

2026 NEOSOFTBALL COACH-PITCH SUPPLEMENTAL RULES

NeoBaseball.org/softball

Revised 10/30/25

1. The maximum age for playing on a Coach-Pitch team shall be 8 years old. Any child who is 9 years old before January 1st cannot play on a Coach-Pitch team (December 31st cutoff) – please see “CP1 Exception” player below.
 - a. Coach-Pitch 1 (“GCP1”) is a league for 5 & 6-year-old girls (but not players that are less than 4 years old).
 - b. Coach-Pitch 2 (“GCP2”) is a league for 7 & 8-year-old girls.
 - c. **Age Exceptions:**
 - i. **There can be no more than two 7-year-olds on a GCP1 team. If there are 3 or more 7-year-olds on the team, then it must be a CP2 team.**
 - ii. **There can be no more than two 9-year-old age-exception players on a GCP2 team.**
 - iii. Any “age-exception” players (due to disability, etc.) must have Neobaseball written approval prior to the start of season.
 - d. Roster violations (ineligible players) may result in the forfeit of games, and the team may be excluded from tournaments.
2. Official Game(s):
 - a. All games are 6 innings (NOTE: If both team managers agree, additional inning/s can be played if 6th ends in tie)
 - b. Mercy Rule: An official game shall be declared, if at the end of five (5) or more full innings, the visiting team is ahead by ten (10) or more runs; or if at the end of 4.5 innings or more the home team is ahead by ten (10) runs or more, the game shall be official and can end.
 - c. 1 hour 30 minutes maximum time limit (no new inning can start after 90 minutes, but the remaining inning should finish).
 - d. There shall be a maximum of 5 runs per inning per team (all innings). When this occurs, the other team shall come to bat. Tournaments only shall allow for unlimited runs in the final inning (regular season games shall remain 5).
 - e. Home team shall supply the umpire for the regular season games, if applicable.
 - f. Home team shall supply the game ball. Coach-Pitch games shall be played with an **A.D. Starr 11” Softie** (Level 5 Reduced Injury Factor) ball only.
 - g. There shall be an 8’ radius circle chalked at 35’ from home plate. 30’ chalked hash marks are required for runners (between 1st and 2nd, 2nd and 3rd, and 3rd and home).
 - h. A 12’ radius arch should be drawn off home plate which will be treated as “no pitch” if the ball stops or is picked up inside this area (light/soft hit foul ball territory).
3. Substitutions:
 - a. Each player available for a game must play in the field a minimum of 3 full innings, (Free Substitutions).
 - b. A player who enters the game and is removed for reasons of sickness or injury before fulfilling this rule may be exempt from the minimum inning requirement.
 - c. Violations of this rule shall be reviewed by NeoSoftball and the appropriate penalty shall be determined.
4. Batter(s):
 - a. Each player available for a game will be inserted into the batting order and will bat even though he may not be playing in the field (continuous batting order).
 - b. 5-Pitch Rule: Batter has a maximum of 5 pitches to hit the ball into fair territory, or the batter is out. If the batter hits a foul ball on the fifth pitch (and ensuing pitches), the batter shall receive another pitch (can’t strike out if a foul ball is hit on the final pitch).
 - i. GCP2 ONLY: A “3-strike batter out” scenario is in effect - providing it is from foul ball and/or swing-and miss strike (strikes will not be called if the batter doesn’t swing during the coach-pitch portion, but a pitch will be counted).
 - ii. Foul tip: Batter is out on fifth pitch foul tip in GCP1/CP2, or the 3rd “strike” foul tip for GCP2. (NOTE: A “foul tip” is a foul ball that does not go higher than the batter’s shoulders and is caught by the catcher behind the plate).
 - c. No bunting (penalty: a strike shall be called)
 - d. There will be no base-on-balls (no walks).
 - e. Batters must have batter’s helmet with protective face guard while on field (batting and baserunning).
 - f. Batter will not take any practice swings until the umpire says "batter up"
 - g. There will be no bat throwing. (Penalty: ONE warning per player, then the batter is declared out).
5. Catchers shall wear shin guards, chest protector, face mask and a full protective helmet when playing their position in the field.

6. Base runners shall not leave their bases until the bat contacts the ball. Base stealing is not allowed. Penalty: Runner will be called out.
7. Pitcher(s):
 - a. Coach-Pitcher is to be at least 16 years of age and shall pitch underhand their team starting with both feet within the pitching circle (starting no closer than 27 feet). NOTE: At least one foot must still be within the circle when the pitched ball is released.
 - b. The Coach-pitcher shall only accept the ball when dead, (from the catcher after a pitch which is not hit fair or from the player pitcher after any other play). The ball is dead once the coach receives the ball if it wasn't already dead.
 - c. The Coach-pitcher cannot tell the batter when to swing at the ball and the Coach-pitcher cannot coach their base runners from the playing field. Penalty-One warning, then removal from the playing field for the remainder of the game.
 - d. If the Coach-pitcher intentionally interferes with the batted ball the batter is out. If the Coach-pitcher unintentionally interferes with the batted ball, it is ruled a dead ball and batter shall be awarded first base (no other runners shall advance unless forced).
 - e. The player pitcher must be within the 8' radius circle until the batter contacts the ball.
8. Defensive Player(s) & Coaches:
 - a. A defensive team shall consist of 10 players with 4 outfielders at the same depth on defense
 - b. A min. of 8 players shall be used when necessary (During tournaments only, an out will be declared in the missing player's spot).
 - c. A catcher and pitcher must be present at all times (With an 8-player defense, the team will only have 2 outfielders).
 - d. One or two defensive coaches shall be allowed in the outfield. An outfield coach leaving the outfield area (drifting into the infield area) will result in a warning first, then removal from the playing field for the remainder of the game second offense.
9. On a ball hit in the infield
 - a. The batter-runner shall only be entitled to attempt to advance to first base (no additional advancement is permitted, even on an overthrow).
 - b. All other base runners may advance no more than one base (from where they were located at the time of the pitch), with liability of being put out.
 - c. In the context of this rule, "Infield" shall be defined as the area between home plate, first, second, and third baselines.
10. On a ball hit beyond the baselines
 - a. Runner(s) shall be entitled to attempt to advance to any base with liability of being put out, until the ball is declared dead.
 - b. A play shall be declared dead if the fielding team does not attempt to make a play on the runner(s). In CP1, this is signaled by a defensive infielder holding the ball up over his head while in the baselines or nearer to home plate. In CP2, the ball shall be considered dead when the pitcher has control of the ball while standing inside the pitcher's circle.
 - c. If there are runners on base, the runners may advance to the next base if the runner is past the halfway white line at the time of the ball reaching the area of 1st base and thrown from an infielder. NOTE: A ball can be hit in the air or it can roll beyond the baseline by force of the batter
11. The play can be called dead at any time when there is a logical end to the play (no further action is made by the defense towards runners and/or action is made towards returning the ball to the pitcher).
12. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to a game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
13. End-of-season Tournaments shall be:
 - a. Seeded based on points (3 for win, 2 for tie, 1 for loss, and no points awarded for games not played)
 - b. Single elimination seeded tournament (with possible "gold" and "silver" divisions depending on the total # of teams)
14. Teams shall be constructed of players from within the community and/or school system. No more than one player per team shall be from another community and/or school system. Any authorized player release or disclosure is required prior to roster approval. Any exceptions (multiple player releases from a community when no team is available) must have NeoSoftball League Director approval.
15. Coaches, players, parents, spectators, etc. shall be removed and /or banned from future Neobaseball/NeoSoftball events for inappropriate activities (i.e., Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, etc.).
16. Background screenings/checks, completion of Lindsay's Law, and concussion training certificates are required for all managers/coaches. No more than 1 team manager, 3 assistant coaches, and 1 person to manage the bench are permitted in the dugout area per team.
17. Any items not addressed in these supplemental rules shall revert to current NeoSoftball rules.