



**USA Softball of Texas
Pixie Division Official Rules**

The Pixie State Tournaments will be divided into three separate age groups 6 & Under and 8 & Under “A” and 8 & Under “B”

The Pixie State Tournaments will be governed by the same playing rules as the **10 & Under Division** with exceptions to the following rules.

8 & Under “A”: Teams comprised of players from more than one league/town and are chosen for a team without going through some type of common league draft . Teams that are not part of a league. Teams that pick up players to play tournaments. Teams who play tournaments. Teams that have out of district players. These teams will be classified as Gold Teams.

8 & Under “B”: Teams comprised of players from a single league who were chosen through some type of league draft procedure. **Out of district players are ineligible.**

Section 1. Eligibility

- A. **6 & Under Age Classification:** A player who is 6 years of age or under on January 1st of the current year of championship play is eligible for 6 U..If a player turns 7 years of age at any time after January 1st of the current year of championship play, that player is eligible to participate in 6U
- B. **8 & Under Age Classification:** A player who is 8 years of age or under on January 1st of the current year of championship play is eligible for 8 U..If a player turns 9 years of age at any time after January 1st of the current year of championship play, that player is eligible to participate in 8U
- C. All players on a team must be registered within the boundaries of **ONE Texas ASA District or Metro Association.**
Exception: 8 & Under “A”

Section 2. Coaching Staff

A coaching staff will consist of a manager,assistant manager, and not more than four assistant coaches. The manager will assume full responsibility for the actions of his/her coaching staff.

The following coaching positions will be allowed:

- 1. Positioning coaches are allowed.
- 2. (1) Offensive coach Pitcher/Mound
- 3. (2) Offensive Coaches-(1) First Base (1) Third Base.
- 4. (2) Defensive coaches outside of both dugouts toward playing field. (1) First Base (1) Third Base

Section 3. Pitching

- A. The manger of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a pitcher until the inning is over.
- B. A coach pitcher may pitch anywhere within the 16 foot circle as long as his /her foot is on or in front of the halfway line. The coach pitcher must always keep at least one foot within the 16 -foot pitching circle when the ball is released.

PENALTY: dead ball, add 1 pitch to the count, if after the 4th pitch the batter will be declared out.

- D. The coach pitcher is allowed to coach or talk to the batter, but must not leave the circle before the pitch. Once the batter becomes a batter/runner the coach may continue to talk to the batter/runner as long as he/she is moving to foul territory and does not interfere with the play.

PENALTY: Removal of the coach pitcher.

- E. The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul territory away from the play. If in the judgment of the umpire the coach pitcher intentionally interferes with the play.

1. The ball is dead.
2. The Coach Pitcher is given a warning
3. The batting team is given an out.
4. No runners may advance
5. The batter will return to the batters box and assume the count at the time of the infraction.

6.. **Unintentional Interference:**

- A. Dead Ball
- B. No Out will be charged
- C. Forced Run may score

Penalty: Should the coach pitcher have a second intentional interference called against he /she, they will be removed from the pitching position.

- F. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. The four outfielders will remain behind the baselines until the ball has been hit. **Violation of this will allow the offensive coach to take the resulting play or advance the batter to first base. (Hit ball means either fair or foul.)**
- G. A play may be considered dead once the defensive pitcher has control of the ball within the 16ft. Circle unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground, and the pitcher chooses to hold ball in the circle rather than make a play , all runners will be allowed to advance one base, or position at the time the ball goes dead, or in the judgment of the umpire, all play has come to a complete halt, they the ball will be declared dead.
- H. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

Section 4. The Batter

There will be a ball/strike count kept. A batter will have up to 5 pitches to hit a fair ball. Should a batter fail to hit a ball at the end of 5 pitches, the batter will be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. If the 6th pitch is fouled off the batter will get a final 7th pitch, if the batter fails to hit a fair ball then the batter will be called out. Three (3) swinging pitches if missed will be an out if on the third swing the ball is missed.

Section 5. Runners

- A. Should more than one runner is running to the same base, the trailing runner will be sent back to the base she was running from.(the last base legally occupied).
- B. Runners who are already over half way to a base may continue to the next base. If the runner is less than half way to a base when the ball becomes dead, then they must return to the last base occupied.
- C. If a runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpires will issue a warning to the offensive coach for the first offense. **Second offense- the runner falling to maintain foot contact with the base will result in the runner being called out. Only one warning will be issued per team per game.**

- D. **Overthrow Rule (6 & Under Only)** On the first play after the ball is hit, if an overthrown ball goes to the fence in foul territory, the ball becomes dead. One base is awarded to all base runners from their position at the time of the throw. On any batted fly ball caught for an out, the first play is complete. Any throw would be a second play. Making an attempt on any runner as a result of chasing them back to or from a base or holding a runner to a base is considered a first play. Throwing the ball to the pitcher in the 16ft. circle to stop all play is not considered part of the overthrow rule. If the pitcher does not have control of the ball, the ball remains live and runners may advance one base with liability to be put out.
- E. All players present must bat, in the event a player has to leave, she will be skipped in the line up. **There will be no penalty.** If a girl shows up late she is to be added at the bottom of the line up.
- F. There will be free defensive substitution, All teams must start with 10 players but may finish with 9 due to injury. **NOTE:** The short-handed player rule will be in effect.

Section 6 Rules of the Game

- A. Stealing is not allowed
- B. Bunting is Not Allowed
- C. No Chopping down on the ball
- D. No Slap bunting/hitting
- E. Six runs per half inning
- F. Infield Fly Rule is not in effect
- G. Run Rule Teams can be mathematically eliminated
- H. All games will be a 55 minute time limit

Section 7 Tournament Format/ International Tie Breaker

Pixie State Tournaments will be 4 game guarantee, Pool Play/Double Elimination format.
 No new inning will start after 55 minutes or 7 innings with the exception of tie games. Tie games will be played until there is a winner.
 The International Tie Breaker will be used.

Section 8 The Playing Field

- A. Pitching Distance will be 35 feet
- B. A sixteen (16) foot circle will be placed around the pitching mound
- C. Distance to the bases will be 60 feet
- D. Half way marks will be between 1st and 2nd Bases, 2nd and 3rd bases, and 3rd base to Home plate.
- E. A line bisecting the pitch circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.

Section 9 Equipment

- A. There will be no bat restrictions except that they will be made of wood or metal only. The bat safety grip and knob must meet A.S.A. Specifications.
- B. The 11" AD STARR 5 ball shall be used in both the 6 & 8 Pixie Division.
- C. All players batting must wear a batting helmet, Chin Straps are optional. 8 & Under players must wear a face guard attached to the batting helmet that meets ASA safety requirements. 6 & Under face guards are optional
- D. Catchers must wear full catchers gear. The knee and shin must be covered, soccer type knee pads and shin guards are allowed.

Up Dated:
10/10/2016