



SOUTH EUCLID YOUTH SOFTBALL & BASEBALL ASSOCIATION

2018 Pixie League Rules

Field Conditions:

If any of the League Directors or League Presidents determine that a field(s) is not playable – that decision is final. Prior to the start of a game or during a game the Managers can, by consensus, determine that the field is not playable. If managers cannot reach an agreement and an umpire is present, the umpire will make the final decision.

If a game is rained out, managers are to reschedule within 72 hours for the first available date and notify the League Director to confirm field availability and to arrange for an umpire if needed. If the managers cannot agree to a make-up date, the League Director of the home team city shall schedule a date, time and field.

Lightning:

When lightning is seen in the area, or thunder is clearly heard by an umpire, manager, coach, trustee or board member, the game must be suspended immediately. The game may be re-started only after **thirty minutes of time has passed from when the lightning was last seen.**

Smoking:

Prohibited on the field or in the dugout at any time (before, during or after practice/game by managers, coaches or parents).

Manager Responsibilities:

Managers and Coaches are personally responsible for their conduct and the conduct of their players; Managers and Coaches are jointly responsible for the conduct of their fans and spectators.

The winning Manager is responsible for notifying the league director with the game score by text or email within 24 hours. If any issues or controversies arose during the game, this should also be reported.

Only 1 Manager and 2 Coaches per team will be allowed in the bench area.

All under-age coaches (18 and under) must wear a batting helmet when coaching a base.

Uniforms:

Uniforms supplied by each league must be worn by all players. Failure to wear the team uniform results in the player becoming ineligible to play until such a time as the player is in uniform.

Shoes with metal spikes, open toed, or street shoes are not permitted. Baseball/Softball shoes with non-metal tread or tennis shoes are permitted.

NO JEWELRY IS ALLOWED

Home Team Responsibilities:

- Placing and returning to the equipment box bases and field equipment.
- Occupy the 1st base bench.
- Supply one new game ball.
- Pay the umpire if applicable
- Keep players within the bench area (only manager, coaches and players allowed in this area)
- Help keep spectators from behind the backstop.
- Clean up litter after the game.

Visiting Team Responsibilities:

- Occupy the 3rd base bench.
- Supply 1 “best playable” ball for the game.
- Keep players within the bench area (only manager, coaches and players allowed in this area).
- Help keep spectators from behind the backstop.
- Clean up litter after the game.

Umpires (if applicable):

Only the manager, or in their absence, the designated manager, may confer with the umpire regarding the application of any RULE affecting the game and only for the purpose of avoiding a protest. If there is not an umpire present for the game, only the two managers of each team can confer on the application of any RULE.

Questioning any judgement call (safe, out, fair, foul, ½ way to next base, infielder calling timeout) made by an umpire/adult pitcher will be construed as intimidating the umpire/adult pitcher and grounds for immediate ejection from the game of the Manager, Coach, player or spectator. Regardless of the manner of which it was done, any questioning of a judgement call may be considered intimidation.

Protests:

Protests will not be received or considered if solely based on a judgement decision of an umpire/adult pitcher (safe, out, fair, foul, etc.). Protests are only valid when based on a rule of the game/league or the interpretation of said rule.

Protests involving the eligibility (proper age) of a participant can be made at any time before or during the season (eligibility being defined as the assignment of the player to the league being improper).

A manager must make known his decision to play a game under protest either **a)** before the next pitch is made after the questioned play occurred or **b)** on the last play of the game, prior to both teams leaving the field of play (crossing the foul lines).

When notice is given that the game will be played under protest, the umpire/League Director/Managers shall note the date, time, place of the game, location of the runners, the player at bat, the number of outs, balls and strikes and sign the official scorebook of each manager.

The manager who decides to play under protest shall, within 48 hours of the start time of the game submit in writing to the League Director, the following: date, time, location of game, the name of both managers, the umpire (if applicable), the rule and section of the playing rules under which the protest was made, the decision of the umpire and the conditions surrounding the making of the decision and all other essential facts involved in the matter protested.

Protests will be submitted to the Protest Committee by the League Director. The Protest Committee will be made up two Umpire-in-Chiefs and one additional appointee by each cities League Director/ President.

Borrowed Players:

If any league has a younger age group than Pixie (6-8 year old), a list of eligible players to “play-up” when needed for a team should be provided to the Pixie League Director. This would most likely be a T-ball league. Players may only be called-up if a team will have less than nine (9) players. A team can still play with only eight (8) players, but less than eight (8) will result in a forfeit. A player cannot be called up if they are scheduled to play a game for their team concurrently.

A borrowed player can only play in the outfield and bat in the bottom 1/3 of the batting order.

A borrowed player, even if enough official team members are present for the game, must play at least 3 defensive innings in the game but they do not have to be consecutive innings.

Opposing managers are to be notified that a borrowed player is being used. The borrowed player must wear their regular uniform. A team cannot call up the same player three games in a row.

The first violation of the borrowed player rules will result in a warning. A second violation will result in a one game suspension of the Manager.

Game:

The current ASA (Amateur Softball Association) rules, except as modified herein, shall apply.

The primary purpose of the Pixie League is instructional.

Ball shall be an eleven-inch (11") softball – may be white or yellow in color.

Games are scheduled to be 6 innings in length. A game is considered a legal game if 3 ½ innings are completed with the home team leading or 4 innings if the home team is losing OR a full hour and 30 minutes has been played.

Games (excluding make-up or other specially scheduled games) shall start at 6:30pm. *NO NEW INNING shall begin after 8:00pm.* If an evening double header is scheduled, the first game will start at 6:30pm with no new inning beginning after 8:00pm. The second game will start at 8:20pm with no new inning starting after 9:50pm. *In any game, no new inning will begin after 1 hour and 30 minutes.* In Lyndhurst, lights must be turned off at 10:30pm per City Ordinance.

Any inning started before the time limit MUST be completed.

If a game is suspended for any reason, prior to being a legal game, the game must be replayed in its entirety.

A 15-run mercy rule is in effect for all games after 3 ½ innings if the home team is winning and after 4 innings if the visiting team is winning.

If a game is tied at the end of 6 innings, time permitting, extra innings will be played until a winner is determined. Batting during each extra inning will be conducted the same as if it was the last inning of a 6-inning game.

If a game ends in a tie, each team will be credited with a ½ win and ½ loss.

If a team is unable to field a minimum of eight (8) eligible players within 15 minutes of the scheduled start time of a game, the game shall be declared a forfeit and the other team awarded the victory. If neither team can field eight (8) eligible players within the 15-minute period, then each team will be credited with a ½ win and ½ loss.

Batting:

Each eligible player shall bat in continuous order. New players are ineligible to play in the game if they arrive fifteen minutes after the Umpire's/Manager's official called start time. If arriving prior to the fifteen-minute time limit, player shall assume the last batting position in the batting order.

If a player leaves the game, **a)** due to injury or illness – the position in the batting order is skipped, or **b)** due to an ejection – an out is recorded every time the position in the batting order is reached.

If one team has more eligible players than the other, the number of players to bat in an inning for each team will be based on the larger number of players.

The batting team will announce to the other team and umpire when the last batter for the inning will be batting. *If the batter flies out, does not reach first base safely or if a force out is made at any base, no run shall score.*

Teams shall bat one time through their eligible roster of players or three outs are made in innings 1 through 5. In inning 6 and each extra inning thereafter, a team shall continue batting until 3 outs have been made. **[Note: Each team must have the same opportunity in the final inning; if not, the home team may only bat through the order one time].**

For the first half of the season, each batter will get 5 pitches and then two swings with the ball on a tee. If the ball is not hit into fair territory, or the batter has not reached base safely, the batter is out. **For the second half of the season**, each batter will get 6 pitches with no use of a tee. If the ball is not hit into fair territory, or the batter has not reached base safely, the batter is out. *Balls and strikes are not called.*

After 1 warning per team, a batter shall be declared out if they throw their bat.

Throwing the bat, helmet, gloves or other equipment in anger will mean an ejection from the game and is within the sole discretion of the Umpire/Manager.

All bats must have the words "Official Softball" visible on the barrel of the bat. Both slow pitch and fastpitch bats may be used.

Batting helmets are required for all batters (face masks not required at the coach pitch Pixie level).

No intentional bunting is permitted.

Pitching:

All pitches thrown by the adult pitcher will be made underhand. The center of the pitching circle is 28 feet from home plate. The circle will have a radius of 4 feet (24 feet to 32 feet). A pitch can be made from anywhere within the circle but at least 1 foot of the adult pitcher must remain within the circle at all times.

The adult pitcher, except to avoid a batted, fielded or thrown ball, must remain in the pitcher's circle at all times when the ball is in play.

When no umpire is present, the adult pitcher will make the out/safe calls and will decide on where the runners should be placed when time has been granted. If their sight line was obstructed, they may ask for help from their base coaches.

If a batted ball hits the adult pitcher, the ball is dead, the pitch does not count and all runners will return to their base.

Intentional walks are not permitted.

Fielding:

The defensive team may have an adult coach on one or both baselines provided they are in foul territory and remain on the grass outside of the infield area.

There shall be a maximum of 11 defensive players which shall be designated as follows:

Pitcher and Catcher

Infield: 1st Base, 2nd Base, Shortstop, 3rd Base

Outfield: Left field, Left Centerfield, Centerfield, Right Centerfield, Right field

A team is allowed to make 1 defensive position switch per inning and a maximum of 2 per game.

A maximum of 6 defensive players shall be positioned within the infield. They shall be positioned at **“normal depth”**, which is defined as the area located a few feet in front or behind the base paths. The pitcher shall be within the pitching circle at the time of the pitch and the catcher shall be positioned behind home plate.

Any infielder, when in possession of the ball and **inside the infield baseline**, can request and be granted time out by an umpire/adult pitcher. **Outfielders cannot enter the infield to call time out.** The player requesting time out should hold the ball in their throwing hand and over their head.

NOTE: The player pitcher does not have to be within the pitcher’s circle for time to be called by the umpire and/or adult pitcher.

Once time has been granted by the umpire/adult pitcher, it is their call to determine if the runner(s) advances to the next base or returns to the previous base. If the runner is less than half way to the next base, she must return to the previous base. If she is more than half way, then she is awarded the next base. If the baselines are not clearly marked at the half way point, it is a **judgement call** by the umpire/adult pitcher. If their view is obstructed or they were looking at another call on the field, it then becomes the judgement call of the closest base coach. This call must be respected by both teams.

Any ball thrown out of bounds is considered a **“dead ball”**. Any ball that strikes a fence is considered out of bounds and a **“dead ball”**; also, depending on the field, any area outside the foul lines can be considered out of bounds at the manager’s pre-game meeting. This would usually be anywhere within the dugout areas that the ball goes into. Each field may have certain areas that may be deemed **“out of bounds”** depending on how they are configured.

Once a ball is considered **“dead”**, the runners will be allowed to advance one base beyond where they were at the time of the throw. **For example**, on an overthrow to first base that hits the fence, the runner will be allowed to advance to 2nd base. A runner that was on first base at the time of the pitch would be allowed to go to 3rd base. A runner that was on 2nd base at the time of the pitch would be allowed to score.

The outfield begins at the cut of the grass. **All outfielders must be on the grass when a pitch is thrown.** If the specific field does not have grass cut at a reasonable distance, the outfielders should be at least 20 feet behind the infielders when the pitch is thrown.

The infield fly rule is NOT in effect.

All eligible players must play a minimum of 3 complete innings in the field unless the player is unable to finish due to injury, ejection or other cause. The innings do not have to be consecutive but must be complete innings. There is free substitution in the Pixie League.

*In addition to having to play 3 complete innings, the League defines **Pitcher, 1st base and 3rd base** as being “KEY” positions. No one player can play more than 3 innings total in any of these three positions during the course of a game. All players on each team MUST play at least one inning in the infield during the course of the game.*

**This is an instructional league and all girls must get a chance to play different positions.*

Base Running:

Bases shall be a distance of 55 feet.

All base runners must wear a helmet at all times while on the bases. This needs to be strictly enforced by umpires, managers, coaches, etc. Failure to comply with this rule by a player for any reason will cause them to be called out and return to the dugout.

The double 1st base (white and orange) is meant as a safety base. Runners should be instructed to step on the orange base when running through 1st base. However, there will be no penalty for stepping on either base and play will continue.

A batter/runner may touch home plate after hitting the ball on their way to first base.

When an infielder has control of the ball inside the base paths and time is requested, the ball is “**dead**” and play stops. Base runners must return to the last base touched unless they are more than half way to the next base. This ruling will be made by the umpire or adult pitcher if no umpire is present. If the adult pitcher’s view was obstructed or he was looking at another play, he may confer with the closest base coach on the field. Again, please respect this judgement call if there are not clear marks on the field indicating the half way point on the base paths.

Sliding is optional. A runner is never required to slide in the Pixie League. A runner may go into a base standing up, however the runner may not make contact with the fielder or alter the play of the fielder. The penalty to the runner, in such a case, is an out.

Ejection:

If a manager, coach or player is ejected from a game by an umpire or League Director, that person/player is automatically suspended for the teams next game as well. There is NO appeal process in the Pixie League. If the ejected party does participate in the next game, it is an automatic team forfeit, which continues until the game suspension is served.

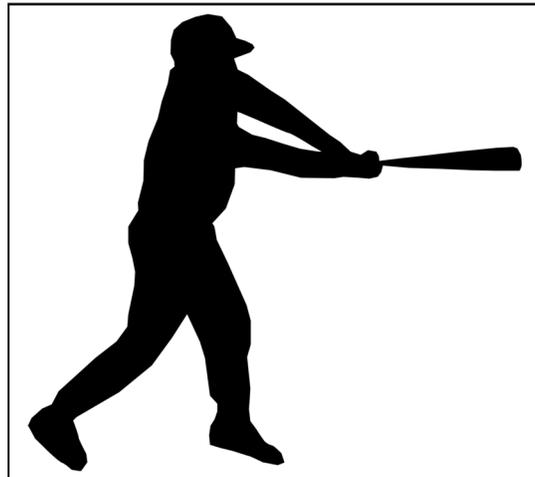
Playoffs / Tie Breakers:

The playoffs will consist of a single elimination tournament at the end of the season. The winner of the regular season will get a first round bye if there is an odd number of teams in the league.

In the event of a tie in the standings at the end of the regular season, the following tie breakers will be used in the order listed:

- 1. Team head to head records**
- 2. Runs scored against in head to head games**
- 3. Coin flip**

All regular season game rules apply to all playoff games, with the exception that a playoff game cannot end in a tie (even if this means exceeding the 1 hour and 30 minute time limit). This includes the regular season rules of time limits, mercy run rule and suspended games.



HAVE A GREAT SEASON AND REMEMBER THAT THE GOAL OF THIS INSTRUCTIONAL LEAGUE IS TO MAKE SURE ALL PLAYERS HAVE A FUN AND POSITIVE EXPERIENCE!