

# 2017 GLASAGSL Pixie Rules

- 1) The bases for Pixie level are at 55 feet
  - 2) Pixie is the only division that plays with half way hashes between first and second, second and third, and third and home.
  - 3) The pitching distance is 35' and is determined from the back point of home plate to the front of the pitching plate.
  - 4) The circle is 16 feet in diameter.
  - 5) All fields need to have running lanes going to First base
  - 6) All fields should have coaches' boxes at First and Third
  - 7) No buckets or stools on the field during play
- \*\*See last page for the field setup diagram

## Playing Equipment

- 8) Pixies play with an 11" optic yellow softball with a 0.47 core and 375 lb compression.
- 9) Bats must be stamped with the USSSA certification seal.
- 10) All helmets must be equipped with a chinstrap and facemask that is approved by the National Operating Committee on Standards for Athletic Equipment and must be worn properly.
- 11) No steal cleats.
- 12) All players must be wearing their respective team uniforms to participate in a game. A minimal team uniform shall be defined as a set of matching shirts with numbers on the backs.

## Game Rules

- 13) Each game shall consist of seven innings or a one and one-half hour time limit, whichever comes first. Any game called due to time limit will be considered a complete game. Once an inning has started, it must be completed regardless of the time limitation.
- 14) A team roster consisting of players first and last name and number and official batting order shall be presented before the start of each game, to the coach of the opposing team.
- 15) Managers, coaches and team members shall conduct themselves at all times while on the field or at the game site with propriety. (The use of profanity, alcohol or tobacco at the game site or in the presence of the players shall be considered as misconduct.)
- 16) A copy of the league rosters will be available on the web site at:  
<http://www.leaguelineup.com/glasagsl>
- 17) All teams shall have at least one responsible adult (not a player coach) at each game played.
- 18) Each team shall provide one (1) umpire.
- 19) Teams shall field no more than ten players, with no fewer than seven. As long as seven players can be fielded, there shall be no forfeit or rescheduling of the game. Teams fielding less than TEN (10) players will not be penalized with outs at the empty spots in the batting order.
- 20) All players will be listed on the batting order and shall bat in that order. Any late arrivals to the game will be added to the end of the batting order. Any player skipped will set out 6 consecutive outs. There is free substitution on defense.
- 21) There will be no pinch or courtesy runners in this league. If a base runner is injured, the player who made the last out may be substituted for the injured player.
- 22) No infield fly rule

## 2017 GLASAGSL Pixie Rules

23) 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. The pitcher player must position herself even with or behind the pitching plate, within the pitcher's circle, 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 the first base is occupied, runners (if forced) will advance one base.

24) 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 put 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.)

**25) When the batter hits a pitched ball and an overthrow is made either while attempting to make a play at a base or on a throwback to the pitcher; the runners may only advance one base past the base they were going to (1 + 1) when the first overthrow was made. Runners shall not advance further on any additional overthrow or error.**

26) 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 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.

27) 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.

28) There is no bunting.

29) All play will stop upon injury to player.

30) 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 (3<sup>rd</sup>) inning it is official.

### **Pitching**

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

32) 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. The batter will receive 5 pitches. If they foul 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 as to whether a pitch out of the machine is hittable or not. If a girl does not swing at a ball from the machine that is above or below the strike zone the umpire can declare no pitch and the batter will receive another pitch from the machine.

33) A defensive player shall be positioned as the pitcher and shall field batted balls. The pitching machine operator shall not interfere with the play of the ball. Should the pitching machine

## 2017 GLASAGSL Pixie Rules

operator interfere with a batted ball, the batter shall be declared out. If the ball hits the pitching machine operator it is considered to be a live ball and play shall continue.

34) The pitching machine operator may coach their batter players while they are batting. In the event of interference, the offensive base runner nearest home plate will be declared out.

35) The pitching machine operator may **NOT** coach their offensive players while they are on the field in the pitching position. In the event of assisting, the offensive base runner nearest home plate will be declared out.

36) A defensive player shall not give the ball to the 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.)

37) The player pitcher must be fully within the pitcher's circle at the time a pitch is made

### **Batting**

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

39) Batter will receive five (5) pitches. If the batter has not put the ball in play after five (5) pitches then batter will be declared out. Batter cannot end on a fouled ball unless defensive player catches it.

40) The go ahead rule is as follows:

- a. 12 after 3
- b. 10 after 4 and
- c. 8 after 5

41) The tie breaker rule is 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.

42) Each team shall be permitted to station two defensive coaches on the field. Coaches must remain in foul territory and may not in any way interfere with any play or player. (You cannot touch a runner) First offense you will receive one verbal warning per team. If a second violation occurs for a team, that team's defensive coaches will be restricted to the bench.

43) Boys may play in the Pixie division provided there is no Pinto or T-ball league established in the district's area. However, they may not play in key position i.e. pitcher, catcher, first base or shortstop.

### **Code of Conduct**

44) At the rules meeting all coaches will sign a Code of Conduct and this will be considered their verbal warning. The first instance of misconduct at a game will result in that person being ejected from the game/facilities; the second instance at the game will result in an out for the team from which that person is associated with; the third instance at a game will result in a forfeit by the team that the person is associated with. This is at the discretion of the umpires as to what is unsportsmanlike conduct.

