

Updated 3-1-2025

## **PIXIE (8U) Rules**

**6, 7, 8 year olds. (9 year olds if they turned 9 after January 1st of the current year)**

**\*\*Season runs from January 1 to December 31 of the current year. Players that will move to a higher division the following spring are encouraged to play up in the fall, but can be allowed to play in the same division as necessary\*\***

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

<https://www.usssa.com/fastpitch/fastpitch-rules-legal-information><sup>[CL1]</sup>

### **FIELD SETUP (See diagram at end of rules)**

- 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 34 mph.- (edited 7/9/2024)
- 4) The pitcher's circle is 16 feet in diameter.
5. All fields should have a double bag at first base
- 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) field masks are required for all fielders
- 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.
- 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) Home team should attempt to have one umpire or parent volunteer that is not a coach. A coach cannot coach and umpire at the same time.

1 USSSA certified umpire 18+ is required for tournaments.

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 the 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 8 players. Alternates can only fill the roster up to 8 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 the player.

21) The go ahead rule is as follows:

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

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 they were in motion to the next base at the time that the dead ball occurred.

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 coach will receive one warning. If they coach a base runner again, the base runner they are coaching will be called 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.

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 player 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 player 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 they are already in motion to the next base at the time the pitcher gained control of the ball.

34) Dead ball

- Umpire throws Time when the 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 a pitcher makes an attempt the ball is then considered live.) 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 they were already in motion to the next base at the time the ball went dead.

- Any ball that gets trapped under a machine/within legs is a controlled dead ball. Batter gets first base and all other runners advance 1 base if they were already in motion to the next base at the time that the ball went dead.

- Any thrown ball that hits the pitching machine is a dead ball and runners get the base that they are going to if they are already in motion at the time that the ball went dead.

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. 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.

Scenario 1: if the runner is running to first base and an over throw occurs, the farthest that runner can get on the 1+1 rule is second base.

Scenario 2: if the runner had rounded first and is heading to second at the time an overthrow occurs, the farthest that runner can get on the 1+1 rule is third base.

### **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. If the batter swings at a pitch, regardless if it was hittable, that will be counted toward the 5 hittable pitches.

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) **Baseline** Any runner is out when the runner:

A. Runs more than three feet away from the base path to avoid being tagged, or to hinder a fielder while the runner is advancing or returning to a base.

EXCEPTION: This is not an infraction if a fielder, attempting to make an initial play on a batted ball, is in the runner's proper path and if the runner runs behind the fielder to avoid interfering.

NOTE: When a play is being made on a runner or batter-runner, the runner establishes their base path as directly between the runner's position and the base toward which the runner is moving.

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. Defensive coaches must position themselves in the outfield grass foul territory.

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.

