



RBI Event Information & Select Weekend League Rules

Coach Pitch Rules are listed on (Page 3)

Please note the following:

The age cutoff is the age of the player as of May 1st and graduation date as of 2024.

Lastly, ALL rosters must be uploaded on-line with the completion of parent approval.

1. IF Necessary: RBI Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.

2. Home Team: The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games. However, there are Select Weekend Leagues in the fall where we run (round robin) formats, thus eliminating this scenario.

Time Limits: No new inning after 1 hour 15 minutes (Gold Division Championship Games are untimed).

Extra Innings

a. If the game still has time on the clock the teams may play out the extra inning until time expires. All pool play games can end in a tie.

b. If in a bracket play game is in a tie after the regulation time, the batting team will place the last out of the previous inning on second to start the inning with one out already recorded.

Intentional Walks

a. The coach will notify the umpire they are walking the player and the umpire will place the batter at first

base. (The rule only applies to 14U ages and lower)

Point System For Select Weekend League: (2) points for a win, one (1) point for a tie. Tie Breakers;

- Wins-Loss Record
- Head to Head (Two Teams Only)
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

PLAYING RULES:

1. Game Length

- a. 8U to 14U will play 6 innings
- b. 16U and above will play 7 innings

2. Batting order

- a. The team may bat nine players with substitutions on the bench. The players may be placed in the lineup with the player in the lineup exiting the game. The starter may re-enter the game at any time of the game in the previous spot in the lineup they were originally placed.
- b. The team may have 9-players on the field and bat 9 with the DP/Flex player in for one position player. The lineup card will consist of 10 players as the DP/Flex will bat in place of the given position. Subs will be used with the possibility of reentry for the starts in their original batting position in the lineup.
- c. The team may bat all 9 position players with an additional 2 players. This would lead to a 9-player defensive lineup and 11 player batting lineup. If the team has subs they may be used and the reentry for starters in their original batting position in the lineup.
- d. The team may bat all in the lineup with open with open defensive substitutions. (In the USSSA Classification C this is the format the team must use for their lineup)
- e. If through the game the team drops to below 9 players, due to injury, ejection, or player having to leave. The team will take an out at that spot in the lineup. (If in the USSSA Classification- C this rule will not be enforced)

3. Pitching Rules

- a. RBI won't be involved in pitch counts or innings for pitchers.
- b. RBI ask for managers and coaches to be responsible with pitchers.
- c. RBI will follow USSSA rules on illegal pitch, illegal delivery, and warm-up pitchers. (In the case of a pitching injury the pitcher entering the game will be given 10 warm-up pitches)

4. Bat Restrictions

- a. Bat restrictions will go under the Equipment rule of USSSA with USSSA approved bat under 10.D with a 1.20 BPF.
- b. Any bats that are modified or deemed illegal will be an out for the at-bat and the bat will be dismissed from the game. If the bat is used in multiple games the coach will be subject to ejection.

5. Time Limits

- a. All game lengths will be 75 minutes with no inning starting after the time has expired.
- b. The game clock will start at the time of the team meeting at the plate being over.
- c. The clock will be a running clock with no stoppage in any event.
- d. Games may be started up to 30 minutes prior to scheduled time. Please have your team at the game 30 prior to game time.
- e. Select Weekend League Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.
- f. In the instance to keep the game on time all teams will be allowed a courtesy runner for pitchers and

catchers. The runner will be the last recorded out if you are batting a continuous lineup or a sub if you have players on your bench. (This is optional for the coach to speed up the game)

6. Mercy Rule

- a. Mercy rule shall be 12 runs after 3, 10 runs after 4, and 8 after 5.
- b. Mercy rule is in effect for all games including championship games.
- c. For Fall Events Teams can score a max of 5 runs per inning.

7. Base Distance/ Pitching Distance

Age / Base / Pitching 8U 60 Feet 35 Feet

10U 60 Feet 35 Feet

12U 60 Feet 40 Feet

14U 60 Feet 43 Feet

16U-18U 60 Feet 43 Feet

8. Ball Dimensions:

10U and below are 11-inch balls | 12U and above are 12-inch balls.

8U Coach Pitch Rules

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No base stealing.

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There will be no infield fly at 8U.

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A batter will be allowed 7 pitches or 3 strikes (whichever comes first). If the batter does not put the ball in play on the 7th pitch they are declared out. A foul ball on the 7th pitch awards them 1 more pitch.

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No stealing, bunting or leading off. Players leave the base when the ball is hit. If a player leaves early, the 1st offense is all runners are sent back to their original base and a team warning is issued. On the 2nd offense, the runner is called out and all other runners return to their original base.

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A batted ball that hits the adult pitcher will be declared dead and all runners return to the original base and pitch is played over. The count is resumed as if the pitch did not happen.

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Ball will be declared dead by umpire when time is called by the defensive youth pitcher inside the pitching circle only. You cannot call time out outside of the pitching circle.

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Hash marks will be between each base. When the umpire declares the ball dead he will make judgement on awarding baserunner bases. If runner is passed hash mark they are awarded the base they are headed to. If runner has not passed the hash mark they return to previous base. Umpires judgement is final. If a player calls time and umpire declares play dead at that point no other plays count. EX: player calls time and is awarded by umpire then throws a runner out. The dead ball stands, and the runner is not out.

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8u coach pitch will use a maximum of 10 defensive players. Coaches cannot be in the field of play on defense. Only 1 coach allowed out of the dugout during play. All other coaches must remain in the dugout.

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Coaches must have one foot inside pitching circle when pitching. When coach is pitching the youth pitcher must also have one foot inside the pitching circle when pitch is thrown.

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Substitution: If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter game.

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Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.