

## 2025 RBI Softball Bulletin

### What does RBI mean to MPRB Softball?

Just like the Major Leaguers who call Target Field home, each player in the RBI Program is a Minnesota Twin. Since 1993, the Twins Community Fund, the Minneapolis Park and Recreation Board, and the Saint Paul Department of Parks and Recreation have partnered to provide Twin Cities youth the opportunity to play baseball and softball. Today, every player on a Minneapolis and St. Paul park team is a member of RBI, the national, competitive league sponsored by Major League Baseball. In addition to games, the nearly 6,000 Twins RBI players can participate in RBI Opening Day at Target Field, attend free skills clinics and the RBI Academy, try out for a Twins RBI All-Stars team, and have the chance to attend Twins games and meet players.

#### Game Specifications:

Division	Ball Size	Regulation Game	Official After	10 Run After	Pitching Distance	Base Distance
10U Slow Pitch	11"	5 Innings	4 innings	4 innings	35 Feet	60 Feet
12U RBI	12"	6 Innings	4 innings	4 innings	35 Feet	60 Feet
14U RBI	12"	7 Innings	5 innings	5 innings	40 Feet	60 Feet
18U RBI	12"	5 innings Double Header	4 innings	NA	43 Feet	60 Feet

#### Game Time Limits / Forfeits:

1. RBI League 10U – no new inning will begin after 55 minutes.
2. RBI League 12U & 14U - No new inning will begin 1 hour 50 minutes after the actual start of a single game.
3. RBI 18U League - No new inning will begin 75 minutes after the start of a double header game.
4. A team which fails to show up for two consecutive games will automatically be dropped from the league. Games are considered official at ½ of scheduled innings, unless the home team is behind, in which case the home team must complete its half inning.
5. There will be no extra innings, games will remain a tie.
6. Games will be delayed once lightning has been spotted. Games may be re-started when / if weather conditions improve. If a game is not continued due to severe weather and the number of innings necessary to become a complete game have not been completed, the game will be cancelled.



7. **Forfeits:** Players must be on the field and ready to play within 10 minutes of scheduled time or game is forfeited. **10U teams must have a minimum of 9 players on the field. 12U, 14U & 18U teams must have a minimum of 8 players on the field.**

## Weather & Game Cancellation Policy

1. Games will **not** be rescheduled due to non-weather related conflicts.
  - a. Two games have been added to the schedule to guarantee the minimum number of games. A team's first two games cancelled due to bad weather will not be rescheduled. Additional cancellations due to weather will be rescheduled.
  - b. **If make-up games are needed**, the teams involved should work with their park director(s) to determine a reschedule date. Once a date and field have been secured, the park director will contact the league director to request an umpire. \* **There is a minimum 7-day notice to schedule an umpire for a rescheduled game.**

2. **MPRB Declared Weather / Inclement Weather Policy:** If the reported heat index (as measured by temperature and dew point) reaches 105 degrees. If the heat index is 105 degrees or higher at 3 p.m. fulltime recreation centers and programs department staff will be informed of the status of the game by the MPRB league director. Full-time recreation centers and programs department staff shall notify the coaches of any cancellations.

All Adult and Youth Athletic Activities: once lightning has been spotted or thunder has been heard, all MPRB athletic activities will be delayed for 30 minutes by the official, staff or coach on site. Games may be re-started after 30 minutes after last lightning strike is seen and/or last rumble of thunder is heard. The official or staff will determine if a game will be cancelled.

In the event of inclement weather (i.e. heavy rains), games will be delayed or cancelled at the site by the full-time Recreation Centers and Programs Department staff and/or official based on field conditions, potential damage to fields if there is activity on the fields, and the safety of participants. Decision to delay or cancel practices and games will be based on forecast.

## Equipment

1. A **catcher** must wear a protective helmet with full ear protection (hockey style helmet), throat protector, chest protector and shin guards. **Penalty:** Correction must be made for player to participate.
2. Tennis shoes or shoes with molded cleats are mandatory. Players wearing sandals or attempting to play barefoot will not be allowed to play.
  - a. 10U & 12U – Metal spikes are **not** allowed
  - b. 14U & 18U – Metal spikes are allowed
3. All batters on deck batters, runners & players in the coaches' box will be required to wear approved protective helmets with facemasks. **Penalty:** Correction must be made for a player to participate.



4. **Bat Guidelines:** Only bats labeled “Official USA Softball” may be used. See Official Bat, Rule 3, Section 1, page 39 USA Rule Book.
5. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible. USA Rule 3, Section 6, F

### MPRB League Rules: All RBI Divisions

1. **Maximum Roster Size: 15** (A Roster may contain a maximum of 3 non-resident players.)
2. **Batting Order** – The batting order shall include all players in uniform, and they will bat in this order throughout the game. Late arrivals will be added to the bottom of the batting order. If for any reason a player must leave the game that position in the batting order will be left blank.
3. **Participation / Substitution** – All players in uniform must play a minimum of two complete innings (6 outs) in the field, before the start of the last inning. Defensive substitution shall be unlimited including the pitcher up to the maximum number of innings / outs allowed. **Penalty:** Game Forfeit
4. **No pinch-running-** If a base runner is injured will be replaced w/ the player who was last put out.
5. Coaches have the authority to withhold a player from competition for disciplinary reasons. They must inform the umpire and opposing coach prior to the start of the game.
6. A runner is out when she does not attempt to get around a fielder who has the ball and is waiting to make the tag, or if she maliciously runs into a fielder. Malicious contact will also result in the offender being ejected from the game.
7. The home team will occupy the third base bench. Home team will be listed on the schedule. If not listed, the home team will be determined by coin flip.
8. Team benches will only be occupied by the team players and certified coaches.
9. **Foul tip- A batted ball that moves “sharply and directly” from the bat to the catcher’s glove/mitt/hand and is caught. This results in a strike and the ball remains live. Foul Ball- A batted ball with a “perceptible arc” to which the catcher must move their glove/mitt/hand to catch. This results in an out and the ball remains live (like any other foul ball play). \*The ball height in relation to the height of the batter’s head no longer applies as it relates to a Foul Ball or Foul Tip. \***
13. There is NO inning limit that a softball pitcher may pitch.
14. A starting, or substitute pitcher, must pitch until a batter completes her turn at bat or until the side is out (whichever occurs first).
15. **Sliding** – girls do not have to slide however they must avoid any collisions if they go in standing up.
16. **Throwing the bat** – The team warning will be included in the pre-game meeting. For an unintentionally thrown bat the batter will be called out.

### Speed Up Rules

**Starting pitchers** – At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game. (ASA Rules)

**Courtesy Runner** - At any time, the team at bat may use a courtesy runner for the catcher or the pitcher. A courtesy runner must be the player who was last put out. A player who violates the courtesy-runner rule is considered to be

an illegal substitute. Should an injury, illness or ejection occur to the courtesy runner, he/she must be replaced with the player who was last put out.

## Rules of Play by Division

### League Rules: 10U Slow Pitch – This is a Slow Pitch League

1. 10U Slow Pitch will use USA with MPRB modification listed below.
2. **Pitches** must have a noticeable arc. Does not need to meet the six-foot minimum requirement.
  - a. Pitcher shall deliver ball on her first forward swing past her hip (paraphrased Rule 6C.3.D)
3. Roster batting will be used. Players must stay in the original line up from the start of the game. All players will bat but only 10 players may play the field (4 player outfield). Free substitution of defense.
4. Each inning will consist of 5 runs or 3 outs. The coach must tell the opposing team when the tenth batter will hit. When the 5 run rule applies a team is limited to scoring 5 runs per inning. In such innings when play is stopped due to the 5 run rule, the last player to bat shall be considered the third out. The last inning will be 3 outs with no run limit.
5. A 3 ball / 2 strike count with one courtesy foul will be used.
6. Stealing is NOT allowed. Runners may leave the base when the ball is hit.
7. Teams must have a minimum of 9 players to play. **\* If the team only plays with 9 players, the 10<sup>th</sup> spot on the batting order will NOT be considered an out.**
8. A tenth player may be added to the tenth position any time before the end of the game. Any team starting with eleven or more players may drop to 9 players to finish the game. If a team starts with 9 or 10 players, they are not allowed to add the eleventh player at a later time.
9. Any player that leaves the game for any reason may not return to the game. Exception: A player, who has left the game under the blood rule, may return.
10. Infield fly will not be called at the 10U division.

### League Rules: 12U Fast Pitch

1. Fast Pitch Rules published by the USA Softball w/ MPRB modifications listed in this bulletin.
2. **Nine players** are allowed in the field at any one time.
3. Once the pitcher has the ball in her glove, & is within 6 feet of the rubber, the umpire may call Time Out - preventing any base runners from advancing.
4. On a dropped 3rd strike, the batter is out.
5. 5-run per inning rule. (In effect for the first 3 innings of the game). The half inning will end after 3 outs are made or 5 runs have been scored, whichever comes first.
6. The Regulation Fast Pitch &/or Modified Pitch will be allowed for 12U.
  - a. A legal modified pitch is a flat pitch delivered with a limited wind-up. (USA Rule Book)
7. If a pitcher delivers an illegal pitch & the batter hits the ball (fair or foul) or becomes a base runner, the coach of the team at bat shall have the option of the result of the play or the penalty for the illegal pitch.
8. Infield Fly Rule will be called at 12U, 14U & 18U levels.
9. A team must have 8 players in the field to begin the game or the game shall be declared a forfeit. **\* If the team only plays with 8 players, the 9<sup>th</sup> spot on the batting order will NOT be considered an out.**

### League Rules: 14U Fast Pitch

1. Fast Pitch Rules published by the USA Softball w/ MPRB modifications listed in this bulletin.
2. **Nine players** are allowed in the field at any one time.
3. **8-Run per inning rule** (In effect for the first 3 innings of the game). The half inning will end after 3 outs are made or 8 runs have been scored, whichever comes first.
4. Pitch according to the ASA fast pitch / MN State H.S. league rules. A windmill rotation is not required.
5. A team must have 8 players in the field to begin the game or the game shall be declared a forfeit.  
**\* If the team only plays with 8 players, the 9<sup>th</sup> spot on the batting order will NOT be considered an out.**



6. An illegal pitch will be enforced in 14U & 18U.
7. Infield Fly Rule will be called at 12U, 14U & 18U levels.

**League Rules: 18U Fast Pitch**

1. Fast Pitch Rules published by the USA Softball w/ MPRB modifications listed in this bulletin.
2. Catcher's Equipment: NOCSAE approved mask with throat protector & helmet, chest protector, and shin guards. NOTE! Any player warming up a pitcher (anywhere) must wear the official catcher's headgear.
3. Each team must supply a new ball for each game.
4. Single games shall be 7 innings, no new inning shall begin after 90 minutes of play.
5. Double headers: no new innings after 75 minutes
6. 10 Run Rule – Single games - after 4 ½ innings if the home team is ahead, or after 5 innings if the visiting team is ahead (losing team must bat 5 times).
7. Games tied after 5 innings shall be played with the “international tie-breaker Last Batter on second” rule. When the time limit is applied to the game, the inning shall be completed. If the game is tied at the completion of an inning, the game shall end in a tie. No new inning shall begin after the time limit has been reached.
8. Batting Order - Participation/Substitution: teams may use free substitution on defense and bat all players **OR** use USA substitution rule. You **MUST** declare **BEFORE** game starts.
9. Teams may start and finish with eight players (ninth spot is an out). If a team drops to less than eight players, the game is a forfeit. If a team is batting all players and someone leaves or is injured, their respective spot is an out.
10. Home team will occupy the third base bench. The home team is the second team listed on the schedule.
11. Any team not in attendance 15 minutes after the established game time will forfeit the game. Teams not in attendance within an additional 15 minutes will forfeit the second game, if a double header.
12. Starting and relief pitchers: 5 warm up pitches prior to the start of the game or facing her first batter; 5 pitches between any subsequent inning not lasting more than one minute.
13. The team bench may only be occupied by the players and certified coaches.
14. An illegal pitch will be enforced in 14U & 18U.
15. Infield Fly Rule will be called at 12U, 14U & 18U levels.