

HOUSTON ASA - GHYSA

PIXIE RULES

8 & UNDER "PIXIE"

Sec. 1. ELIGIBILITY

- A. 8 and under division: A player's age on January of the current year determines the age classification in which the player is eligible to participate. (Example). A player who is 8 years of age or under on January 1 of the current year is ELIGIBLE.

Sec. 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 allowed.
2. Offensive coach pitcher mound.
3. Offensive coach first base and third base.
4. Defensive coach outside of both dugouts toward playing field.

The Pixie Tournament will be governed by the same playing rules as the 10 & under division with the exception of the following rules:

Sec. 3. PITCHING

- A. The manager 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 coach pitcher until the inning is over.
- B. The coach pitcher may pitch anywhere within the 8-foot circle as long as his/her foot is on or in front of the halfway line.
- C. The coach pitcher must always keep at least one foot within the 8 foot pitching circle when the ball is released. PENALTY: Dead ball, add 1 pitch to count. If after 4th pitch, 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. VIOLATION: Removal of coach pitcher.
- E. The defensive player/pitcher must stand in the back half of the pitching circle. The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul ball territory away from the play. If in the judgement of the umpire, the coach pitcher intentionally interferes with the play:
 1. The ball is declared dead.
 2. The batter is awarded 1st base.

3. All other base runners will advance one base, only if forced by the award of 1st base to the batter.
 4. The batting team is given an out.
 5. No teams will be allowed to score because of coach pitchers intentional interference. Should a run be forced home, then that runner will be the out mentioned in rule: Sec. 3/E Rule #4.
 6. Unintentional interference:
 - a. Dead ball
 - b. No out will be charged
 - c. Forced run may score
- 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 20 feet from the batter until the ball has been hit. The four outfielders will remain behind baselines until the ball has been hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base. ("Hit ball" means fair or foul.)
- G. A play will be considered dead once the defensive pitcher has control of the ball within the 8-foot 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 the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position at time ball goes dead.
- H. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

Sec. 4. BATTER

- A. 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 then be called out. Should the batter foul off the 5th pitch, she will be allowed a 6th pitch. In the event the batter fouls off the 6th pitch, she will then be given a 7th pitch. If after the 7th pitch the batter has still failed to hit a fair ball, the batter will be called out. Three swings are an out if 3rd swing is missed.
- B. Six runs per team per half inning.

Sec. 5. RUNNERS

- A. Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from.
- B. Runners who are already over halfway to a base may continue to the next base. If less than halfway they must return to the last base that was occupied, when ball becomes dead.
- C. If runner fails to maintain foot contact with a base while the pitcher has the ball, a dead ball will be called and the umpire will issue a warning to the offense coach for the first offense, second offense if the runner failing to maintain foot contact

with the base, result, the runner will be called out. Only one warning will be issued per team per game.

- D. On the first play after the ball is hit, if an overthrown ball goes foul territory, the runners can advance one base only at their own risk.
- E. All players present must bat. In the event a girl has to leave, she will be skipped in the lineup. If a girl shows up late, she will be added at the bottom of the lineup.
NOTE: The short player rule will be in effect.
- F. There will be free defensive substitution. All teams must start 10 players but may finish with 9 due to injury.
- G. Stealing is not allowed.
- H. Bunting is not allowed.

Sec. 6. INTERNATIONAL TIE BREAKER

No new inning will start after 55 minutes of play, with the exception of tie games. Tie games will be played until there is a winner. International tiebreaker will be used following the expiration of time or the completion of the 5th inning.

Sec. 7 THE PLAYING FIELD

- A. Pitching distance will be 35 feet.
- B. An 8 (eight)-foot circle will be placed around the pitching mound.
- C. Distance of the bases will be 60 (sixty) feet.
- D. A line bisecting the pitching circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.
- E. A line will be drawn indicating the halfway mark between bases for runner.

Sec. 8. EQUIPMENT

- A. There will be no bat restrictions except that they will be made of wood or metal only.
- B. The 11'' AD Starr 5 – HASA/GHYSA will furnish balls for Bracket Games.
- C. Catchers must wear full catcher's gear. Soccer type kneepads are allowed.
- D. All players batting must wear ASA approved batting helmets, chin straps and face guard.