

RBI Rules

Rec Baseball Innovations uses the Official Rules of Major League Baseball for any items not specifically addressed in Rec Baseball Innovations Rules listed below.

TIME LIMITS:

6U - 9U: 1 Hour and 15 mins or 6 Innings 10U - 12U: 1 Hour and 30 Min or 6 innings 13U & 14U: 1 Hour and 45 min or 7 Innings

PITCHING LIMITS:

9U-10U: No More Than 9 Outs on Day 1, To Be Eligible To Pitch On Day 2.

11U-14U: No More Than 6 Outs on Day 1, To Be Eligible To Pitch On Day 2.

9U - 12U: 24 outs for the weekend. 13U - 14U:

27 outs for the weekend.

RUN RULES:

6U-14U: 15 after 3, 10 after 4, 8 after 5 6U - 9U: 7 Run Max,
Per Inning

TIE BREAKERS:

1. Record
2. Runs Allowed
3. Runs Scored
4. Coin Flip

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Rule I RBI Age Divisions, Classifications, Membership and Participation

Rule 1.1 Age Divisions and player eligibility

Players may play up, no more than two age divisions, but not down in age.

Forfeits: Teams forfeiting during pool play will be ejected from the event and will not be

placed into the championship bracket.

1.1 Proof of eligibility

In divisions 6U–14U, all players participating in RBI tournament play shall always have photocopies of their original birth certificate in the possession of their team manager. Upon protest, failure to have a photocopy of the original birth certificate immediately available upon demand shall result in the offending team losing the game(s) and being ejected from the tournament

1.2 Rosters

Rosters are frozen before each event on a predetermined date. Players participating in a team's lineup who are not listed on the roster are considered ineligible and will be removed from the event and the head coach will be ejected from the event. If the ineligible player has pitched during the event, he will be removed from the mound. Managers & coaches must be listed on the team account or roster to be eligible to coach on the field during games.

1.3 Accuracy of roster

When listing a player on your official online roster, team managers are required to use the player's first name and last name. The middle name may be added after the first name & before the last name if the middle name is also listed on the birth certificate. No nicknames, shortened names, slang names, initials, prefixes, or suffixes are allowed. Date of birth (in proper format – mm/dd/yyyy) must be listed exactly as it appears on the player's original birth certificate, as a member on an eligible team's official online roster. Failure to comply with this rule shall result in your team being prohibited from participating in RBI tournaments.

1.3 a Multiple Rosters

Players found to be playing on multiple teams on the same weekend, anytime during a RBI tournament is prohibited. This includes different age divisions within the event.

1.4 Roster Classifications/Guidelines

1) Playing up in age - A Prospect Division team wishing to play up in age would need to register in a Prospect Division or R1 Division of the next higher-age division of the tournament. If a Prospect Division team plays up 2 age divisions, they can play R2.

2) Guest Players for Baseball:

- Guest Players can be added to your roster as needed. Players will be removed from the roster after the event is complete.
- Teams can carry a max of 2 guest players from higher classification(s)
- All players added to a roster, via the "Guest Player" system, will automatically drop from the "Guest Player" option at the end of the event and will NOT be reclassified.
- Players simply added to a higher-ranked roster, not utilizing the "Guest Player" option, will be permanently re-ranked to reflect the higher division moving forward. Only the "Guest Player" option should be used for this type of transaction.

- Guest Players cannot be ranked as a Division 2/AAA player or higher in any other organization. (Example: Perfect Game, NCS, Five Tool, etc.)

3) Guest Player and Roster restrictions by classification/division

Prospect Division - There are no roster restrictions

Rec All-Stars - A total of 2 players that have been listed on a team with a higher classification in the same season.

Rec 1 Division - A total of 2 players that have been listed on a team with a higher classification in the same season.

Rec 2 Division - No higher classification guest players allowed. Strictly rec players only.

4) Teams with a .500 or better in-class record must register the following season in the same classification if 6 or more players are returning to the same team, or meet the guidelines in "Roster restrictions by classification/division".

It is the team manager's responsibility to know each player's team history within RBI.

5) The parent or legal guardian of the player must be listed as the contact and sign the player waiver.

- If you are a parent or a guardian, you can edit the player's name in your login. Do not add "nicknames" or suffixes (ex: Jr or IV)
- Listing the player's name in any other format could make the player ineligible to play!

Rule 1.5 Illegal Players

A player that is found to be illegal due to an age violation during a tournament game shall result in the offending team losing the game(s) team and the player being ejected from the tournament; the team being placed last in the standings and forfeiting all awards, points, sponsors travel money and berths that would have been or have been awarded. The illegal player shall be removed from the offending team's Official Online Roster and additional penalties may be applied.

Rule 1.6 Classifications

- Prospect Division is our most competitive division comprised of highly competitive teams.
- Rec All-Stars is for teams that have played together in numerous competitive events.
- Rec 1 is for strong rec teams that have competed as a team or has players that have experience in the game.

- Rec 2 is for our entry level teams and players that have played league and want the select/travel ball experience.

Rule 1.7 Participation requirements

- Rule 1.7A All teams participating in Rec Baseball Innovations events and leagues must be registered for the current season and sanctioned by RBI.
- Rule 1.7B All teams must have a liability insurance policy that meets the requirements of Rec Baseball Innovations if RBI doesn't supply the insurance for the event.
- Rule 1.7C The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements as set forth by RBI.

Rule 2 RBI Bracket Seeding Procedures

Rule 2.1 RBI Bracket Seeding Procedure

- Record
- Runs allowed
- Runs scored
- Automated coin flip

Rule 3 Ejections

Ejection offenses include but are not limited to:

Rule 3.1

Physical attack on an umpire, tournament official, associate director, team staff, and/or any player or fan prior to, during, or immediately following a game played under the authority of Rec Baseball Innovations.

Rule 3.2

Players, coaches, managers, or sponsors threaten an umpire, tournament official, associate director, or associate officer with physical harm.

Rule 3.3

Any player, coach, manager, sponsor, director, or officer who engages in physical fighting.

Rule 3.4

Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.

Rule 3.5

Destruction of property, abuse, or failure to pay.

Rule 3.6

Receiving money directly or indirectly for playing on a team and/or based on athletic

performance.

Rule 3.7

Competing under an assumed, false, and/or altered name.

Rule 3.8

Use of any illegal equipment, substance, or falsification of any kind.

Rule 3.9

Tournament hosts have the authority to eject a player, fans, or team anytime during a tournament for committing any of the above, but not limited to, listed offenses.

Rule 3.10

A player or coach ejection carries removal from that game and 1 additional game.

Rule 3.11

A coach or manager who is ejected for the second time in a specific tournament is suspended for the rest of the event and subject to further penalties.

Rule 3.12

Malicious contact, players must seek to avoid contact.

Rule 4 Batting, Line-Up & Offense Rules

Rule 4.1 Teams may elect to bat the following in a lineup

- Straight 9 with a least 1 substitute
- 9 with a DH with at least 1 substitute
- 10 with an EH with at least 1 substitute
- Entire rostered players present at the field (entire lineup)

Rule 4.2 NFHS substitute rules apply

The team must field a minimum of 8 players to start the game. If a team has less than 8 players at game time is forfeit time. Teams electing to bat their entire roster should note that in case of a player not being able to continue due to injury will only be an out the first time that player's spot comes up in the batting order, however, in the case of a player ejection, the ejected player's spot will be an out every time that player's spot comes up in the batting order. A minimum of 8 players shall be required to start a game and teams cannot finish with less than 8 players with the 9th spot being an automatic out every time up. The 9th player can be added to line up in the 9th spot in the batting order at any time during the game as long as that player is legally rostered on the team. Starters may re-enter one time only in their original batting order. NOTE: In the event of a player being injured during a game and an injured player cannot continue and the team has no more players with eligibility (subs have been used) the last declared substitute used by the respective team then will be allowed to sub for the injured player. No outs are

declared at this point. This exception is used to promote player safety and in the spirit of fair play.

1.3 Designated Hitter

(DH), may be used in the 9U-14U divisions. Normal substitution rules apply for the Designated Hitter (DH).

1.4 Extra Hitter

A team may use the EH, (extra hitter) if desired in any (Ages 8 thru 14) game. The manager must declare the use of an EH before the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10- player line-up throughout the game. If, due to injury, a team fails to field nine players, an out shall be recorded each time the EH was to have come to bat. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.

1.5 Slash Bunts

Not allowed in ages 6U-13U. Penalty for slash bunt will result in an out & head coach ejection. No contact with the ball is required for an out to be called. 14U may use slash bunt on 60/90 field only.

4.6 Courtesy Runners for Catcher/Pitcher

The courtesy runner must be a legal substitute currently not in the game, which includes starters that have been substituted for, but are eligible for re-entry.

If you are batting your entire roster, the courtesy runner must be the last batted out.

If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert to the last batted out if the substitute is on base or the last batter in the lineup that batted out is on base.

Rule 5 Playing Field and Equipment

Rule 5.1 The playing field should be laid out according to age-specific dimensions. The field must have a protected player dugout. RBI will be played at the following distances:

- 6U - 8U 40x60
- 9U - 10U: 46x65
- 11U-12U: 50x70
- 13U: 54x80 or 60x90
- 14U: 60x90

Rule 5.2 Banned metal bats

2020 Louisville Slugger META 33/30 (-3)

Marucci Cat5 MCB2 33/30 BBCORNikeBT0636 CX2light grey 2015 DeMarini CF7 (-5)

2015 Easton XL1 (-5)

2016 DeMarini CF8 (-5)

2016 Demarini CF8 (-8)

2016 DeMarini CF8 (-10)

2017 Demarini CF Zen Balanced (-5)

**2017 DeMarini CF Zen Balanced (-8)WTDXCBR 2129-1729?/21 oz

**2017 DeMarini CF Zen Balanced (-8)WTDXCBR 2230-1730?/22 oz

**2017 DeMarini CF Zen Balanced (-8)WTDXCBR 2331-1731?/23 oz

**2017 DeMarini CF Zen Balanced (-8)WTDXCBR 2432-1732?/24 oz

**2017 DeMarini CF Zen SL 2 3/4 (-10)WTDXCBZ 1828-1728? /18 oz

**2017 DeMarini CF Zen SL 2 3/4 (-10)WTDXCBZ 1929-1729? /19 oz

**2017 DeMarini CF Zen SL 2 3/4 (-10)WTDXCBZ 2030-1730?/20 oz

**2017 DeMarini CF Zen SL 2 3/4 (-10)WTDXCBZ 2131-1731?/21 oz

**2017 DeMarini CF Zen SL 2 3/4 (-10)WTDXCBZ 2232-1732?/22 oz

**2017 DeMarini CF Zen Zero Dark 2 3/4 (-10)WTDXCBZ 1929-17F129/19 oz

**2017 DeMarini CF Zen Zero Dark 2 3/4 (-10)WTDXCBZ 2030-17F130?/20 oz

DeMariniCustom 2017 CF Zen 2 3/4 (-10)WTDCCBZ17V

DeMariniCustom 2017 CF Zen Balanced (-8)WTDCCBR17V

Dirty SouthKamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only) EastonGhost X (30/20 only) – (USA BASEBALL MARKED)YBB18GX10

30/20 LL18GHX 30/20 Japanese

*Rec Baseball Innovations reserves the right to amend these rules at any time for specific tournament play.

Rule 5.3 Permitted Wood Composite Bats Rawlings:

5150 Composite Pro Wood WC5150 Big Stick

R243CH

Big Stick R243CS

VELO Composite Wood R110CV VELO

Composite Wood R110CH VELO Composite

Wood R110CR VELO Composite Wood Y151CV

Rawlings Composite 243MBS Rawlings

Composite 243CUS Rawlings Composite

110CMB Rawlings Composite Y151CB

Rawlings Maple/Bamboo Composite 271 MBC Rawlings Maple/

Bamboo Composite SL151G

Baum:

AAA Pro Maple Baum Bat (Gold & White editions) AAA Pro Ash

Baum Bat (Gold & White editions)

DeMarini:

Models: D243, D271, I13, D110

MacDougall:

PowerWood Marucci:

AP5 Hybrid Pro Model

5.4 Altered Bats

Any bat that has been altered from its original factory specifications is illegal. Any RBI-listed staff member at any time can request to inspect any bat that has been brought onto the property where an RBI-governed event is being held. The owner may either:

5.4b(1)

Withhold the bat and accept an immediate 5-year ban from all RBI-sanctioned events, or:

5.4B(2)

Allow the Staff member to inspect the bat and reach a conclusion as to whether the bat might be altered.

(Penalty: If the bat is found to be altered, the owner will receive a lifetime ban from all RBI-sanctioned events)

Rule 5.5 Bat limitations

All bats must be marked 1.15bpf, BBCOR, or USA Baseball-stamped 6U-11U no weight restriction

12U- Minimum of a Drop 10 13U-

Minimum of a Drop 8 14U- Minimum of

a Drop 5

(Penalty: Before the first pitch the bat will be removed from the game. Once a pitch has been thrown to the batter with the illegal bat, the batter is out. Once the next batter receives a pitch, the previous batter that used the illegal bat cannot be protested.)

Rule 5.6

Metal spiked cleats are allowed only in 13U and up.

Rule 5.7

Catchers must use a full “hockey-style” helmet. No Exceptions. Rule 5.8

One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches. When using the electronic communication device, the coach cannot be outside the dugout/

bench area.

Rule 6 Pitching Rules

Note: Pitching limit rules only apply when the event/league has pitch tracking enabled or when it specifies on the “Event Info” section of the tournament/league that pitching rules will be used. The tournament/league director may set their pitching rule limit standards other than those seen below if listed on the “Event Info” of the tournament/league.

Rule 6.1

14U and Under: Once a pitcher is removed from the mound they are not eligible to return to pitch in the same game for any circumstance.

Rule 6.2 Pitching Limits

12U and under - 24 outs for the weekend. 13U and

14U - 27 outs for the weekend.

9U-10U: No More Than 9 Outs on Day 1, To Be Eligible To Pitch On Day 2. 11U-14U: No More Than 6 Outs on Day 1, To Be Eligible To Pitch On Day 2.

Rule 6.3 Pitching Limit Violation Penalty

First offense: The coach will be removed from the game. The pitcher will be removed from the pitching position but is still eligible for other positions for the remainder of the game.

Second offense: Tournament/League director discretion.

Rule 6.4 Pitching Mound Visits

Visits will remain 2 per inning, with a second visit to the same pitcher in the same inning resulting in a pitching change.

Rule 7 Coach Pitch 7u - 8u

Rule 7.1

Pitching & Base Distances. 7U/8U uses 40' pitching rubber and 60' bases.

Rule 7.2

Game Times & Innings. Games will consist of 6 innings or 1 hour and 15 minutes (whichever comes first).

Rule 7.3

Roster Size, Coaches, and Game Play Parameters. Teams will consist of no more than 15 players. There will be a Head Coach and a maximum of 3 assistant coaches (the maximum allowed is 4 Coaches). All teams must bat the roster, with free substitution. The batting order never changes. A team can begin a game with 8 or more players. If you are playing with 8 or 9 players, when the 9th and 10th batting spots come up and there is not a player in that spot, an automatic out will be charged. Any player that arrives after the game begins will be added to the bottom of the batting order. If at any time the lineup falls below 8, either by ejection, injury or illness, the game results in a forfeit. If a player is ejected, then each subsequent scheduled plate appearance by the ejected player results in an out. If a player is lost due to injury or illness, during the game, then the lineup is compressed without an out being recorded (no penalty). When Batting the Roster there is free defensive substitution.

Rule 7.4

The Pitching Coach. The pitching coach must either straddle the rubber or stand on the rubber. The pitching coach shall not verbally or physically coach at any time while in the pitching position. If the pitching coach violates this rule the Head Coach will be warned. In the second violation, the pitching coach will be removed. If no coach is left to pitch, that team will forfeit the game. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If the pitching coach intentionally obstructs a play, obstruction will be called, and the pitching coach shall be ejected. If no coach is left to pitch, that team will forfeit the game. If the pitching coach gets hit with a batted ball, the ball becomes dead and a no-pitch is declared.

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. However, the at-bat may not end on a foul ball. For example, if the 6th pitch is fouled, then a 7th pitch is awarded, otherwise known as a continuation of the at-bat. An at-bat will not end on a foul ball.

Rule 7.5

If any coach is hit with a thrown ball unintentionally, the ball is dead, and runners cannot advance. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid a thrown ball, the batter is declared out and no runners shall advance (basemen would be returned to their last legally occupied base).

Rule 7.6

Defensive Player Positions. When a team is on defense, they will play with 10 players on the field. Four outfielders (they must be in the outfield grass). There will be four infielders (they must stay behind a 30-foot arc until the ball is hit). There will be a catcher who must be in a catching position in the catcher's box. If in the umpire's judgment, the catcher does not stay in a catching position, he and the Head Coach will be warned. The second time this happens the Head Coach will be ejected from the game. If a new catcher comes into the game, they will be given a warning first, and ejection on the second occurrence. There will be a player pitcher (they must stay in the pitching circle until the ball is hit - the pitching circle is defined as being with 3 feet of the rubber to either side). If there is a violation of this rule, play continues and after the end of the play, the batting team has the option of keeping the play or taking a no pitch.

Rule 7.7

Infield Fly: There is no infield fly rule.

Rule 7.8

Bunting: Bunting is not allowed.

Rule 7.9

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. However, the at-bat may not end on a foul ball. For example, if the 6th pitch is fouled, then a 7th pitch is awarded, otherwise known as a continuation of the at-bat. An at-bat will not end on a foul ball.

Rule 7.10

Intentional Walks. A player may only be Intentionally Walked once per game by an announcement from the defensive team.

Rule 7.11

Lead-offs and Stealing Base. Runners cannot lead off or steal bases. A runner is out if they leave the base before the ball is hit or reaches home plate and the ball is contacted. If the ball is not contacted the umpire will warn the baserunner. If the ball is put in play the runner will be declared out. If two or more runners leave the base early the lead runner will be declared out.

Rule 7.12

Courtesy Runners. A courtesy runner for the catcher of record in the previous inning may be used. The courtesy runner shall be the player who made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base or the last scheduled batter.

Rule 7.13

Max Runs Per Inning and Run Rule.

- Max Runs Per Inning = 7.
- Run Rule = 15 AFTER 3 COMPLETE INNINGS, 10 AFTER 4 COMPLETE

INNINGS, 8 AFTER 5 COMPLETE INNINGS

- The game is over when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game after time expires. Run Rules still apply.

Rule 7.14

Umpires shall call time after every play and declare the ball dead. Time shall be called as soon as the lead runner is not attempting to advance.

Rule 7.15

Defensive coaches shall not be allowed on the field of play along the foul lines (i.e., no outfield coaches) and shall coach from the dugout, or area immediately in front of the dugout as long as NOT to interfere with the offensive teams' base coaches or live play. The umpire can restrict to 2 field coaches and 2 dugout coaches as needed.

Rule 7.16

Offensive coaches will be allowed at 1st and 3rd base only. All other coaches remain in the dugout, or in the area immediately in front of the dugout as long as NOT to interfere with defensive teams' ability to make plays. The umpire can restrict to 2 field coaches and 2 dugout coaches as needed.

Rule 8 6U T-Ball/Coach Pitch Modification Rules

- 5 pitches to the batter
- For any batter who does not put a ball in play after 5 swings, the 6th pitch will be placed on a tee.
 - If the ball is not put in play after the 6th pitch/swing it will result in an out. This includes foul balls and swing-and-miss.
- Any batted ball must leave the ten-foot semi-circle to be declared a fair ball
- If an arc is not available, it becomes the umpire's judgment.
- No infield fly rule