

# 2026 NEOBASEBALL **COACH-PITCH** SUPPLEMENTAL RULES

NeoBaseball.org

Revised 11/1/2025

1. Coach-Pitch Divisions:
  - a. CP1 is a league for 6-year-olds and younger (5-6U)
  - b. CP2 is a league for 7-year-olds (7U)
2. Age Limit:
  - a. The maximum age for playing on a Coach-Pitch team shall be 7 years old. Any child who is 8 years old before May 1 cannot play on a Coach-Pitch team (April 30<sup>th</sup> cutoff) – please see “exception” player below.
  - b. **CP1 Age Exception: There can be no more than two 7-year-olds on a CP1 team. If there are 3 or more 7-year-olds on the team it must be a CP2 team.** 7-yr-old CP1 players can’t turn 8 during the current season (to play CP1, their 8<sup>th</sup> birthday would need to be July 1<sup>st</sup> or later in the current year. 7-yr-olds with June 30<sup>th</sup> birthdays or earlier in the year are required to play CP2, not CP1).
  - c. **CP2 Age Exception: There can be no more than two 8-year-old “age exception” players on a CP2 team** (to play CP2, the exception player’s 9<sup>th</sup> birthday would need to be July 1<sup>st</sup> or later in the current year).
  - d. Any “age-exception” players (due to disability, etc.) must have Neobaseball written approval prior to the start of season and must be declared on both the batting order and verbally at ground rules prior to each game.
3. Official Game(s):
  - a. All games are 6 innings (NOTE: If both team managers agree, additional inning/s can be played if 6<sup>th</sup> 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. 2 hours maximum time limit (no new inning can start after 2 hours). If two rounds of games are played the same day (like the first Saturday of spring tournaments) then both rounds will be 1 hour 45 minutes no new inning time limits.
  - 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. CP2 tournaments only shall allow for unlimited runs in the final inning declared (regular season games and CP1 shall remain 5).
  - e. The home team shall supply the umpire (and the umpire equipment, if applicable) for the regular season games.
  - f. The home team shall supply the game ball. Coach-Pitch games shall be played with a **Rawlings level 5 RIF** (ROTB5 - Reduced Injury Factor) ball only.
4. Field:
  - a. 60’ basepaths with a 3’x6’ min. batter’s box. A double “safety” base may be used at 1<sup>st</sup>.
  - b. There shall be an 8’ radius circle chalked at 35’ from home plate.
  - c. 30’ chalked hash marks are required for the coach pitcher (from home plate) and for runners (between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home) – see Rule 12 “On a ball hit beyond the baselines”.
  - d. 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).
  - e. See the coach-pitch field diagram.
5. 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 the Executive Board and the appropriate penalty shall be determined.
6. 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. Batters are not permitted to bunt in coach-pitch.
  - c. The 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 strikeout if foul ball hit on final pitch).

- d. There will be no base-on-balls.
  - e. Batter will not take any practice swings until the umpire says "batter up" and there shall be no bat throwing. (Both violations will receive ONE warning per player then the batter is declared out).
7. Catchers shall wear shin guards, chest protector, face mask and a full protective helmet when playing their position in the field. (Coach-Pitch-protective cup is required).
8. Base runners shall not leave their bases until the bat contacts the ball or they are automatically out. Base stealing is not allowed. Penalty-Runner will be called out.
9. Pitcher(s):
- a. A Coach-Pitcher is to be at least 16 years of age, shall pitch underhand or overhand to his team from the pitching rubber or chalk line at a distance not closer than 30 feet.
  - 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 his team or 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.
10. Defensive Player(s) & Coaches:
- a. A defensive team shall consist of 10 players with 4 outfielders at the same depth on defense.
  - b. A minimum 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 (even with 8 player defense).
  - 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.
11. 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.
12. 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). This is signaled by a defensive infielder holding the ball up over his head while in the baselines or nearer to home plate.
  - c. If there are runners on base, the runners may advance to the next base as long as the runner is past the halfway white line at the time of the ball reaching the area of 1st base if 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
13. The play can be called dead at any time when there is a logical end to the play (no further action is taken by the defense towards runners and/or action is made towards returning the ball to the pitcher).
14. End-of-season Single Elimination Tournaments shall be seeded based on points (see "End-of-season Tournaments" section).
15. 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 executive board approval.
16. Sportsmanship/Behavior:
- a. Teams are responsible for completing all games as scheduled - Failure to play the games will result in a forfeit, and possible removal of the team from the tournament and/or league.
  - b. Noisemakers and/or excessive noise (particularly intended to distract players) will not be permitted.
  - c. 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 game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
  - d. Coaches, players, parents, spectators, etc. shall be removed and/or shall be banned from future events for inappropriate activities (ie. Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, any type of harassment, etc.)
17. 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.