



Last Revised October 2025

GGSL PIXIE specific playing rules / exceptions / clarifications

The intention of the GGSL pixie league is to teach the girls to enjoy playing the game and to build fundamental softball skills and athleticism. Competition should be friendly and concentrate on teamwork and sportsmanship. Game score will be kept only for the purpose of creating a softball atmosphere. Wins and losses are not to be recorded.

This is also a developmental league for coaches. The parents should be encouraged to help coach bases and learn the rules to better help their daughters and perhaps coach themselves one day. The GGSL can survive only through involved volunteers. Thank you for your time.

1. Use of a Tee

There is no batting tee used in Pixie division games.

2. Mercy Rule

Once a team has scored 5 runs in an inning, play will cease and the other team will bat. The Mercy Rule will be in effect and the game ended if one team is ahead by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings. However, both coaches can agree to continue play if time permits.

3. Number of Innings

A game is 5 innings or 1 ½ hours, whichever comes first. Games must be completed within this time frame. Do not start a new inning after 1 ½ hours.

4. Pitching

ALL pitchers are REQUIRED to wear a safety mask. Girls will pitch 3 pitches. If the batter fails to hit, the coach will then pitch 3 pitches. After 6 pitches total, the batter is out. Pitching will take place from the 35ft pitching rubber, but coaches may allow girls to scoot up closer if necessary. All pitches should be underhand, fast pitch style; no slingshot. The intent is to teach the girls to hit pitched balls vs. hitting from the tee, and also to begin developing the fundamentals for fast pitch style pitching.

5. Stealing

On any pitched ball, once the ball leaves the pitcher's hand the base runner is allowed to steal only one base. A batter who has received a base on balls CAN attempt to steal second. NOTE: Runner(s) are NOT allowed to advance more than one base per pitch even in the event of an overthrow at any base. The runner is ALLOWED to steal home. If the base runner leaves before the ball is released, the runner will be called out by the umpire. There is no double stealing (different runners stealing bases simultaneously) allowed at the Pixie level.



6. Sliding

Sliding is a skill that players will need to master as they grow older, therefore it is encouraged, but not mandatory.

HOWEVER, a base runner should make every effort to avoid a major collision with an unaware defensive player who is awaiting a throw or otherwise not paying attention. Any runner who does not slide and initiates a major collision with a defensive player is out.

7. Base Running

A batter is permitted only one base per hit. Runners on base will only be permitted to advance one base at a time. The intent is to teach defense, cut-off throws, and field awareness to the fielders.

8. Dropped 3rd strike by catcher

Not observed in the Pixie division. The runner may NOT advance to 1st base on a dropped third strike.

9. Umpires

Umpires are optional at this level of play. Coaches may decide how to umpire the game. It is recommended that parents act as plate and field umpires to help them learn the rules.

Our GGSL umpires and coaches are volunteers, and they must be treated with respect.

Umpire's decisions are always final. Coaches are not permitted to argue any decision by the umpire. Coaches will be held responsible for their player's treatment of the umpire. If there is a question about a call; it can be discussed after the inning is completed. Unruly coaches can be removed from the game by the home plate umpire and also will be reported to the league.

10. Inning

An inning consists of each team going through its entire batting lineup one time, regardless of the number of outs or runs. Batters who are put out will retire to the dugout. Batters who are safe may continue on the bases.

11. Defensive Play

The entire lineup plays the field on defense. Only six players are permitted in the infield; all other defensive players must play in the outfield beyond the dirt. You are not permitted to place two players at the pitching mound.

12. Make up games

Games should be attempted to made-up if weather forces cancellations. It is difficult at best to try to accommodate everyone in scheduling. Once a game is cancelled, both coaches MUST be in agreement to reschedule a game.



13. Throwing of the Bat

If a player throws a bat after hitting, she will be called out and a safety warning will be issued.

14. Dugout Rules

Only players, scorekeepers and coaches are allowed in dugouts. Children who are not members of the team are not allowed. Parents are not permitted in the dugouts unless their child is injured. Parents can serve as base coaches or field umpires. Coaches are allowed on the field on defense to help instill rules and fundamentals and provide guidance. Teams are required to clean their dugouts after the game.

15. Sportsmanship

It is required that after all games, players and coaches shake hands and conduct themselves in a sporting manner. During play it is asked that players encourage their own teammates and not insult or taunt opposing players or coaches with chants.

The umpire and/or coaches have discretion in this area, with the right to remove players from the game where bad sportsmanship is displayed. Coaches or players using foul language will be subject to ejection.

16. Smoking and Drinking policy.

According to GGSL and Greenbrier County rules, no smoking, drinking or the use of tobacco products will be allowed on park grounds. Drinking before or during a game or any GGSL event by coaches will not be tolerated. The GGSL board reserves the right to dismiss a coach in violation, immediately and permanently.

17. Rule Enforcement

Coaches are asked to carry a copy of the general rules and division specific rules with them to each game in order to settle disputes and disagreements. It might be helpful to meet with the opposing coach and umpire prior to game's start to quickly review the rules and expectations. During the game, a coach may call timeout to have an umpire's ruling clarified. However, the umpire's ruling is final.

18. Concussion policy.

In the event of a head injury:

- Remove the athlete from play. Look for signs and symptoms of a concussion if your athlete has experienced a bump or blow to the head or body. When in doubt, keep the athlete out of play.
- Record the following information that can help health care professionals in assessing the athlete after the injury:
 - Cause of the injury and force of the hit or blow to the head or body



- Any loss of consciousness (passed out/knocked out) and if so, for how long.
- Any memory loss immediately following the injury.
- Any seizures immediately following the injury.
- Number of previous concussions (if any).
- Inform the athlete's parents or guardians about the possible concussion and give them the fact sheet on concussion. Make sure they know that the athlete should be seen by a health care professional experienced in evaluating for concussion.
- Ensure that the athlete is evaluated by a health care professional experienced in evaluating for concussion.
- Keep the athlete out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says they are symptom-free and it's OK to return to play. A repeat concussion that occurs before the brain recovers from the first—usually within a short period of time (hours, days, or weeks)—can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in edema (brain swelling), permanent brain damage, and even death.