

# 2026 COED SLING PITCH RULES

## GRADES 1-2

**Bases:** 60 Feet Apart

**Pitch Distance:** 35 Feet (8-foot radius circle)

**Machine Setting:** A=3 (Micro) B=4 (Arm) C=2 (Pedal)

**Umpire:** 1 required at machine

**Game Ball:** MacGregor #56

**Play:** Tuesdays

- Rule 1** All games being played will be 5 innings or 1 hour in length (when time expires finish the inning you are in). If total game time has exceeded 60 minutes, a new inning shall not be started. Two innings shall constitute a complete game in case of rain, darkness, etc.
- Rule 2** Games nights will consist of two (2) five inning games. Time between games shall not exceed 10 minutes. 5 run limit per inning including the 5<sup>th</sup> inning.
- Rule 3** Each team will field a maximum of ten (10) players on defense, 6 infielders, by position, 4 in the outfield. Extra players will sit on the bench. Teams will bat entire roster for the game NOT per inning.
- Rule 4** Each batter will receive 5 “hittable” pitches (umpires’ discretion). A MAX of 7 pitches per batter. Catchers/umpires will retrieve the pitch and place in bucket near the backstop to speed the game along. Players are not allowed to bunt. There will be no walks and each foul ball will count as one of the 7 pitches regardless of the situation.
- Rule 5** Runners are not allowed to lead off or steal a base. If a base runner leads off or attempts to run before the ball is hit then the base runner will be called out.  
“Overthrow Rule”-Once an overthrow occurs, all base runners have one additional base they can take at their own risk. Once those additional bases are taken, all play stops at that point and runners can no longer advance on that play (example...runner on 2<sup>nd</sup> & the throw goes to 1<sup>st</sup> base and is overthrown, the batter can advance to 2<sup>nd</sup> base and the runner on 2<sup>nd</sup> can advance on to home both at their own risk.)
- Rule 6** Helmets must be worn at all times when batting and running bases.
- Rule 7** Ten players will play in the field. Each player in good standing must play at least every other inning in the field. COACHES ARE ENCOURAGED TO ROTATE POSITIONS to allow every player to play every position at least for an inning! We are trying to teach the fundamentals of the game of baseball so every kid should get/have to play every position.
- Rule 8** Play becomes dead when the ball is thrown to the pitcher. If an obvious attempt is made to throw the ball to the pitcher, the ball does not have to be caught for the play to be called dead. When the pitcher catches or attempts to catch the ball, the runners will be allowed to advance to the next base if they are past the half-way point. If not, the runners should be instructed to go back to the base they were closest too.
- Rule 9** Player in the defensive pitcher position may not leave the pitching circle until ball is hit.
- Rule 10** “Dropped Third Strike”-does not apply in this league.  
“Infield Fly Rule”-does not apply in this league.