

**CHARDON GIRLS SOFTBALL**  
**PIXIE LEAGUE**  
**AGES 6-8 YEARS OLD**  
**(Revised 2010)**

**Mission:** To maintain a recreational slow pitch league for girls ages 6-8 years old. We believe that softball can be a fun, worthwhile recreational activity for each child that participates. Fair play, sportsmanship, fundamentals, and teamwork will be emphasized.

**Process:**

- Games will be played at St. Mary's & Chardon Township Park on Tuesdays & Fridays
- Home team is responsible for paying the umpire & lining the field.
- Rainouts will be determined by Joyce ( 285-9694) & coaches will be notified by 5:00pm
- Official season will begin May 18<sup>th</sup> & conclude July 11<sup>th</sup> at the latest
- The winning coach should report the score to the News-Herald if possible by 10:00pm.

**General Rules:**

1. Please be ready to play at designated times. No new inning will begin after 65 minutes. Time begins when the first pitch is thrown. In cases where it gets dark or the field conditions deteriorate, the umpire may end the game early. If in the middle of an inning when the game is called, the score reverts to the end of the last full inning played.
2. Games are 6 innings maximum. Games that reach the time limit constitute a legal game regardless of the number of innings played.
3. All players are to bat in continuous order and batting orders must be exchanged prior to the first pitch. Players who arrive late will be added to the end of the order, but may play in the field immediately. A player that must leave the game may return, but has to retain her original batting position.
4. Each team is to keep score, but the home team is the officially designated scorer. It is recommended that teams compare scores between innings.
5. All players must sit on the bench during the game. Only the batter & the on deck batter are allowed off the bench when the team is batting. Coaches & scorekeepers may use the bench. **NO FANS.**
6. The Home team is assigned the first base bench, and is to supply the bases (throw downs at 50' in sheds)
7. Protective equipment must be utilized. Catchers must wear chest protectors, shin guards, helmets, & masks. Batters must wear helmets with safety straps. Base runners must have helmets on at all times.
8. **At NO time during play is a coach or manager to touch a player or the ball.**
9. If a team knows in advance that they will not be able to play a game due to lack of players, 48-hrs. notice to opposing team & the League President is required in order to reschedule the game. Umpires should be paid if a team does not show/have enough players and the game a forfeit. The game can be played for fun and teams may borrow players. The umpire should remain.
10. **If an umpire does not show, two parents (one from each team) should be designated as umpires.** At the end of each full inning, umpires will rotate positions between home plate & the infield.
11. A 12-run rule will be in effect after 4 ½ innings or 5 innings depending on the home team situation.
12. It is the decision of the umpire to stop a game due to rain or inclement weather. In the event that lightning is spotted, the game will immediately stop. Play may resume 20 minutes after the last lightning sighting. The umpire will have the final say in these matters.

13. If a game is stopped before it is official, it will be rescheduled and played in its entirety. Games will be rescheduled by the League President. Teams unable to meet the minimum player requirement for the new game shall forfeit.
14. Players may be substituted in the field at any time during the game with no change in the batting order.

### **League Rule Adaptations:**

- **Players must bat in a continuous order, 3 outs per inning or once through the order (10 batters maximum), which ever occurs first. No automatic out taken if less than 10 batters present.**
- If a game should be cut short, 2 at-bats by the losing team constitutes an official game.
- No walks or strikeouts will be called; rather, there will be a **6 pitch maximum**. If after 6 pitches the batter has not reached base or made an out, they will automatically be called out.
- A 10" softball will be used for league games.
- Coach/Designee pitches. In the event a batted ball hits a coach/pitcher, the batter will be awarded an automatic single. If in this instance the umpire determines that the pitcher/coach intentionally moved into the path of the ball, the ball will be ruled dead and the pitch will count towards the 6-pitch maximum, the batter will return to bat.
- **Pitching distance is 30 feet. Pitching circle radius is 8'. (the player in the pitching circle must always be within the circle until the release of the pitch).** If the coach/pitcher is unable to effectively pitch to the players from the 30-foot mound, **he/she may move approximately 4 feet closer; NOT OUT OF THE CIRCLE**, however, the **defensive players positioned near the coach/pitcher may not move any closer to home plate than the pitching rubber for safety reasons until the release of the pitch.**
- **Coach that is pitching must remain within the circle during play. One warning by the umpire will be given. (penalty discretion of the umpire but may include removal from the position)**
- **Base distance is 50 feet.**
- 8 player minimum to play a game.
- **There is a maximum of 7 infielders, pitcher, catcher, 1b, 2b, SS, 3b, & a middle infielder who is behind but within a 5' foot area of 2<sup>nd</sup> base**, she may assist in covering the base.
- **All additional players (not 7 infielders) must be placed in the outfield regardless of whether the teams are equal.** (It is the intention of the league that **no** girls shall sit the bench)
- Two coaches may position themselves **in the outfield on the grass** during defensive play to offer verbal assistance only. They may be removed at the discretion of the umpire if they do **NOT remain on the grass** during play.
- Each outfielder must be **ON THE GRASS**. (exception the MIDDLE outfielder)
- No infield fly rule.
- **No sliding, stealing, or bunting will be allowed.**
- **One of the 7 designated infield players may call time once the controlled ball is within the base path, and the base runner then goes to the nearest base (as determined by the umpire).**
- **Maximun of one base on an overthrow to 1<sup>ST</sup> BASE ONLY.** Ball out of play one base awarded by umpire call.