules for Softball**

**RBI Austin rules supersede NFHS.**

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

## 1. EQUIPMENT RULES

A. No jewelry is to be worn by players during the game. This includes earrings, rings, bracelets, necklaces, and watches.

### B. Softball Bat Rules

- 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.

C. All Softball Pitchers must wear a face mask.

## 2. WARNING, EJECTION, AND PROTEST RULES

A. 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 umpire's 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.

## 3. COACHES - UMPIRES

A. 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. PLAYING RULES

- A. There will be unlimited substitution. For all positions other than pitcher, a defensive player (either a starter or substitute) cannot be removed until that defensive portion of the inning is completed, unless due to injury.
- B. A starting pitcher may return as a pitcher one time in any given game. A relief pitcher, once removed as pitcher, cannot return to pitcher.
- C. A pitcher is limited to seven (7) total innings of pitching in one (1) day.
- D. All players are in the batting lineup. Players arriving late for a game may be inserted at the end of the batting order.
- E. 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.
- F. A team must have at least seven (7) players to play an official league game. If a team has less than seven (7) players then the umpire will provide a grace period of ten (10) minutes to allow at least seven (7) players to show up for the start of the game. A team with less than seven (7) players will forfeit the game, but it is encouraged to play a scrimmage by borrowing players from the other team. A team playing with seven (7) players will take an out each time the eighth and ninth slot in the batting order is due up. Should an eighth or ninth player (must be on the team's roster) arrive during the game, they will be placed in the eighth or ninth batting slot respectively and the team will no longer have to take the out for that spot in the order.

#### 5. LENGTH OF GAMES

- A. No new inning may be started after one (1) hour and fifty (50) minutes.
- B. **For doubleheaders, the first game of the doubleheader shall be a "drop dead" time limit and the second game shall be "complete the inning."** This is to make sure that the spirit of the doubleheaders is kept intact: get as much competitive softball in as possible in a reasonable amount of time; i.e. we don't want doubleheaders ending at 10:30 or later on weeknights. In "drop dead" time limit games, the final game result (win or loss) will revert to the end of the last completed inning (unless the home team has taken the lead during the unfinished inning).
- C. Regulation games will be a maximum of seven (7) innings, but no inning may be started after the time limit. Should the game be tied after seven (7) innings and there is time remaining, an extra inning may be played.
- D. There is no run limit per inning, unless both head coaches mutually agree upon a run limit and communicate that with the home plate umpire.
- E. Time of games will begin at the first pitch of the game. 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 a new inning will start.
- F. If after a complete inning (or 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.

## **6. 10-RUN RULE**

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

## **7. MISCELLANEOUS RULES**

- A.** It is up 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.
- B.** 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 8 warm up pitches. Pitchers remaining in the game can get as few as 3 warm up pitches for that inning depending on how long it is taking to get to the mound and warm up.
- C.** 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.