

# Bi-County 1/2 Coach Pitch Rules

Updated on 2/19/2026

Teams will consist of players exiting 1<sup>st</sup> and 2<sup>nd</sup> grade

**Pre-Game Plate Meeting:** Before the game begins, the umpire shall hold a plate meeting with both head coaches to review ground rules. Once completed, the umpire shall announce the start of the game and begin the game clock. **Game Clock:** The game clock may be stopped at the umpire's discretion for weather delays, injury timeouts requiring extended stoppage, or other delays not caused by either team. **The third out will start a new inning.**

**Once an inning has started it must be completed. No infield warm-ups** will be permitted if a game is **twenty (20) minutes or more behind schedule**

**Sliding & Contact:** There is **no mandatory slide rule. Deliberate or malicious contact** with a defensive player shall be ruled at the **umpire's discretion: First offense:** Runner is declared **out** **Second offense:** Player shall be **ejected from the game**

**Tie Games:** A game shall be declared a tie only when **time has expired** and the **current inning has been completed**, regardless of whether the maximum number of innings has been played

**Late Player:** If a player is expected to attend but will arrive late, their name must be listed on the lineup card at the beginning of the game. If their turn to bat occurs before they arrive, an out will be recorded each time their spot in the batting order comes up until they are present. Once the player arrives, they may enter the game in their original batting position.

- **Base Distance: 60'**
- **Pitching distance: 27'**
- **Ball Size: Girls: 11"** Compression Ball - Boys: **RIF Level 5 – Three (3) game balls per game are required to help speed up play.**
- **Coach Pitch Delivery:** Underhand pitching is mandatory for girls, and overhand pitching is mandatory for boys. The coach-pitcher may deliver the pitch from a kneeling position.
- **Field Markings: Halfway marks** on all base paths shall be clearly visible.
- **Time/Inning:** Games will be **five (5) innings or one (1) hour**, whichever occurs first.
  - When the time limit is reached: **The current inning shall be completed. No new inning may be started.**
- **Run Limit per inning: 5**
- **Mercy Rule:** There is no official mercy rule. However, if it becomes **mathematically impossible** for a team to win within five (5) innings, the score will be recorded at that point, and the game may be ended. If the visiting team wishes, the game may still be played to completion. In all cases, games will not exceed the established time limit or inning limit, whichever comes first.
- **Home Plate Open: No**
- **Dropped Third Strike: No**
- **Steal: No**
- **Pitching (Coach Pitch):** The coach-pitcher must begin their pitching motion from behind **the 27-foot line**. The batter shall be declared out **after three (3) swinging strikes or five (5) pitches**, whichever occurs first. A foul ball shall be counted as a strike; however, a foul ball shall not result in an out. If the batter fouls the third strike or fouls the fifth pitch, the at-bat shall continue and additional pitch(es) shall be allowed, as a foul ball may not end an at-bat.

- **Coach-Pitcher Interference:** If a batted ball contacts the coach-pitcher unintentionally, the ball shall remain **live**. If the coach-pitcher **intentionally touches** the batted ball, the ball shall be declared **dead**, the batter shall be **out**, and all runners shall return to the base legally occupied at the time of the pitch.
  - **Base Running:**

There is no limit on the number of bases a runner may advance during a single at-bat. The ball shall be declared dead when it is possessed by a defensive player inside the baseline and no active play is being made. Umpires shall raise both hands to clearly indicate a dead ball. At that time, any runner who has progressed more than halfway to the next base may advance to that base; all other runners shall return to the last base legally occupied. When multiple runners are on base, this determination will be based on the lead runner.
  - If a defensive player is actively making a play on a runner, the ball remains live and runners may continue advancing at their own risk.
  - **Defensive Rules**
    - Teams may field **up to 10 players**.
    - Teams may play with as few as seven (7) players without penalty; however, **a catcher must be fielded at all times**.
    - **If a team plays with fewer than 7 players, an out will be recorded each time the missing player's spot comes up in the batting order.**
    - **Only 6 defensive players**, including the **pitcher and catcher**, may be positioned **in front of the baseline**.
    - All other defensive players must be **behind the baseline at the time of the pitch**.
    - **Only one player** may play the **pitcher position**.
    - **Coaches on the Field:** No more than two (2) coaches may be present on the field and positioned behind the baseline at any time. Coaches must remain out of the way and avoid contact with players. A coach must be positioned behind home plate solely to help speed up the game.
  - **Lineups & Substitutions – Teams must bat the entire lineup and may substitute players openly.**
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