

## **RBI TOURNAMENTS TRAVEL RULES FOR ALL AGES**

### **TEAM INSURANCE:**

IT IS REQUIRED THAT ALL TEAMS PROVIDE PROOF OF INSURANCE BEFORE PARTICIPATING. Coaches upload this document under the Annual Registration process or can open your account and look for filed titled "Team Insurance".

### **FORMAT**

Brackets make with a 4 Team Pool and Pools can consist of a minimum of 3 teams. Pool games do not have pre-determined Home and Away teams. All Pool games are determined by a coin toss and the winner of the toss can select Home or Visitor. In Bracket play, the Home team is determined by the higher seed. This is Single Elimination as every team will be entered and seeded in a Single Elimination Bracket.

For 1-day tournaments, all teams will play 2 games guaranteed. Teams will play 2 pool play games and the top 2 seeds will advance to the championship games. If we have 8 teams in one age group, then bracket play will have Gold and Silver brackets.

### **BRACKET PLAY**

Pool games are typically on Saturday, could start Friday. Bracket play always starts on Sunday (NO Saturday Bracket Play unless impacted by weather).

### **AWARDS**

Rings will be the primary award and team plaques provided to 1st and 2nd place teams in each age group. RBI Tournaments will have special events where awards can change such as championship belts awarded to 1<sup>st</sup> place teams.

### **GAME BALLS**

Teams will provide their own game balls per game. Any leather 5.9 ball is allowed.

### **TIE BREAKER / SEED DETERMINATION**

(NOTE: Pool games, flip a coin to determine home team. Winner of coin toss has the right to pick Home or Away). Bracket play the Home team is the higher seed.

Bracket Play:

-Winning Percentage (this is overall record)

-Head to Head (this is thrown out IF more than 2 teams are tied with the same record)

-Runs Against (allowed)

-Runs For (scored)

-Coin Toss

## **PROTESTS**

On rule interpretation and player eligibility only, protests must be made to the umpire and to one of the Tournament Directors during the inning the event takes place. Protests will be resolved prior to play being resumed. The umpire may charge a visit to the mound to the protesting team. There will be a \$300 protest fee in cash for any protest.

## **START TIMES**

Game time starts after completion of coin toss. Based on demand and popularity, the director can start games on Thursday. Game schedules will be released Tuesday or Wednesday of game week. Note: Game times could start as early as 8:00AM on Saturday and Sunday; Friday game times start as early as 6:00PM.

## **HOME TEAM**

Home team is determined by flip of the coin at the home plate meeting as the home team as the option of selecting to Home or Away for Pool games. For Elimination games, the home team will be the HIGHEST SEEDED TEAM unless they choose to be the visiting team. The home team may have their choice of dugout, unless, the other team is currently occupying that dugout in a preceding game. The home team will furnish the official scorekeeper and the visiting team will furnish the scoreboard operator. NO game will start until there is an official book and scoreboard operator.

## **CHAMPIONSHIP GAMES**

HOME TEAM FINISHES LAST AT BAT IF TIME RUNS OUT AND VISITING IS AHEAD. Run Rule is still in effect. Home team will be determined by higher seed. Tourney Director can change the game time to the regular time limits from pool games if delays were caused during the day pushing game times back. So for example, 8PM Championship game is pushed back to 10PM based on inclement weather, then Championship game times can be changed.

## **ELIMINATION GAMES**

Higher seed will be home team unless they choose to be the visiting team.

## TIES

Ties will count for Pool Play games – extra innings will not be played in pool play. In the event of a tie after 6 inning and/or time limit for elimination games – The next inning will start with one out and the last batted out will start at 2nd base. This will be the structure for each new inning that is required until the game is won. During pool games, time runs out with teams tied, game ends in a tie.

## GAME TIMES

### 2-3 DAY TOURNAMENT

<u>AGE</u>	<u>GAME TIME</u>	<u>CHAMPIONSHIP GAME TIME</u>	<u>MAX INNINGS</u>
8U	1:30	1:40	6
9U	1:30	1:40	6
10U	1:30	1:50	6
11U	1:40	1:50	6
12U	1:40	1:50	6
13U	1:45	1:50	6
14U	1:45	2:00	6

### SATURDAY SERIES 1-DAY TOURNAMENT

<u>AGE</u>	<u>GAME TIME</u>	<u>CHAMPIONSHIP GAME TIME</u>	<u>MAX INNINGS</u>
8U	1:15	1:15	6
9U	1:30	1:30	6
10U	1:30	1:30	6
11U	1:30	1:30	6
12U	1:30	1:30	6
13U	1:30	1:30	7
14U	1:30	1:30	7

#### **OFFICIAL GAME**

In the event of natural occurrences to include weather, field conditions, or any other situation that causes a game to be STOPPED and it cannot be physically or reasonably continued, the game will be considered an official game if the teams have played 3 1/2 innings with the Home Team winning or 4 complete innings if the Home Team was losing after 3 1/2 innings. For all games, no game will be played out after time limit or inning limit. In elimination play, games have to be played out until there is a winner. When time limit is up & home team is batting & home team is ahead, the game is over regardless of score. If stoppage is required after the 4th inning, the winner will be determined based on the last inning both teams completed an equal number of times at bat. For example, if the Visitors are batting in the top of the 5th and they score 3 runs to go up 5 to 4, if the game is stopped, the Home Team will be declared the winner because at the bottom of the 4th, they were winning, 4 - 2. This is based on a Stopped game that cannot be completed for various reasons to include time constraints, not a Postponed or Delayed game that can be continued. If stoppage is required before a game can be considered "official", and the game cannot be continued: During pool play, the team winning after the last complete inning, that was played, will be considered the winner, regardless of the inning. During bracket play, the winning team will be the highest seeded team in this scenario. Only Site Directors can Stop a game and consider it an official game. Umpires and coaches cannot.

#### **DECLARING WINNERS DURING INCOMPLETE TOURNAMENT**

In the event of a rain out where the games cannot be made up, winners will be declared based on highest seed from pool play that advanced the furthest, either in pool or bracket play. No refunds after 2 games have been played. In the event of rain where 2 pool games cannot be played, 1 pool game will determine seeding into bracket games. In the event of inclement weather where pool games are impacted and all scheduled games cannot be played, the top 1st and 2nd seeds of each bracket will be assigned to the championship games (assuming bracket games are to be played). As a last resort if where Sunday

games cannot be played at all, awards will be awarded to the top 2 seeds or the top 2 remaining teams. For example, if the 1st seed played a bracket game and was upset by the 4th seed, however the next round of games are rained out, the 4th seeded team became one of the top two teams remaining and would be awarded awards. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament. RAIN: In the event of rain, lightning or light failure a game is considered complete after 3 innings have been played (or 2½ if the home team is ahead at that time). If pool games are not completed, awards will be not be issued.

## **REVISED GAME FORMATS FOR INCLEMENT WEATHER**

In case of inclement weather and game formats are changed to get the games in, then RBI Tournaments reserves the right to implement the following:

(A) Reduced game times

(B) Implement 1 pool game to seed then move to bracket play. If for some reason a team played 2 games, then the first game will count toward the bracket play and second game will not count. Based on how many teams are participating in particular age group, a team that has already played their pool game(s), may be asked to play an additional pool game to ensure all teams play at least one game. The team being asked to play this additional pool game, it will not count toward their bracket and/or standings.

(C) RBI Tournaments reserves the right to implement drop dead time limits. This means once the time limit runs out, the game is over. Home team will not bat last. No new inning may start after the time limit elapses. The time begins from the time of the first warm-up pitch of the game to the last out of an inning. Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie. If we do play with a drop dead time limit, the game will end at the designated time and the result will be the score regardless of where we are in the game. We will not revert back to any previous full inning. Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. No pitching changes during the last inning as the new pitcher must enter at the top of the inning. No coach or mound visits during the last inning. If the umpire perceives the game is being delayed, he will add the time back on the clock and the coach will be subject to ejection for the game as well as the next game.

## **UNIFORMS**

Numbers are mandatory, matching uniforms are recommended.

## **BATTING CAGES**

Teams cannot use more than one batting cage at a time.

## **STEEL SPIKES:**

Are ONLY allowed in 13U and 14U age groups. NO steel spikes are allowed on the portable mounds or any of the batting cages. If a team is wearing steel spikes in the cages, they will lose cage privileges.

## **TEAMS AND COMBINING AGE GROUPS**

RBI Tournaments reserves the right to combine age brackets or team age groups. (Example: 9U with 10U Travel). This decision will be based on the number of teams that enter into each age group division and/or playing level. In addition, AAA teams can play up in an age group, Major teams cannot. For example, 8U AAA team can play in 9U.

## **BATTING LINE-UP**

Teams have the option of batting just 9 players unless the DH is used then 10 players, or they can bat any number being 10, 11, or 12 players, or up to the entire roster as a continuous batting order. The rule to bat more than 9 players or 10 players using the DH is an option or 11 players using DH and EH and is Not Mandatory as it is left up to each individual team. If all roistered players bat, there will be NO substitutes and if an injury or sickness occurs, an out will be taken when that players comes up to bat. Clarification: Players that become injured during the game or at Bat, can't continue at that time, will receive ONE (1) OUT at that time. If that Player does not come back at his next time at Bat, no out Will be Charged for that Player and he is Now Out of the Game. However, if that player would want to stay in the game and in the Line Up, one out will be charged each time he comes up as a batter and unable to bat the player would remain a current player in the game.

## **SUBSTITUTIONS AND RE-ENTRY RULE**

All starting players may be redrawn from the game and reenter into the game, as long a as a team has a legal substitute. A substitute may not reenter a game unless it is to pinch run for the pitcher or catcher. Teams can use the DH batting 10 players and substitute the remaining players not in the starting batting line-up. If batting a continuous line-up, then the last batted out will run for the pitcher or catcher. A Pitcher may be redrawn from the game and substituted for and reenter the game as a pitcher if redrawn on the first trip during an inning. If the team is batting all players, then it is free substitution.

## **RUNS PER AGE GROUP INCLUDING CHAMPIONSHIP GAMES**

8U – 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

9U – 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

10U – 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

11U – 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

12U – 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

13U - 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

14U - 15 runs after 3 innings, 10 runs after 4 innings, 8 after 5 innings

## **PITCHING LIMITS**

It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play.

In ages 8-12U, a pitcher may not pitch more than 6 Innings in One (1) Calendar Day. In ages 13-14U, a pitcher may not pitch more than 7 Innings in One Calendar Day. For example, 10U player pitches 4 innings in game 1 and 2 innings in game 2, he cannot pitch anymore for that day and would have 2 innings left in bracket play.

An inning pitched constitutes the Umpire Putting-the-Ball-in-Play, as you are now officially entered into the pitching position.

### 2 to 3 Day Tournaments:

8 innings for 8-Under through 11-Under, 9 innings for 12U and 10 innings for 13U to 14U. There are NO limitations as to the number of innings a pitcher can pitch in a day and still pitch the next day.

<b>AGE</b>	<b>MAX FOR TOURNAMEN T</b>
<b>8U – 11U</b>	<b>8</b>
<b>12U</b>	<b>9</b>
<b>13U – 14U</b>	<b>10</b>

### 1-Day Tournaments:

6 innings for 8-Under through 12-Under and 8 innings for 13U to 14U. There are NO limitations as to the number of innings a pitcher can pitch in a day and still pitch the next day.

<b>AGE</b>	<b>MAX FOR TOURNAMEN T</b>
<b>8U – 12U</b>	<b>6</b>
<b>13U – 14U</b>	<b>7</b>

A) Scorecards must be signed by both team managers to eliminate inning validation problems. (Managers are responsible for meeting the umpires immediately following the game at the pitcher's mound.)

B) If pitching rules are violated and the infraction is detected, the situation will be reviewed. Consequences may include elimination of a team from the event and suspension for the following year, coaches and/or players ejection.

C) Tournament director shall have final decision on all tournament questions.

### **VISITS TO THE MOUND**

Two (2) trips per inning, per pitcher will disqualify that pitcher from the game for pitching only. On the 2nd trip in the same inning, the pitcher must be removed from the game as a pitcher only. Any starting pitcher removed from the game on the 1st trip of an inning may reenter the game as a pitcher after one batter is retired if needed. Removal from the mound on the 2nd trip in the same inning disqualifies the pitcher from returning to the mound as a pitcher only in that game. Pinch Hitting for the pitcher is allowed and the pitcher may reenter the game, as a pitcher if deemed so, as long as a team has eligible substitutes. Must be last batted out for the pitcher.

### **COURTESY RUNNERS**

As per NFHS rules, a courtesy runner may be used for the pitcher or catcher. The courtesy runner must be a substitute player that has not been in the game. A courtesy runner may run for either the pitcher or catcher, but not both. Two courtesy runners (one for pitcher, one for catcher) may be used if the team has eligible substitutes for both roles. If there are no substitutes available, THE TEAM MAY USED THE LAST BATTED OUT AS THE COURTESY RUNNER. IF THE TEAM IS BATTING THE WHOLE LINEUP, THEN IT WOULD BE THE LAST BATTED OUT FOR THE ENTIRE GAME FOR PITCHER AND CATCHER. THE SAME RUNNER CAN NOT RUN FOR BOTH THE PITCHER AND CATCHER WITHIN THE SAME INNING.

If a player is injured, a courtesy runner can be used applying the same rule as above. However, if the player cannot return to the game, the team is batting a continuous line-up, and the player's batting spot



comes up, then am out will be rewarded to the team in the field. This also applies if a player is thrown out of game and his spot comes up in the batting order.

## **BATS**

The following rules are in place for 2018 and will be evaluated throughout the season. Must be a baseball bat. If using a wood bat, they cannot be altered or defective. BBCOR certified bats are legal unless otherwise banned by the NFHS Association. All other bats must be stamped 1.15 BPF or have a certified BESR rating imprint. Age groups 9-U through 12-U do not have a restriction on the weight/length ratio for non-wood bats. The 13-U age group swings either a -5 and/or drop 8 stamped 1.15 BPF. 14-U through 18-u age divisions can use non-wood bats but they must be BBCOR certified and have a weight/length ratio of -3. Can use drop 5 for Fall Tournaments since it is a transtion period. The penalty for use of an illegal bat will be governed by NFHS rules. USA Bats are allowed.

## **PLAYERS ON MULTIPLE ROSTERS AND PICK-UP GUEST PLAYER RULE**

No player is allowed to participate on more than one team for THE SAME AGE GROUP. For example, organization rosters have to designate players on one specific team in conjunction with their submitted rosters FOR THAT SAME AGE GROUP.

Players may be picked up guest as long as the player is not roistered on two teams in the same age group. Players may not play on two separate teams in the same event, same age group or same weekend. Coaches please have with you at all times during tournament a copy of your On-line roster and copies of birth certificates. Birth certificates are supposed to be loaded by the parent in RBI Tournaments system, however a copy should be on-hand.

If we have a protest on the field and you cannot produce these, it could result in a forfeit. RBI Tournaments does not like to penalize an entire team and a forfeit is a last resort.

## **PENALTY FOR NOT HAVING PLAYERS ON THE ON-LINE ROSTER**

When a team discovers that a team does not have a player on their On-Line Roster as being Active. A Protest must be filed. The Ineligible Player when discovered will be ejected from the Game at that time, Ejected Players spot would become an OUT in the Batting Order and Remain an OUT, for the remainder of the game. No Substitutions will be allowed for the Ineligible Player that has been ejected. The Head Coach will also be Ejected for that game and carry an Additional One (1) Game Penalty. The Ineligible Players may be added to the Team's Roster at the Completion of that Team's Game. That player WOULD BE ALLOWED to play in his team's next game if properly added. The intent of this Rule is not to eject the Entire Team or Players from tournaments. This error is a coaching or administrative error and not a player error.

## **AGE REQUIREMENTS**

April 15th or before will be the designated date to determine ages. Failure to provide documentation, upon request, could result in an age/rules violation. The coach could be ejected from the tournament, the player will not be allowed to play, however the team can remain in the tournament.

5-6U Division Players who turn 7 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

7U Division Players who turn 8 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

8U Division Players who turn 9 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

9U Division Players who turn 10 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

10U Division Players who turn 11 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

11U Division Players who turn 12 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

12U Division Players who turn 13 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

3U Division Players who turn 14 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

14U Division Players who turn 15 prior to April 15th of the current season are not eligible unless they are in the same grade level this age group is in.

### **FAKE BUNT/SWING RULE**

A Fake Bunt and then Swing in age divisions 9-U through 13-U is NOT ALLOWED! Penalty for a fake bunt and then swing will result is an OUT. No contact with the ball is required for an out to be called.

### **FIELD DIMENSIONS AND BASES**

9U and 10U age divisions play on fields with 46 foot pitching rubber and 65 foot bases. 11U and 12U age divisions play on fields with 50 foot pitching rubber and 70 foot bases. 13U age division play on 54 and 80 foot bases. 14U and up play on 60 foot pitching rubber and 90 foot bases which is the same for High School.

### **WEATHER**

In the event if the tournament is cancelled while in progress, final standings will be determined in the following way

1) For there to be any final standings, all teams in a specific division **MUST** finish at least one pool play game. The final standings will be based on the first completed game for every team, utilizing the criteria section for seeding to bracket play

2) If all pool play games are completed, the division will be seeded in the normal fashion prior to bracket play, and the bracket seeding becomes the official final standings. If not bracket round is completed, awards will only be given to the #1 and #2 seeded teams in each age group. Therefore, a team that may be 1st in the silver or bronze brackets will not be rewarded over a team that went 2-0 and is 3rd seed as an example. The top 2 seeds are rewarded.

3) If the event is stopped during bracket play, the last fully completed round for the bracket will determine the official standings based on the seeded teams that would advance to the next round from the fully completed bracket round. If no bracket round is completed, awards will only be given to the #1 and #2 seeded teams in each age group.

## **REFUND POLICY**

If a tournament is cancelled due to rain prior to any games being played, all teams will receive a full credit toward a future tournament. If one game is started or completed and the tournament cannot continue, then the team receives ½ of the team entry fee toward a future tournament. If a team second game is started or completed, there is no refund.

## **CANCELLATION POLICY**

If you communicate 15 days before the tournament start date, a full refund will be given. If you communicate 10 to 14 days before, 50 percent of your fee will be returned. If you call 9 or fewer days before, no refund will be given. Online payment service charges are non-refundable.

## **EJECTIONS IN THE LINE UP**

In case of an Ejection in the lineup and you have No Eligible subs are available that position will be an Out each time at bat.

## **CONDUCT**

If any manager or head coach is thrown out of any game by the umpire, that manager **WILL NOT** be eligible to coach/manage in the team's next scheduled game. The Tournament Director override this rule by letting the manager coach in next game based on extenuating circumstances.

## **APPROVING OF FINAL SCORE**

After the Game is over the final score must be approved by each teams Head Coach and the teams Official Score Keeper, and the Umpires. Both Signatures of the Teams Head Coach and Official Scorekeeper are now required of both teams on the Score Card. This is to verify the correct score, pitching, home runs of that game. Once the Score Card is signed by both the Head Coach and Scorekeeper, that Score is now the Official Score of that game. Failure to sign the Score Cards by either team or teams is consenting that the Score Card is Correct and that no revisions will be made.

## **INFIELD FLY AND**

Infield Fly – occurs when there are less than 2 outs, a force play can be made at 3 or more bases, and a fielder drops a fly ball that could have been caught with routine effort. The batter will be called out, and the force play is removed. Runners may advance at their own risk, and must be tagged to be called out. The umpire's judgment will determine "routine effort".

## **DROP DEAD 3rd STRIKE**

Dropped 3rd Strike is in affect for all age groups with the exception of 8U. Drop dead 3<sup>rd</sup> strike allows the batter to advance to first base on a dropped 3rd strike in 2 scenarios: first base is unoccupied, or there are 2 outs. All runners may advance at their own risk.

## **8U SPECIFIC RULES**

Base distance is 60 feet. Pitching Mound will be placed with the rubber at 40ft. No leadoffs, No stealing home. A runner starting a play at 3rd base may ONLY advance home on a batted ball or when forced home by a walk, hit batter, or another force play (bases loaded). Walks are considered a "Dead Ball" situation, meaning the batter may only take 1st base and any forced runners may only advance one base. A runner starting from 1st or 2nd Base may advance home as a batted ball continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). A runner stealing home from 2nd to 3rd base may not advance to home on an overthrow by the catcher as the runner must stay at 3rd base. 3RD BASE. Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter). Batter may not run on dropped 3rd strike. ONE Successful bunt per inning. No "slash bunt" allowed (Show bunt, pull back to swing). No balks. No infield fly rule. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline. Outfielders must be at least 15 feet behind the baseline before the ball is put in play. Teams can only score 7 max per inning. No drop dead 3rd strike.

No bunting is allowed.

Umpires will call time after every play and declare the ball dead. Time should be called as soon these happen:

-The lead runner stops attempting to advance. The ball is in the possession of a fielder in the infield. No defensive play is imminent.

-A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.

8U CP Pitching: Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. No Intentional walks are allowed.

**PLAYING RULES:**

[CLICK HERE TO VIEW NATIONAL FEDERATION HIGH SCHOOL \(NFHS\) RULES](#)

2019 NFHS Rule changes

<https://www.nfhs.org/sports-resource-content/baseball-rules-changes-2018/>