



## PIXIE DIVISION RULES – Age Five and Six – UGSA 2025

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**Coach Pitch distance: 30-35 Feet - Distance between bases: 60 Feet - Ball: 10”**

1 hour games.

Games can be shortened, as agreed upon by coaches, due to factors including temperature and/or length of time of innings. A HARD STOP time may be issued at 60 minutes, even if the inning is not complete.

### 1. GENERAL RULES

- A. **HEAT RULE** – No new inning is to start after 45 minutes. However, if heat rules are in effect, a HARD STOP time may be issued. If a HARD STOP time is issued, the game will end at a certain time (at the discretion of the umpire) and the score will revert back to the previous inning unless the home team is batting and has the lead.
- B. In the event that there is no umpire for games, coaches will keep score and report the score via scorecard to the UGSA board.
- C. All games and practices will be played at the fields designated by UGSA Board
- D. Players and coaches must wear athletic or tennis shoes. No metal cleats, flip flops, open toe or open back shoes are allowed. Players are not allowed to wear jewelry.
- E. **The normal number of players the team is expected to field is 10.**
- F. All players must wear protective headgear with chin strap and face guard while batting and running the bases. If a girl takes off her helmet while on the field, she will first be warned and any player on the team shall be called out thereafter.
- G. Rainouts – After 3 completed innings, the game will be ended. If not, the game will be rescheduled and resume exactly where the original game stopped. The same batting order will be used with any new players added to the bottom of the original lineup. Teams will not be required to take an out for any missing players from the original game. The batting order is condensed, omitting missing players. Managers and umpires must reconcile the starting point prior to leaving the field. Weather conditions will stop a game a minimum of 15 minutes before the game is called.
- H. Games can end in a tie. If standings are affected, head-to-head, runs head-to-head, and season runs will apply in that order.
- I. Each team may play 10 players, but can start and play a game with 7 players from your own team. If at any time a team has less than 7 players for any reason other than an injury or illness which occurred during the game, a forfeit will be awarded.
- J. A team will not have to take an out if a girl leaves the game due to injury or illness and the team is left with less than 7 players.
- K. Managers may use up to 2 substitute players from the same division to make a 10 player team. Subs MUST be current players of UGSA – No exceptions. Subs must only play the outfield and bat last.
- L. If a player arrives late for whom a substitute is being used, the substitute will complete the inning in progress, after which the late player will assume her position in the batting order. Any player arriving after the first pitch of the 3<sup>rd</sup> inning will not be allowed to play in the game.
- M. **Base stealing is prohibited. The runner can advance only as a result of the batter hitting a ball that is in play. Runners leaving the base before the ball is hit will be called out. Each team will be given one warning before a runner is called out. A grace period will be observed at the beginning of the season.**
- N. **PACE OF GAME RULES**
  - a. There is a 2 minute time limit between innings for the girls to take the field. The umpires will be aware of this time limit and will enforce it within reason. Umpire will give a warning to speed things up. After warning, umpire may begin issuing called balls/strikes to the batter.

### 2. PITCHING and CATCHING

- A. **Coach pitch will be played in this division with a 10” game ball being supplied by the league.**
- B. **A pitching rubber is not mandatory.**
- C. **A batter will hit the ball from a coach pitched ball.**
  - a. **Batter must be standing in the batter’s box.**
  - b. **Coach may pitch underhand.**



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- D. Girls will be limited to no more than 6 pitches. If a fair ball has not been hit after the 6 pitches, the batter is called out.
  - a. 3 strikes/swings on the batter shall be considered an out.
  - b. Umpire (if staffed) will not call strikes.
  - c. If the batter fouls a ball on the 6<sup>th</sup> pitch, she will be allowed another pitch.
- E. Play will end on an infield play when an out is made or an attempt on an out is made. The runners will not be allowed to advance on an overthrow. No runner can advance beyond the next base on an infield play.
- F. Catchers must wear a catcher's helmet, mask, and a chest protector in all games/practices. (Shin guards are not required.)
- G. Each team will provide an assistant coach or parent to stand behind the catcher to retrieve passed balls to give back to the coach who is pitching.

### 3. BATTING/RUNNING

- A. All players must bat in order according to the managers batting line-up. **Managers must bat entire roster.** Managers must exchange batting lineups before the game starts. Lineups must match the names and numbers on the player's shirt. Batting out of order will result in an out for the batter that was skipped. The current batter will continue with the play and current count followed by the next batter in line. One pitch constitutes an at bat.
- B. **RUN AND TIME LIMIT:** There will be a **5 Run Limit** per half inning. **No new inning to start after 45 Minutes.** If a team mathematically cannot come back and win, the game will still continue so the trailing team still has the opportunity to bat and practice.
- C. **MERCY RULE:** If after 5 completed innings one team is ahead by 10 runs or more, the game will be called, with the trailing team's discretion. They may elect to continue for practice.
- D. If the catcher is on base and there are 2 outs, a courtesy runner may be put on base for the catcher. The courtesy runner will be the player that made the last out.
- E. At the umpire's discretion, girls throwing the bat or helmet will be called out. One warning per game will be given to each team.
- F. The Infield Fly Rule is not in effect in this division.
- G. There is no stealing in this division. A player may lead off after the ball leaves the pitchers hand. A hash mark 10 feet from the base will be the farthest lead off point. A girl who goes beyond that mark before the ball is hit will be called out. One warning per game will be given to each team.
- H. Base-Running Rules:
  - 1. Once an infielder has control of the ball, the baserunner cannot advance to another base unless they are already half-way to the next base. If umpire deems the runner was not halfway, the runner will be sent back to the previous base.
  - 2. Once an outfielder has control of the ball and makes a play by either running towards a base or throws the ball into the infield, the baserunner cannot advance to another base unless they are already half-way to the next base. If umpire deems the runner was not halfway, the runner will be sent back to the previous base.
- I. No players may advance on an over throw to any base or the pitcher.
- J. Runners are not required to slide into bases.

### 4. FIELDING/DEFENSE

- A. Two defensive coaches may be on the field of play but must position themselves behind the outfield player positions. The coach cannot intentionally contact the players when the ball is in play.
- B. A player may play a position only two (2) innings in a seven-inning game. Innings may be consecutive. The league recommends rotating the players each inning.
- C. A defensive player will be in the pitcher's position.
- D. A maximum of 6 players are allowed on the infield. Each player must play their own position in that inning. All outfielders must be a minimum of 10 feet behind base line when ball is pitched.



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- E. The catcher need not hold the ball on the third strike. The batter is out and may not advance.
- F. General defensive chatter to distract batters is not allowed and catcher cannot distract the batter