



## **Kid Pitch League (1<sup>st</sup> / 2<sup>nd</sup> Grades) 2026 Season**

### Rules and Gameplay

***Note: For 2026, the league will be machine-pitch only***

Kid Pitch League Coordinator: Megan Harried

Welcome to Neenah Baseball's Kid Pitch League! In this document you will find our league rules designed for a fun, enjoyable, and safe season for the kids! The Kid Pitch league is intended for children who are in 1<sup>st</sup> and 2<sup>nd</sup> grade when the season begins. Any exceptions must be approved by the league president. League standings and game scores will not be kept. For any needed clarity around the rules, please begin by contacting the league coordinator.

## PRACTICE & GAME SCHEDULES

For the 2026 season, teams will practice and play games on Monday and Wednesday evenings. From approximately April 13 through May 6, teams will practice on both Monday and Wednesday evenings from either 4:30-5:30 p.m. or 5:30-6:30 p.m., as indicated on the practice & game schedule. From May 11 through June 24, teams will practice on Monday evenings (5:30-7:00 p.m.) and play games on Wednesday evenings (5:30-7:00 p.m.). From July 6 through July 15, teams will play games on both Monday and Wednesday evenings (5:30-7:00 p.m.). Times are as listed unless otherwise noted on the practice and game schedule, or as updated throughout the season. Any pre-game warm-ups / practice should be completed prior to 5:30 pm.

Game length will be 1 hour and 15 minutes long or 6 innings of play, whichever comes first. No new half-inning shall start after 1 hour and 10 minutes of gameplay. Teams should clear the field and dugouts by 1 hour and 15 minutes (i.e. 6:45 with a 5:30 start) Players should arrive before the scheduled start of any game to allow proper time for warm-ups. Individual team coaches will communicate warm-up times to their teams (15-20 minutes before is recommended).

Games will be suspended for at least 30 minutes after a visible lightning strike or sound of thunder. The 30-minute timer restarts for every new lightning strike or sound of thunder. **Remember the kids' safety needs to be the priority!** Coaches need to mutually concur a game is rained out, and the league coordinator needs to be notified.

## DIAMOND LOCATIONS

All Kid Pitch practices and games will be played on the five fields at the Neenah Southview complex and the softball field at Neenah Middle School.

The Neenah Southview complex is located in the City of Neenah. Hwy 41 take Breezewood exit, go East (changes into Bell Street). Complex is on the south side, before Commercial Street.

The Neenah Middle School softball field is located behind Neenah Middle School (red circle, below). Turn in off of Apple Blossom Dr. (red arrow, below), and utilize the parking lot near the tennis courts, which are just South of the field.



**Soft toss for batting is not allowed on any of the fences or backstops at any fields due to the amount of damage done in**

**the past to the fences. If coaches are aware of anyone doing this, please report it to the league coordinator, director, or president. ALL teams are responsible for picking up litter around the diamond, dugouts and bleachers after practices and games.**

### **FIELD SETUP**

1. Bases - 60 feet
2. Pitching Machine - 46 feet
3. Coaches from both teams should work together to set up the field and pitching machine.

### **GAME CONDUCT**

1. Players must dress and act with respect for themselves and all others in the league.
2. The coach can eject a coach or player from the game for unsportsmanlike conduct:
  - a. An ejected player may sit on the bench.
  - b. An ejected coach must leave the playing field and may not coach from the spectator area.
  - c. A coach may eject a player on his team for unsportsmanlike conduct.
3. Abusive or profane language by anyone connected with baseball is prohibited. Infractions may be considered unsportsmanlike conduct.
4. Misuse of facilities/equipment is prohibited. Infractions may be considered unsportsmanlike.
5. Coaches are responsible for controlling his/her players, coaches, parents, or fans associated with his players.
6. If an adult becomes unruly, the coach will call a time out. The coach will ask the person to either curtail the objectionable behavior or leave the park. Note: The coach will not resume the game until the incident is resolved.
7. Players and coaches will not question the final ruling of a call made by the coach. Arguing the final call of the coach may result in an unsportsmanlike conduct call.
8. Coach will call a timeout if interpretation of a rule is questioned. The coaches will confer. The game will continue upon clarification of the rule interpretation.
9. The use of tobacco or alcohol is prohibited on the player's bench area or on the playing field while conducting team activities.
10. League President and Director of League Baseball shall be notified about any parent or coach conduct issues.

### **GAME AND PRACTICE ATTIRE**

1. Players will wear the team uniform shirt as provided by their sponsoring organization.
2. The Neenah Baseball issued hat shall be worn for all games. Baseball shoes/cleats are optional. Baseball pants are optional. No Metal Spikes.

### **EQUIPMENT**

1. Players will wear the proper protective equipment during all practices and games.
2. Helmets, bats, and gloves are not provided by the league.
3. Two ear flap batting helmets are mandatory when batting and when on deck.
4. Helmet face masks are not mandatory, but are allowed at all levels.
5. Coaches are responsible for enforcing the use of the protective safety equipment.

### **ROSTER AND BATTING ORDER**

1. The batting order will consist of all players present. Changes to the batting order are not permitted in any game with the following exceptions:
  - a) Late arriving players may be added to the end of the roster.
  - b) Players may be removed from the order for injury or any reason that causes them to exit the game.
  - c) A player recovered from a temporary injury may be reinstated in their original spot in the order.

### **GROUND RULES**

1. Only one player on deck at a time. Coach will suspend play until all other players are in the dugout.
2. A ball hit or thrown within the boundaries of the playing field (within the fence line or the backstop and its extensions) is in play and is a live ball until a coach calls it dead.
3. If the ball goes out of bounds, into the dugout, behind the dugout or any equipment interferes with the playing of the ball, the ball becomes dead. All runners are awarded one base beyond the last one legally touched at the time the ball is declared dead.

4. Infield fly rules do not apply.
5. For foul ball player safety, the player in the on-deck circle shall be in the circle on the side of the plate the current batter is in. With a left handed batter, the on-deck player should be in the first base side on-deck circle. With a right handed batter, the on-deck player should be in the third base side on-deck circle.

## **BASERUNNING**

1. A batter/runner who hits the ball and safely reaches 1<sup>st</sup> base followed by overrunning 1<sup>st</sup> base may immediately return to 1<sup>st</sup> without liability of a tag out, provided they do not show intent to advance to 2<sup>nd</sup> base. This is a coach's discretion call. Just turning the wrong way does not signify intent.
2. Rounding 1<sup>st</sup> to the left shows intent of advancing to 2<sup>nd</sup> base and the runner may be tagged out if played upon.
3. The judgment of the coaches on "intent to advance" will be final!
4. The runner may be called out if the runner does not slide or attempt to get around a fielder who is making a play on that runner.
5. The runner is out if he runs more than 3 feet away from the base path to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.
6. A player must slide feet first at 2<sup>nd</sup>, 3<sup>rd</sup>, and home plate if the nearest defender is playing upon the player. If a slide should have been made and did not occur, the runner will be called out.
7. On an overthrow at 1<sup>st</sup> base, if the ball remains in play the ball is live and the runners may advance one base. If the ball is out of play (as decided by the coach) all runners may be awarded 1 base more than the last one legally touched.
8. Leading off or stealing is not permitted.
9. No physical contact will take place between a runner and the catcher unless it occurs in an incidental manner or from player sliding into a base and the position player attempts to block the runner's path.

## **HITTING OFF THE MACHINES**

1. In the first inning, all players in the lineup will bat, regardless of number of outs. Bases should be cleared after the defensive team records three outs.
2. Subsequent innings should end after three outs are recorded or the entire lineup bats.
3. A maximum of 5 machine pitches will be thrown. After the 5<sup>th</sup> pitch, the batter will hit off the tee.
4. If a batted ball hits the machine or coach, the ball is dead. It is an automatic base hit & all runners advance one base.

## **GAMEPLAY/SPORTSMANSHIP**

1. The purpose of this League is to develop player skills in a competitive and fun environment.
2. Coaches should display good sportsmanship in regards to sending runners and taking extra bases on overthrows.
3. If the ball is put in play in the infield, the max any player on any base can advance is two bases (this includes overthrows). Coaches should treat this like real baseball and not advance runners if the ball is in the infield but not controlled by the players.
4. If the ball is put in play in the outfield, all runners may advance unlimited bases until the ball is thrown back into the infield (fair or foul territory). Once the ball is thrown or ran back into the infield, the runners may only advance to the base they are running to.
5. Example: The ball is hit over an outfielder's head and the batter rounds second base before the ball is back in the infield. The batter may continue to advance at their own risk to third base. Once the ball is back in the infield (possessed or not), the runner may only advance to that base. If the ball is overthrown but in the infield (fair or foul), the runner may only advance to the base they are currently running to.

## **COACHING RECOMMENDATIONS**

Hitting Team - One coach working the machine, base coaches at 1<sup>st</sup> and 3<sup>rd</sup>, with the closest base coach calling for the next player to go into the on-deck circle. It is recommended to ask for parent volunteers to help, especially as base coaches, when short on coaches.

Fielding Team – Two coaches, on the back of the infield are recommended, to help coach fielders on positioning and on situational play (i.e. where they can get an out when the ball is put in play). Another coach can help behind the plate to gather stray balls.