

# **BASEBALL IN BELLEVILLE**



## **ROBAT PITCHING MACHINE LEAGUE RULES**

### **Objectives, Goals, & Rules**

#### **Performance Objective of the Robat League Program**

The performance objective for the Robat League program is for our children to participate in coach assisted games that will be used to develop individual player skills in a non-competitive environment. The dimensions of the diamond are smaller than a regulation baseball. The rules are simplified to accommodate young beginner players. The program emphasizes skill development and sportsmanship. **Standings will be kept in this division.**

#### **Performance Goals of the Robat League Program**

1. Familiarize players with the concept of teamwork and with the responsibilities of a team member. Players will know and address all teammates by name.
2. Familiarize players with the concept of sportsmanship. We will not run-up the score on any team. We will shake hands with the opponent after the game. Etc...
3. Players will demonstrate knowledge of Robat rules.
4. Players will demonstrate knowledge of basic offensive and defensive strategies.
5. Players will be able to identify parts of the baseball diamond.
6. Players will be able to identify the positions played in the game.
7. Players will be able to identify equipment used in baseball.
8. Players will be able to assume a proper batting position in the batter's box.
9. Players will demonstrate knowledge of the strike zone.
10. Players will be able to hit a ball off the pitching machine when at bat.
11. Players will be able to run the bases and score runs.
12. Players will be able to assume the baseball ready position on defense.
13. Players will be able to field a ground or fly ball.
14. Players will be able to make a throw to the appropriate base or cut-off man.

#### **Robat Field Dimensions**

<b>Range</b>	<b>Home Plate to Middle Field</b>	<b>Foul Lines</b>	<b>Home Plate to First &amp; Third</b>	<b>Home Plate to Pitcher Mound</b>
Robat League 7-9 respectively	200 feet	200 feet	60 feet	40 feet

## Official League Rules

1. This Pitching Machine Baseball League is for players in the 7-9 age range.
2. Player roster: max of 16 players or less per team.
3. NO GAME WILL START WITHOUT AN UMPIRE!!!
4. All players must be placed in the batting order. Any player(s) that are not present prior to game time will be skipped and placed at the end of the batting order; once that player(s) is present, they will be allowed to bat when their place in the batting order comes up next. A player that leaves the game due to injury will be allowed back into the game, and their spot will be skipped over without penalty. (This is a continuous batting order and remains the same for the entire game.)
5. Games will consist of 6 innings unless it exceeds 1 hour and 20 minutes. No new inning will be started after 1 hour and 10 minutes. The time clock will begin once the first pitch has been thrown. The umpire is the official tracker of game time.
6. Innings are determined by 3 outs or 5 runs per team/at-bat, excluding the last inning. The last inning will be 3 outs per team/at-bat. Games CAN end in a tie. The “mercy rule” will come into effect when any team has a 20 run lead.
7. This league uses five outfielders and six infielders. (Outfield Positions: Left Field, Left/Center Field, Center, Right/Center Field and Right Field – NO outfielder is allowed to play the short center field! ALL outfielders MUST stay behind the dirt, in the designated areas, until the ball is released from the Pitching Machine. Infield Positions: 1<sup>st</sup> Base, 2<sup>nd</sup> Base, Shortstop, 3<sup>rd</sup> Base, Pitcher, and Catcher.) \*The catcher takes their normal position behind home plate (fully geared). The pitcher starts on or behind the marked line off to the side of the pitching machine.
8. There should be a 10-foot diameter circle chalked around the Pitching Machine. This area is called the “free hit zone.” Any batted ball that lands in this area are dead and the hitter is awarded first base. Any batted ball that comes in contact with the machine or adult operator is dead. The hitter is awarded first base. All base runners advance one base IF FORCED (examples: if runners on 1<sup>st</sup> and 2<sup>nd</sup> they will advance to 2<sup>nd</sup> and 3<sup>rd</sup>; if runner only on 2<sup>nd</sup> then they will stay put because first base is not occupied). Players are not allowed to field the ball in this area. A player is placed on a line behind the 10-foot circle and assumes the defensive position of a pitcher—one foot must be touching or placed on the edge of the line, this player may leave the line once the ball has been contacted. The offensive Coach will feed the machine; players are not allowed to feed the machine at any time.
9. No one player should sit on the bench for more than one inning per game. No player can play a position more than two consecutive or total innings per game. You must move players around.
10. Free substitution is allowed for the defensive team in the field.
11. Games are a maximum of six innings. There are no extra-inning games; the only exception is playoffs (bracket play).

12. Each batter gets a maximum of five pitches, to put the ball in play, or three swinging strikes. The batter is out after the fifth pitch unless the ball is foul tipped. If the ball is tipped on the third strike and is caught, the batter IS out.
13. Catchers must be one foot behind the batter's box
14. Bat throwing warning, the umpires will warn each team twice before it becomes an automatic out. This is three strike policy
15. Stealing and bunting are NOT allowed.
16. Base Runners may leave their base upon contact (example: Ball being hit). Base Runners may only advance upon a hit, or they may advance one base upon an overthrow. No more than 2 overthrows will be allowed per play.
17. NO LEADOFF AT ANYTIME!!!! One warning, then next time the same player will be called out.
18. A play is considered dead when an infielder has control of the ball on the infield and in the field of play, and the Umpire calls time. Hash marks on the field will determine what base a runner is put on. If the runner is behind the hash mark when they play is called dead then they will go to the base behind them; if the runner is in front of the hash mark then they will go to the base in front of them.
19. A courtesy runner (last batted out) is allowed for the catcher at any time, but a player (last batted out) is mandated to run for the catcher when there are 2 outs.
20. Two defensive coaches are allowed to be on the field the **duration of the entire season.**
21. There is no "infield fly" rule and no base-on-balls.
22. Teams have one minute between innings to be ready for play.
23. Only one umpire is necessary. No balls or strikes are called, ONLY swinging strikes are counted.
24. The Pitching Machine speed is 38mph.
25. The Pitching Machine distance will be set at 40 feet (starting from the back of home plate).
26. It is the responsibility of the Head Coach, or acting Head Coach, to make certain that all players, coaches, parents, and fans display good sportsmanship at all times. Anyone who is ejected will be required to leave the property immediately. Failure to leave the property will result in forfeiture of the game by the team held responsible for receiving the ejection. Any ejection must be reported to the League Director, Emma Martin, and further action may be taken depending on the reason for the ejection.

Revised May, 2022