



RBI Select Baseball – Official Rulebook 2025

www.playRBI.com

Welcome to RBI Select Baseball. Our mission is to provide a fair, affordable, and competitive platform where athletes can develop, families can connect, and communities can grow. This rulebook serves as the foundation for consistent tournament play and player development across all RBI events.



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Summary of Key Changes for 2025

- Age Cutoff moved/standardized to May 1 for 14U and below.
- 9U Closed-Bases (RBI Select Division) clarified: leads allowed; limited steal/advance conditions; pick-off advancement restricted.
- Roster freeze and add rules clarified: up to 3 adds post-qualification; no adds on event start date without director approval.
- Pitch Smart limits emphasized; two consecutive days pitched requires day 3 rest (14U & under).
- Uniform & equipment clarifications (no metal cleats 12U & below; bat certifications; illegal bat penalties by age).
- Pace-of-play timing between innings (90 seconds) and enforcement language updated.
- Tournament admin sections updated for protests, ejections, and suspension language.



I. Primary Goal

RBI Select exists to promote equal competition on an equal playing field with a focus on player development, safety, and affordable family baseball across all RBI events.

II. Registration & Membership

Teams register annually (Aug 1–Jul 31). RBI events do not require sanction fees or event insurance; teams may procure their own coverage as desired.

RBI-sanctioned tournaments and leagues can qualify teams for State/Regional/National-style championship play overseen by RBI.

III. Player Eligibility

Season: Aug 1 – Jul 31. Age Cutoff: a player's age on May 1 determines their eligible division for 14U and below. Players may play up but may never play down.

Suggested grade mapping (guidance only): 8U–2nd | 9U–3rd | 10U–4th | 11U–5th | 12U–6th | 13U–7th | 14U–8th.

Players must appear on the team's online roster at playRBI.com using their full legal name (matching a government-issued birth record).

Coaches must produce proof of age within 15 minutes upon request (birth certificate/passport; report card permitted for initial verification at director discretion).

One team per weekend: the first team a player appears for is their team for that event. Violations result in ejections and forfeits.

IV. Team Roster Rules

Rosters may list up to 22 eligible players. The majority residence of players establishes a team's home state.

Frozen (Qualified) Rosters: once a berth is earned to championship play, the roster freezes at the end of the qualifying event; up to 3 roster adds are permitted before championship play.

No roster additions on the tournament's start date without director approval. Managers may release players; a released player may not return to that frozen roster in the same season.

RBI may approve or deny any roster move. Managers are responsible for eligibility. Roster protests must occur during the event; directors may review until points are finalized.

V. Classifications



Division 1 – Superior Select | Division 2 – Advanced | Division 3 – Entry | Metro – Recreational/League.

Players frozen on higher-class rosters in the same age may not guest down. Cross-age movement is allowed if all class rules are met and the player is online before the event.

VI. Qualifiers & Championships

Event Directors may approve local adjustments when necessary. Championships use pool play followed by elimination brackets.

Teams must play designated state events to advance unless waived by RBI. Rosters must be finalized 72 hours before first pitch; no changes after.

VII. Pool Play & Tie-Breakers

Once a multi-team tie is broken, do not revert to earlier criteria. Tie order: Win–Loss; Head-to-Head (two teams only); Fewest Runs Allowed; Runs Scored; Run Differential (± 10 cap per game); Coin Flip.

VIII. Playing Rules

A. The Playing Field

Recommended dimensions: 7–8U 40’/60’; 9–10U 46’/65’; 11–12U 50’/70’; 13U 54’/80’ or 60’6”/90’; 14U+ 60’6”/90’. Local park specifications may vary; event pages control the official setup.

B. Uniforms & Equipment

- Offensive participants must wear double-ear helmets (includes bat/ball kids and on-field coaches under 18).
- Catchers must wear full gear: NOCSAE head/face w/ throat protection, chest, legs, and protective cup.
- No metal cleats 12U & below (and where venues prohibit).
- Bats: USSSA, USA Bat, or BBCOR. 14U: -3 BBCOR only. 13U: up to -5 USABat/1.15 BPF or BBCOR. 12U & below: no drop limit.
- Illegal bat ($\leq 12U$): remove bat & warn coach; if discovered after play and BR reached safely → BR out, runners return; second offense → coach ejected.
- Illegal bat (13U+): batter out; runners return; outs recorded on the play stand.

C. Game Rules

- Home/Visitor: Pool games coin flip; Bracket games higher seed is home (Championship/“if” = flip).
- Lineups: Bat 9 (DH where age permits), Bat 10 with EH, or Roster-Bat all present; unlimited EHs permitted if rostered.



- Late arrivals: Roster-Bat → add to bottom; Bat 9/10 → legal subs if on roster.
- Minimum players: may start with 8 (take an out for 9th). Falling below 8 = forfeit by director.
- Illness/Injury when batting 9/10: dropping under 9 = no automatic out. Ejection without sub = automatic out. Roster-Bat ejection = out in that spot.
- Pace: 90 seconds between innings; every :20 add balls/strikes if not ready.
- Length: 6 innings (12U & below) / 7 innings (13U+). Event time limits on tournament page govern.
- Mercy: 15 after 3; 10 after 4; 8 after 5 (home-half applies).
- Courtesy Runner: for pitcher/catcher of record only; if Roster-Bat = last batted out. One per inning.
- Intentional Walk: by declaration.
- Slides/Contact: malicious contact = ejection (umpire judgment).
- Weather/Suspension: standard completion rules; otherwise suspended and resumed.



IX. Pitching Limits (Pitch Smart)

RBI adopts MLB/USA Baseball Pitch Smart. Pitches thrown count for that day. If a pitcher begins a batter below a rest threshold, he may complete that batter without triggering the next-day tier. For 14U & under, two consecutive days pitched require rest on day three. Second trip to the mound in an inning removes the pitcher; pitchers removed may not return to pitch in that game. Balks enforced at 9U+ under OBR; live/dead per situation.

- 7–8U: Max 50 (0d 1–30; 1d 31–45; 2d 46+).
- 9–10U: Max 75 (0d 1–30; 1d 31–45; 2d 46–60; 3d 61–70; 4d 71+).
- 11–12U: Max 85 (0d 1–30; 1d 31–45; 2d 46–60; 3d 61–75; 4d 76+).
- 13–14U: Max 95 (0d 1–30; 1d 31–45; 2d 46–60; 3d 61–75; 4d 76+).



X. 8U Player-Pitch

- Nine defenders; three outfielders.
- Closed bases: no leads until ball crosses the plate; no balks; no advancement on early leaves (return unless put out).
- Infield Fly applies; no dropped 3rd strike advance.
- Runner from 3B cannot steal home; may score only if batted or forced.



XI. 6U–8U Coach-Pitch

- 9 or 10 defenders; if 10, four must be at true OF depth. Middle infielder stays inside pitcher's circle.
- Coach must pitch from 40' standing; foot on plate at release. Pitcher's circle 12'–18'.
- Six pitches or three strikes (continue on foul on 6th).
- Max 7 runs/inning (Metro may use 5). Roster-Bat; free defensive subs; full catcher gear required.
- No BB/HBP awards, IFF, steals, bunts, or IBB. Leaving early = out (appeal).
- Coach-pitcher may not coach while delivering; warning then removed as pitcher. Courtesy runner for catcher (mandatory with 2 outs).
- No T-Ball-only bats.



XII. 6U–8U Machine-Pitch

- Safety arc 30'; machine front at 46'. Pitcher safety box 5' each side/behind; may not cross before contact.
- Speed: 6–7U 34–38 mph; 8U 40–44 mph.
- Six pitches or three strikes (continue on foul on 6th).
- Max 7 runs/inning. Fair batted ball striking machine = dead-ball single; runners advance one.
- Roster-Bat; 9 or 10 defenders; catcher required. No BB, IFF, steals, or IBB; one bunt per inning allowed. Leaving early = out; courtesy runner for catcher allowed.



XIII. 4U–6U T-Ball

- Six infielders (1B, 2B, SS, 3B, C, middle infielder) + four OF at OF depth.
- Pitcher's circle 12'–18'; fair-ball arc 15'; safety arc 30'. Must field nine to start; may finish with eight due to injury; 5 innings.
- Roster-Bat; max 5 runs/inning or 3 outs; no IFF, steals, bunts, or IBB.
- Leaving early = out (no appeal required). One defensive coach in OF (two for 4U/5U).
- Overthrows: advance one base; BR may not score on overthrow (must stop at 3B). Pitcher cannot record unassisted out at 1B—must throw.
- Tie procedure: if tied after 5 and time remains, play two more; then last out on 2B with two outs until decided.



XIV. 9U Closed-Bases (RBI Select Division Option)

- Leads allowed; stealing restricted.
- Runners may advance on wild pitch, passed ball, pitched ball dropped by catcher (not on transfer), dropped third strike, walk in a force situation, enforced balk, or any pitched ball that hits the ground/backstop.
- Pick-offs: runner may not advance unless a throwing error occurs. If rundown ends OUT → out stands; if SAFE → runner must return to the previously occupied base.
- All other 9U live-pitch rules apply; bases at 65'.



XVI. Officials, Conduct, Protests, Ejections & Suspensions

- Umpires assigned by RBI/local assignors. Managers assist with spectator issues; directors handle escalations.
- Protests: notify plate umpire immediately; director to field; \$100 cash (refunded if upheld). Judgment calls are not protestable. No protests after a game is final.
- Ejections: ejected person is done for that game; additional suspension possible based on conduct.
- Suspensions/Dismissals: Fighting, abuse, forged documents, or financial misconduct may result in removal. Written appeal allowed within 7 days; RBI review within 30 days.



Official Contact & Tournament Info

Website: www.playRBI.com

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Note: RBI Select Baseball is a Texas-based independent organization committed to affordable, competitive youth baseball that connects families and communities.