

**NEOSHO VALLEY**  
**MIDGET BOYS AND PIXIE GIRLS**  
**RULES**  
**Revised April 2025**

**AGE:** 1<sup>st</sup> and 2<sup>nd</sup> grade boys and girls are eligible to participate.

**TEAM:** The defense may play the game with a maximum of 10 players in the field. They must set up a regular infield with no player closer to home than the pitcher. The outfielders must start each play 25' behind the baselines. The pitcher must play to either side of the pitching machine but must have both feet inside the 8' radius circle around the pitching mound at the time of the pitch.

**BATTING:** All players present shall be in the batting order. Teams that have less than 8 players in their batting lineup will take an out anytime those spots come up in the batting order. Teams shall bat until they obtain 3 outs or until they make 6 runs. A batted ball that hits the pitching machine is a dead ball and will be ruled a single with base runners being able to advance one base if forced. Each batter will get 5 pitches or 3 swings to hit the ball off the machine. Players shall not be ruled out for fouling off a pitched ball and shall be entitled to another pitch. **If a batter reaches the 5-pitch limit and has swung at a minimum of one pitch from the machine, or has swung and missed 3 pitches, the batter will be awarded one swing off a tee. If the batter hits the ball foul off the tee or swings and misses, they are out.** Bunting is not allowed and will be ruled an out with all runners being returned to their previous base.

**PITCHING MACHINE:** The coaches will now be in charge of the pitching machine during games instead of our umpires. The pitching machine should be set up at 35'. The speed of the machine should be set to approximately 30 mph for the Pixie League and 35 mph for the Midget League. Due to variations in pitching machines in the league both coaches should meet when setting up machine to agree on speed to be used during the game. Once a speed is agreed upon the speed may not be adjusted again during the duration of the game.

**BASERUNNERS:** All base runners must stay in contact with the base until the ball is hit. Leaving early should be ruled an out. Stealing is not allowed. Runners may advance only one (1) base after the first "overthrow" in an attempt to put a runner out. Players should be encouraged to attempt to make the proper defensive play to develop basic skills. Runners may still be put out while attempting to take the one extra base on an overthrow, but any such attempts does not result in runners being able to advance further. There shall be no advance on overthrows made to the pitcher from an infielder. Players may advance on throws to the pitcher from any outfielder.

**STOPPING PLAY:** The defensive team can stop the action of a play by giving the ball to the pitcher when he/she is in the 8' radius circle around the 35' pitching rubber. The base runners are permitted to continue to advance on to the next base or they must immediately return to the base they last touched. A play may be made on these base runners

**BALL:** The boys will use a regulation 9" baseball and the girls will use a regulation 11" softball.

**BATS:** Baseball bats may not exceed 33" in length, and the bat barrel may not exceed 2 3/4" in diameter. All baseball bats must have a USSSA BPF 1.15 certification mark to be considered legal. Wood bats that do not exceed 2 3/4" in diameter are allowed. All certification marks must be permanently applied to the bats by the manufacturer and may not be a sticker or decal. Softball bats must bear a current ASA or USSSA certification mark on its taper. USA Baseball certified bats will be allowed as long as they fit the specifications listed above.



**HELMETS:** All girls batting helmets must be equipped with an attached facemask.

**BASES:** The bases shall be 60' apart.

**TIME LIMIT:** A game shall be either 6 innings or an hour and fifteen minutes. Games will be ruled over when the run rule makes the score mathematically out of reach.

**PROTECTIVE EQUIPMENT:** Batters/base runners shall wear batting helmets at all times, even when they are on deck. The catcher shall wear full protective gear, including a helmet, mask with an attached or loose throat guard, chest protector, and shin guards.

**MISCELLANEOUS RULES:**

1. There is no infield fly rule.
2. There is no dropped third strike count.
3. A back-up adult catcher will be allowed on the field, out of play, for the purpose of returning pitches in an effort to speed up the game.
4. Neosho Valley leagues are tobacco and alcohol free.