



RBI Tournament Rules

Rec Baseball Innovations (RBI) follows NFHS/MLB rules unless specifically modified below.

GAME TIME LIMITS

13U–14U: 1:30 pool games (no new inning after 1:25); 1:30 bracket games.

9U–12U: 1:15 pool games (no new inning after 1:10); 1:15 bracket games.

6U–8U: 1:00 pool games (no new inning after 55 mins); 1:15 bracket games.

Pool games can end in a tie. No drop-dead rule: inning must be completed.

*Pool games and bracket game times may be adjusted. Always refer to the details on the specific tournament web

page.

ROUND ROBIN FORMAT (4-TEAM DIVISION)

This format is designed for smaller divisions and Sunday-only events to maximize play time and competition balance.

- Each team plays 3 full pool games (3-game guarantee).
- The top two pool teams advance to a 4th game for the Championship.
- Remaining teams finish with pool standings based on win/loss/tie record.
- Pool tiebreakers follow standard RBI procedures
- In case of weather or time constraints, RBI Directors reserve the right to modify the number of games or time limits

as needed.

PITCHING LIMITS – HARD PITCH COUNT SYSTEM

Each team tracks their own pitch count; umpires confirm, and report totals each inning.

- To pitch next day: Max 30 pitches (may finish batter).
- Event maximums:
 - 9U–10U: 75 pitches
 - 11U–12U: 85 pitches
 - 13U–14U: 95 pitches



RUN RULES

- 15-run lead after 3 innings
- 10-run lead after 4 innings
- 8-run lead after 5 innings
- Half-inning run limit: 7-run max (6U–14U Rec)
- Open Rec/Select 13U–14U: No per-inning limit

TIEBREAKERS (Bracket Seeding)

1. Record
2. Head-to-Head
3. Runs Allowed
4. Runs Scored
5. Coin Toss

AGE DIVISIONS & PLAYER ELIGIBILITY

Players may play up 2 divisions but never down.

Proof of age must be available (birth certificate, ID, or report card).

Roster freeze before each event. Ineligible players = forfeit and coach ejection.

ROSTER & CLASSIFICATION

No dual rostering in the same event.

Guest players: Max 2 from higher classification, no AAA+ from other orgs.

Classifications:

- Open Rec: Max 4 higher-class players
- Rec Select: Max 2 higher-class players
- Rec: None

Returning teams (.500+ record with 6+ returners) may move up.



EJECTIONS & CONDUCT

Unsportsmanlike behavior, fighting, abuse, false ID, or illegal gear = ejection.

Ejection = remainder of game + 1 additional game.

2nd coach ejection = event disqualification.

BATTING & LINEUPS

Allowed: Straight 9, 9 + DH, 10 + EH, or full roster.

Min 8 players to start. Ejected player = automatic out.

Slash bunts banned (6U–13U). Allowed in 14U (60/90 fields only).

Courtesy runner: Last batted out or legal sub.

FIELD & EQUIPMENT

Field Dimensions:

– 6U–8U: 40x60

– 9U–10U: 46x65 or 46x60

– 11U–12U: 50x70

– 13U: 54x80 or 60x90

– 14U: 60x90

Approved bats: NCS, 1.15BPF, USA, or BBCOR stamped.

Black Emerald bats are eligible for use.

Altered bats = lifetime ban. Metal cleats 13U+ only.

COACH PITCH (7U–8U)

40' pitching rubber, 60' bases. 6 innings or 1:15 time limit.

Bat entire roster. No bunting, stealing, or infield fly.

6 pitches or 3 strikes. Defense: 10 players.

Pitching coach must have at least one foot inside the pitching circle and may not coach verbally/physically to the batter or the runners.

Pitching coach must leave the field of play, without interfering, into foul territory once ball is put into play and still may not coach runners.



Interference = warning then ejection. Hit coach = dead ball, no pitch.

6U T-BALL

4 Chances off the Tee

There is no:

- Infield fly rule
- Base stealing
- Bunting (players must take a full swing)
- Intentional walks

A base runner is out for leaving the base before the ball is hit. This does not need to be an appeal play. If the umpire determines that the base runner left early, they shall be called out. Stealing is not allowed, and there are no lead offs.

Umpires call time after each play. Players can ask for time, which should be called as soon as the lead runner stops attempting to advance or all runners have stopped. Time does not have to be called by the participants. Players in control of the baseball can ask for time. Any runner more than halfway to the next base, shall be awarded that base, any runner not advancing at least halfway, shall be returned to the previous base. If there is more than 1 base runner, the preceding runner shall have priority. A preceding runner that has not yet reached halfway, cannot be forced to advance to the next base by the trailing runner, even if the trailing runner is more than halfway. In this case, the trailing runner shall be returned to his previous base.

On an overthrow, a batter or runner can try to advance only one base. The defense can try to record an out against the runner or batter trying to advance on the overthrow. In the event of a double overthrow, the ball is declared dead by the umpire, and one base is awarded to the runner or batter. A Batter-Runner may not advance to home on an overthrow, he/she must stop at 3rd base. Preceding runners may be forced to advance by the base award to the runner on which the defensive play was attempted

9U CLOSED BASES

No steals until the ball crosses the plate. Advancement allowed only when ball crosses plate, wild pitch, passed ball, dropped third strike, or batted ball in play.



ALTERED BASEBALLS

Marking or altering baseballs is prohibited. Altered balls removed immediately.

Repeated violations = warnings or ejection.

RULE REVISIONS

RBI reserves the right to modify or clarify any rule for specific events