



Texas Amateur Softball Association

PIXIE DIVISION RULES – 2012



Texas ASA Pixie Division Official Rules

The pixie State Tournament will be divided into two separate age groups – 8 & U and 6 & U. Tournament format will be double elimination.

8 & U Division 1: Teams comprised of players from more than one league/town and are chosen for the team without going through some type of common league draft. Teams that are not part of a league. Teams who pick up players to play tournaments. Teams who play tournaments. Teams who have out-of-district players. These teams will be classified Division 1.

8 & U Division 2: 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. 8 & Under Age Classification: If a player reaches her 9th birthday any time during the year of championship play, that player is eligible to participate in the 8 & Under Classification.
- B. 6 & Under Age Classification: If a player reaches her 7th birthday any time during the year of championship play, that player is eligible to participate in the 6 & Under classification.
- C. All players on a team must be registered within the boundaries of ONE Texas ASA District. **Exception: 8 & Under Division I**

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

The Pixie State Tournament will be governed by the same playing rules as the **10 & Under C Division** with the exceptions of the following rules:

Section 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 16-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 16-foot pitching circle when the ball is released. **Penalty:** Dead ball; add 1 pitch to count. If after the 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. **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. Violation:** Removal of coach pitcher.
- E. 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 judgment 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 1 base **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 the coach pitcher's intentional interference. Should a run be forced home, then that runner will be the OUT mentioned above in: Section 3, E.
 - 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 30 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 16 ft. 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 the time the ball goes dead; or, in the judgment of the umpire, all play has come to a complete halt, then 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. 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 7th pitch, if the batter has still failed to hit a fair ball, the batter will be called out. Three swinging pitches is an out if on the 3rd swing, the ball is missed.
- B. Six runs per team per half inning.
- C. Infield Fly Rule is not in effect.
- D. Run Rule mathematically eliminated.

Section 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 half way to a base may continue to the next base. If the runner is less than half way to base when the ball becomes dead, then they must return to the last base occupied.
- 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 offensive coach for the first offense. Second Offense – the runner failing 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&U Only):** On the first play after the ball is hit, if an over thrown 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 16-foot circle to stop all play is not considered part of this 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 girl has to leave, she will be skipped in the line-up. **There shall be no penalty.** If a girl shows up late, she will 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.
- G. Stealing is not allowed.
- H. Bunting is not allowed.
- I. No chopping down on ball.
- J. No slap bunting/hitting

Section 6. Tournament Format/International Tie Breaker:

Pixie State Tournaments will be a Double Elimination format. No new inning will start after 55 minutes of play 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 7. 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. 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 half way make between bases for runners.

Section 8. 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" Soft-touch ball must be used.
- C. All players batting must wear a batting helmet equipped with a chinstrap. 8 & Under players must wear a **face guard** attached to the batting helmet that meets ASA safety requirements.
- D. Catchers must wear full catcher's gear. Soccer type kneepads and shin guards are allowed. The knee and shin must be covered.

Updated:
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