

# 2026 COACH PITCH RULES

Boys & Girls 6-7 years of age

*The Coach Pitch League will follow general baseball/softball rules with the following modifications:*

## 1. PLAYERS/TEAMS

- a. Ten players may play in the field, with the rover and ALL outfielders positioned “close” to the outfield grass until the ball is hit
  - i. If both coaches agree more than 10 players may be played in the field.
- b. Teams must have a minimum of six players to play the game. There will be no out for lack of a full roster.
  - i. Failure to field a team within 10 minutes of scheduled game time will result as a forfeit.
- c. **Short Teams:** A team with nine (9) players at the start of a game may borrow one (1) player from another team from the same town in the same division or lower. A team with eight (8) players may borrow two (2) players from another team from the same town in the same division. A team with seven (7) players may borrow three (3) players from another team from the same town in the same division. A team with six (6) players may borrow three (4) players from another team from the same town in the same division. Added players must be a different player each week. Added players must already be affiliated with their town’s ball league. The league representative, umpire, or other league official must approve the added player upon availability. A borrowed player will be removed from the team if a roster player arrives late.
  - i. Borrowed players must play in the outfield and bat at the end of the batting order. The intent is to give playing preference to team roster players first, with borrowed players allowing the team to have a full infield– not act as the new star of the team. Borrowed players must be on the score sheet prior to the game beginning.
- d. All players must play at least 3 innings in the field.
- e. Free substitutions are allowed.

## 2. LENGTH OF GAMES

- a. No inning shall begin after 60 minutes or six innings(whichever comes first)
  - i. However, if 60 minutes expires during the middle of a batter/play, the batter will finish their turn and/OR the play will finish and then the game will be over (if 60 minutes has expired and the home team did not bat last, the game will still be over.
- b. Umpire will keep track of official game time.
- c. **The maximum number of runs a team can score in one inning is six runs.** This inning is considered over regardless of the number of outs.
- d. Three complete innings or 30 minutes will constitute a full game in case of rain, power failure, etc. Games that are ruled incomplete will be restarted where game/inning/time duration were left off. Batter count, base runners, outs, will reset.

## 3. PITCHING RULES

- a. NO SCORE WILL BE KEPT

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- i. However, coaches need to make sure there is no more than six runs per ½ inning allowed. Additional runs scoring (more than six) due to a bases-loaded homerun, triple, etc., will not be counted. Six runs maximum and then switch.
- b. It is suggested that coaches pitch from 30 feet, however, coaches may move up if necessary to allow batters to hit the ball.
- c. The player/pitcher must remain behind the coach/pitcher until the ball is hit by the batter. She/he may move in front of the pitcher to make a play on the ball.
- d. A soft-core baseball/TBall will be used.
- e. Batters and base runners must wear batting helmets. Helmets must not be intentionally removed by players until they have reached the dugout. It is highly encouraged players have their own helmets.
- f. No jewelry shall be worn except for medical identification.

#### 4. PLAYING RULES

- a. The play is considered dead when the umpire calls time-out.
- b. Bases will be at 60 feet.
- c. Six runs per half-inning for the batting team. Additional runs scoring (more than six) due to a bases loaded homerun, triple, etc. will not be counted. Six runs maximum and then switch!
- d. If a ball is put into play on the infield, the batter must stop at first unless a throwing error is committed in the field. The runner is allowed one base on an overthrow.
- e. If the ball is hit and goes to the grass then the batter/runner can advance at their own pace. ONE OVER THROW PER PER HIT/Batter
- f. One umpire will be used for this league and will be positioned behind the pitcher. They will make all calls, both at the plate and at the bases.
- g. No stealing, even on passed balls by the catcher.
  - i. The ball will become dead when thrown to the mound area.
- h. Over throw at first base—runner can take second base and then it will be a dead ball.
- i. On over-throws, the runner may advance one base at his/her own risk. This is not considered automatic unless the ball travels into dead ball territory.
- j. One base only on balls into dead territory. (Dead ball territory is a ball that goes in the dugout, a territory that has open fence area, or is harmful to play)
- k. When the ball is near the pitcher/in the vicinity (vicinity is within the base path) of the pitching circle, the ball will be considered dead ball.(it is not dead when the ball leaves the fielder's hand attempting to throw it to the pitcher)—depending on what side of the hash mark the runner is on determines if they advance a base or not.
- l. **NO STEALING**, even on passed balls by the catcher. The ball becomes dead when thrown back to the mound area.
- m. **There is no infield fly rule.**
- n. Umpire has final say on all disputes.
  - i. If needed and available head umpire or league rep. may step in to diffuse a situation and would have final say.
- o. **The maximum number of runs a team can score in one inning is six runs.** This inning is considered over regardless of the number of outs.
- p. **Runners may not leave the base until the ball is hit.**
- q. **Catcher must wear a batting helmet**

- i. **Catcher does not squat behind the plate.**
- ii. Catcher should position them self-standing, towards the back stop.

5. **BATING RULES**

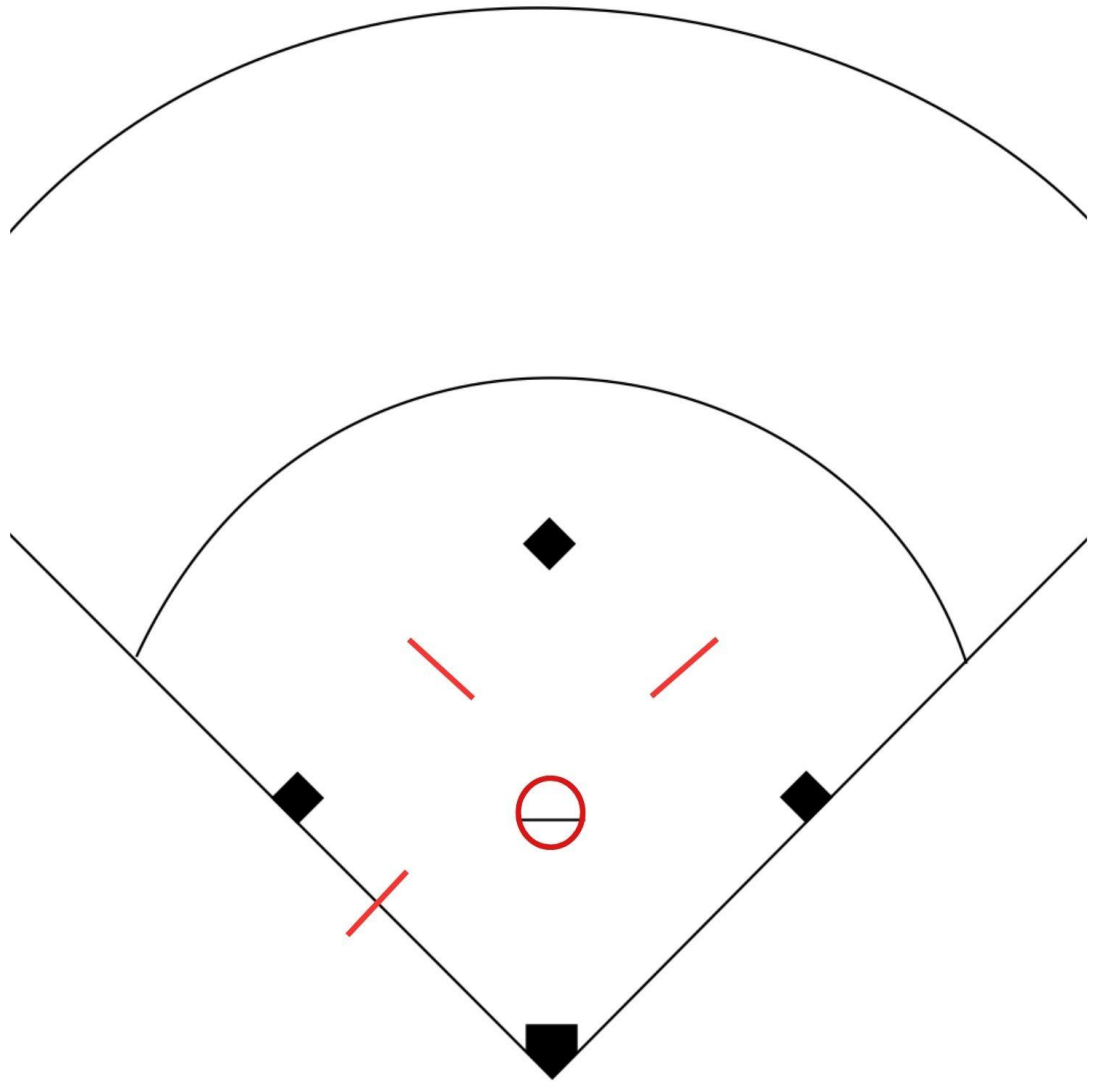
- a. Everyone present on game day will bat in the batting order
- b. There will be no on-deck batter allowed.
- c. (Swinging) strikes will be called. Each batter will get three (3) strikes and then be called out.
  - i. No limit on pitches thrown, but three strikes and the batter is out.
- d. If one strikes out, they go back to the dugout. (they do not get to go to first).
- e. If one gets out, then they must go back to the dugout (they do not get to stay on base).
- f. No walks or hit batters will be allowed.
- g. NO BUNTING. The main purpose of this league is to develop the hitting of our young players.

6. **MISC.**

- a. The umpires for this league will be young men/women, so bear this in mind coaches. **NO arguing on any judgment calls (safe/out, fair/foul, etc.).** Questions on rules should be discussed in an appropriate manner. Do not try to intimidate the umpires!
- b. The umpires have the authority to eject any player, manager, coach or spectator from the game or from the premises if they feel necessary. Any player, coach, or spectator ejected from a game must leave the facility, and is not allowed to any ball facility the following game/day (Hardin or Richmond)
- c. Any player, manager, coach or parent not leaving the park after being asked to may invoke a forfeit on their team for not complying with the umpire's request. Police will be called if you do not leave when asked.
  - i. **Protests are not allowed.** Remember that we are dealing with 6-7 year olds. Solve the problem agreeably and get on with the game. **Be a good role model for the kids. You will make a huge impression on these kids.**

7. **LEAGUE STRUCTURE**

- a. Game schedule may be viewed at [www.cityofrichmondmo.org](http://www.cityofrichmondmo.org)
- b. Each team will be scheduled at least 7 regular season games
- c. If the league has many teams, all teams may not get to play each other.
- d. Games will be played in Richmond Orrick, Hardin, and Excelsior Springs (exact game location will be on your game schedule).
- e. Participation medals will be given out to all players.



- Pitching: 30 feet
- 10 ft in diameter circle will surround the mound.
- Hash marks in-between 1<sup>st</sup> and 2<sup>nd</sup> base, 2<sup>nd</sup> and 3<sup>rd</sup> base, and 3<sup>rd</sup> base and home.