

PIXIE RULES  
REVISED 05/21/06  
(GIRLS SLOW PITCH AGE 9 AND UNDER)

Home team is responsible for paying the umpire.

At **NO** time during play is a coach or manager to touch a player or the ball.

Profanity by a player, fan, coach, or manager is cause for immediate removal from the game and its immediate playing area. Managers / Coaches should address any inappropriate verbal and/or physical behaviors or their players, fans, or assistants. The umpire has the right to demand removal of any player, fan, coach, or manager from the immediate playing area.

Please read the schedule for all game times.

Each game will be six innings, unless weather, darkness, or the run rule dictates otherwise. It will be the umpire's decision to call the game due to these circumstances.

A 12-run rule will be in effect after 4½ innings, or 5 innings depending on home team.

If a team knows in advance that they will not be able to play due to lack of players, 48 hour notice is required to reschedule the game.

If an umpire does not show, two parents (one from each team) should be designated as umpires, rotating between base umpire and home plate.

A girl throwing her bat for the first time will receive a warning. The second time she will be called out (dead ball). The third time she will be called out and sit out for one complete inning.

Each team is to keep score. It is recommended that teams compare scoring between innings.

Each team may bat once through the order or 3 outs per inning (whichever occurs first). Players must bat in a continuous order. If one team has more players, the team with fewer batters may bat the same number (a couple of players may bat twice in one inning).

Any ball in control inside the baseline, a player can raise the ball in their hand and call for time. Play is then stopped when the umpire calls time. A base runner who has advanced over halfway to the next base will be permitted to advance without liability to be put out.

Legal bats will be only those issued to pixie teams, or official softball bats marked with the visible Official Softball trademark.

All players, excluding the catcher, must remain in line or behind the rubber until the ball is batted. The player playing the pitcher position must have one foot inside the circle, behind the rubber, at the time of the pitch.

If a game should be called early, 2 at bats by the losing team constitute an official game.

No walks.

Each batter receives 7 pitches. If the batter does not swing at the seventh pitch, she is considered a strike out. Fouling the seventh pitch keeps the batter in play until the next missed pitch, or a fair ball is struck.

An 11" softball will be used for games.

Coach / designee pitches to their own team, with a pitching arc of 3 to 12 feet from ground.

In the event that a batted ball hits a coach/pitcher; the play is dead, the batter returns to bat, the pitch does not count.

The official pitcher will not intentionally interfere with the defensive team. Penalty – runner closest to home plate is declared out.

Pitching distance is 30 feet. Base distance is 55 feet.

A four foot radius will mark around the pitching rubber.

First base will use the double base. The batter must touch the outside base (in foul territory). After safely reaching first base, the runner shall touch the inside base (in fair territory).

9 player minimum, 12 player maximum in the field. One ‘short outfielder’ may assist in covering the bases (usually positioned near second base). Seven infielders, five outfielders. Of the seven infielders, the positions are catcher, pitcher, 1b, 2b, ss, 3b, and short center.

Players may be substituted at any time during the game with no change in the batting order.

In the event that there are more than 12 girls on a team, each girl must play 2 innings in the field prior to the 4<sup>th</sup> inning, and 3 out of 6 innings.

No player shall play more than 2 innings at any one position, and may play a combined total 2 innings at 1<sup>st</sup> and pitcher.

Each outfielder must be 10’ behind the base path.

No infield fly rule.

No stealing, or bunting.

No advancement on overthrows.

Sliding is allowed, but not mandatory. Safety of the players must be considered.

Two coaches may be positioned in the outfield during defensive play.

Shoes other than tennis, rubber soled tie, or rubber cleated athletic are prohibited.

Protective equipment – Catchers: chest protector, shin guards, catchers helmet and mask  
Batters: helmets with safety straps  
Runners: helmets with safety straps

Rain outs: if possible should be made at least one hour prior to game time. The commissioners from the league should be included in the decision. Contact should be made to the opposing coach/manager immediately. Commissioner shall contact umpire.

Lightning: when there is lightning in the area, please seek appropriate shelter immediately.

At **NO** time should a game continue when lightning has been sighted. Play may be resumed 20 minutes after the last lightning sighting. The umpire will have the final say in these matters.