

PIXIE (8U) Rules

**** USSSA rules to be followed with the exception of the rule modifications listed below.****

FIELD SETUP

- 1) The bases are 55 feet with half way hash marks between first and second, second and third, and third and home.
- 2) The pitching distance is 35 feet and is determined from the back point of home plate to the front of the pitching plate.
- 3) The pitching machine shall be setup with the front legs on the back of the circle. The ball shall come in as flat as possible at a speed of 30-34 mph.
- 4) The pitcher's circle is 16 feet in diameter.
- 5) All fields should have running lanes going to First base during regular season, but it is required during tournament play.
- 6) No buckets or stools on the field during play.

PLAYING EQUIPMENT

- 7) Pixies play with an 11" optic yellow softball with a 0.47 core and 375 lb compression
- 8) Bats must be stamped with USSSA certification seal but does not have to be the most current stamp.
- 9) All batting helmets must be equipped with a facemask.
- 10) Chin straps and field masks will be mandated if they are required by each rec league.
- 11) No steal cleats

GENERAL GAME RULES

- 12) Games are 7 innings or 90 minutes whichever comes first, but once an inning has started it must be finished.

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13) An official game is three (3) innings if called for weather (which is determined at the discretion of the umpire). If the home team is ahead in the bottom of the third (3rd) inning it is official.

14) In all divisions, the offensive team shall be limited to seven (7) runs or three (3) outs per inning, whichever comes first.

15) Each team shall provide 1 parent or volunteer per game to have 2 umpires on the field during gameplay. The home team will provide the home plate volunteer umpire. The home plate umpire will have the final decision on any call.

16) A team roster consisting of players first name, last name, number, and official batting order shall be presented before the start of each game to the coach of the opposing team.

17) All players will be listed on the batting order and will bat in that order. Any late arrivals to the game will be added to the end of the roster (batting order). Any batter batting out of order or skipped, not due to injury during current game or becoming sick, will be counted as an out. There is free substitution on defense. Any player skipped will sit out 6 consecutive outs.

18) Teams shall field no more than 10 players and no less than 7 players. If a team only has 7 players they do not have to fill the catcher position so that they can have 2 outfielders. If the team has 8+ players the catcher position must be filled. As long as 7 players can be fielded, there shall be no forfeit or rescheduling of the game. Teams with less than 10 players will not be penalized with outs at the empty spots in the batting order. There is no max number of players that can be on a team, only a max number of fielders, and all players on the team shall be listed on the batting order.

19) Alternates Rule:

- During Regular Season – Teams can use alternates to bring the team up to 10 players. Alternates have to be added to the bottom of the batting order and play in the outfield.
- During Tournament Play – Teams only can use alternates if they cannot field 7 players. Alternates can only fill the roster up to 7 players, and they have to be added to the bottom of the batting order and play in the outfield.

20) All play will stop upon injury to player.

21) The go ahead rule is as follows:

- 12 after 3
- 10 after 4
- 8 after 5

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22) Regular season games will end in a tie if the time limit is up and the home team has batted. The tie breaker rule will only be in effect for tournament play and will be as follows:

The last batter from the previous inning will go to second base and become a base runner. The next person in the line-up will bat and will continue to go through the line-up until three outs or seven runs have been scored. The opposing team will do the same until one team goes up by at least one run. You do NOT start with any outs.

PITCHING

23) Each team will provide their own pitching machine operator.

24) Pitching machine can only be adjusted in between innings unless coaches agree that machine needs to be adjusted sooner due to safety concerns or if there was a major hit to the pitching machine.

25) The player pitcher must have one foot within the pitcher's circle and shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitching machine.

26) The pitching machine operator shall not interfere with the play of the ball. Should the pitching machine operator interfere with a batted ball intentionally, the batter shall be declared out. If the pitching machine operator is hit by the ball unintentionally it is a dead ball and the batter is awarded first base. All other runners advance if forced.

27) Pitching machine operator can only coach the batter until she touches first base. After that point she becomes a runner, and the operator cannot coach her any further. The pitching machine operator cannot coach any base runners on the field. In the event that the pitching machine operator is coaching a base runner the runner nearest home plate will be declared out.

28) A defensive player shall not give the ball to the pitching machine operator until all play is dead. (Please instruct your operators to keep their hands down so a child does not make an attempt to give it back to the operator prior to play ending.)

FIELDING

29) All defensive players, with the exception of the catcher; who must be in the catcher's box, shall be positioned such that they are behind an imaginary line extending along the front of the pitching plate toward first and third baseline until the ball has been released from the pitching machine. If a defensive player crosses the imaginary line before the ball is released from the pitching machine, the batter will be awarded first base. If first base is occupied, runners will advance one base if forced.

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30) Pitcher position must start with 1 foot in the circle and behind the rubber until the ball is released from the pitching machine.

31) All outfield players must start with both feet in the grass and remain in the grass until the ball is put into play. If a violation occurs there will be one warning issued to each team per game. On the second offense the batter will be awarded first base.

32) When a batter hits a pitched ball, runners may advance until either being put out or the ball is returned to the pitcher's control in the pitching circle where the ball is considered dead and play stops. The defense is encouraged to attempt the out. If the pitcher attempts to make a play by running through the circle or raises arm in forward motion while in the circle, the ball remains live. (i.e. Arm raised in a throwing position. See #34 Dead Ball)

33) When a ball is hit back to the pitcher while the pitcher is in the pitching circle, the pitcher may elect to make a play on any base runner and the ball is considered live until returned to the pitcher's control inside the pitching circle. Runners advance at the risk of being put out. Should the pitcher retain control of the ball within the circle, the ball is considered dead and play stops with any runners advancing only to the next base only if forced by runners behind them or if the runner has crossed the halfway mark between bases before the pitcher gains control of the ball. If the bases are loaded and no play is made, all runners advance only one base.

34) Dead ball

- Umpire throws Time when ball is dead.
- Pitcher has at least 1 foot in the circle, not moving, and in control of the ball with no throwing motion. If pitcher makes an attempt the ball is then considered live. When time is called the runner will either go back to the base she was at prior if she has not crossed the hash mark or advance to the base she is going to if she is already past the hash mark.
- Play is dead if batted balls hit the pitching machine or pitching machine operator as long as the operator was not intentionally causing interference with the batted ball. Runner gets 1st base, and all other runners advance 1 base if forced.
- Any ball that gets trapped under machine/within legs is a controlled dead ball. Runners advance 1 base if forced.
- Any thrown ball that hits the pitching machine is a dead ball and runners get the base that they are going to.

35) No Infield Fly rule.

36) Overthrow Rule – An overthrow occurs at the time when the throw is missed at the base or to the pitcher in the pitcher's position, not when the throw is first made. Only the first overthrow to any base while attempting to make a play or back to the pitcher counts for this rule per batted ball. Runners get the base they are going to plus up to 1 additional base (1+1) when the overthrow occurred, per batted ball overthrow. The additional base is not guaranteed and the runner can be tagged out if they choose to advance the additional base. The runners shall not advance on any additional overthrows or errors on that batted ball. Runners can score on an overthrow if it is the first overthrow for that batted ball and it is within the 1+1 rule.

BATTING & BASE RUNNERS

39) The batter will receive 5 hittable pitches. If the batter fouls off the last pitch they will continue to receive pitches until they swing and miss or put the ball in play. It is at the discretion of the umpire to determine what is hittable for each batter. If a batter does not swing at a ball that is above or below the strike zone the umpire can declare no pitch and that pitch will not be counted as 1 of the 5 hittable pitches. If the batter has not put the ball in play after 5 hittable pitches, and the last pitch was not foul, the batter shall be declared out.

40) Batters can position outside of the back of the box to hit balls that are coming in too high, if necessary, during the inning since the pitching machine is not to be adjusted until the end of an inning unless it is due to safety concerns or after a major hit agreed upon by both teams' coaches. Batters cannot step out of the front or side of the box to bat a pitched ball.

41) No bunting or slapping is allowed in Pixies.

42) If batter is injured during the current game she can be skipped as a batter without taking an out.

43) Pinch runners are only allowed for a girl on base upon injury during the current game play. The furthest person in the line up, or last person out can then be used.

44) Sliding is not required at any base. Runners should attempt to avoid contact where possible. Catchers and fielders cannot block the base.

45) No lead offs or stealing are allowed. The ball must make contact with the bat for the runner to leave the base.

46) Each team shall be permitted to station two coaches on the field. Coaches must remain in foul territory and may not in any way interfere with any play or player. Coaches cannot touch a runner. If an offensive coach violates this it is an automatic out for the runner.

47) Drop 3rd strike rule is not applicable.

CODE OF CONDUCT

48) Coaches are responsible for the conduct of themselves, other coaches, their players and the spectators.

49) Any coach, assistant coach, umpire or attendee that is ejected will be reported and documented to their respective boards. If you fail to appear before the Board any child you are associated with will not be allowed to play until you have appeared before the board.

50) The home plate umpire has the final decision regarding all rules and plays.

Sign-off by a board member from each league:

_____ Date: _____
Battle Ground

_____ Date: _____
Cole

_____ Date: _____
Dayton

_____ Date: _____
East Tipp

_____ Date: _____
Mulberry

_____ Date: _____
Southwestern

_____ Date: _____

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Wea

_____ Date: _____
Klondike

_____ Date: _____
Lafayette/Crosser

_____ Date: _____
Rossville

_____ Date: _____
Frankfort