

DIXIE ANGELS 10U RULES
CAPE FEAR OPTIMIST
LELAND GIRLS SOFTBALL
2013

A FEW ANGELS RULES REMINDERS:

WALK 4 BATTERS IN A INNING AND THE COACH PITCHER FINISHES THE INNING. COACH PITCH RULES APPLY. 5 PITCHES OR 3 STRIKES IF THE 5TH PITCH IS FOULED THE CONTINUE until THE BALL IS HIT INTO PLAY , SWUNG AT AND MISSED OR JUST LET GO BY.

END THE INNING WITH 3 OUTS OR THE END OF INNING 10th BATTER RULE.

When the 10th batter comes to the plate the umpire announces 2 outs. The defense now only needs to get the ball in front of the offensive runner for the out to be called, or just simply put someone out. IE. runner going from 2nd to 3rd the 3rd baseman only needs to have the ball between the base and the runner, the umpire calls time 3rd out.

YES, THEY MAY BUNT

YES, THE INFIELD FLY IS IN EFFECT

2013 DIXIE ANGELS
BASERUNNING RULES

- 1) RUNNER MAY NOT LEAVE A BASE BEFORE THE BALL REACHES THE BATTER.
PENALTY: UMPIRE SIGNALS A DAYED DEAD BALL, THE DEFENSIVE COACH HAS THE OPTION TO NULLIFY OR KEEP ANY PORTION OF THE PLAY RESULT.
- 2) BASERUNNER MAY STEAL ANY BASE INCLUDING HOME
- 3) BASERUNNER MAY ONLY STEAL ONE BASE AT A TIME.
- 4) BASERUNNER MAY NOT ADVANCE ON A DELAYED STEAL AT ANY BASE.
- 5) BASERUNNER ON THIRD MAY ONLY STEAL HOME ON A PASSED BALL, MIS-HANDLED BALL BY THE CATCHER, RUNNER MUST BE ADVANCING TOWARDS HOME PRIOR TO ANY THROW BY THE CATCHER. ANY RUNNER MAY IF THE CATCHER THROWS BEHIND HER TO MAKE A PLAY ON SAID RUNNER SHE MAY THEN ATTEMPT TO ADVANCE HOME AND SCORE OR TO THE NEXT BASE.
- 6) RUNNER ON THIRD MAY NOT ADVANCE HOME WHEN THE CATCHER PLAYS ON ANOTHER RUNNER OR THROWS THE BALL BACK TO THE PITCHER OR ANY OTHER PLAYER, ECCEPTION: WHEN THE CATCHER THROWS BEHIND THE RUNNER AT THRID, IN THIS CASE ALL RUNNERS MAY ADVANCE ONE BASE AS LONG AS THE OTHER RUNNERS HAVE STARTED TO STEAL PRIOR TO THE THROW.
- 7) THE DEFENSE MAY PUT OUT ANY RUNNER THAT IS OFF A BASE
THERE CAN BE A DOUBLE STEAL, AS LONG AS BOTH RUNNERS ARE STEALING AT THE SAME TIME AND BEFORE THE CATCHER THROWS THE BALL TO THE PITCHER OR ANY OTHER PLAYER. IE. R1 ON 2nd R2 ON 1st , CATCHER CATCHES THE PITCH CLEAN A) BEFORE EITHER RUNNER HAS STARTED TO STEAL, B) BOTH RUNNERS TAKE OFF immediately BEFORE THE CATCHER THROWS THE BALL, C) R1 STARTS BEFORE THE CATCHER THROWS TO 3rd TO ATTEMPT A PUT OUT R1, THEN

R2 STARTS TO 2nd AFTER THE THROW. RESULTS: IN A . NIETHER RUNNER CAN ADVANCE. IN B. BOTH RUNNERS MAY ADVANCE 1 BASE. IN C. R1 MAY ADVANCE, R2 MUST RETURN TO 1st . IN ALL SITUATIONS THE BALL IS ALIVE, RUNNERS MAY NOT TAKE MORE THAN ONE BASE NO MATTER WHERE THE CATCHER THROWS THE BALL. ANY RUNNER PUT OUT SHALL BE OUT, EVEN A RUNNER THAT HAS TO RETURN TO A BASE.

- 8) WHEN THE DEFENSE IS PLAYING OFF OF A BATTED BALL RUNNERS MAY ADVANCE AS MANY BASES ON OVERTHROWS until THE BALL IS BACK INTO THE 8' CIRCLE IN THE POSSESSION OF THE PITCHER. NOW THESE RUNNERS MUST ABIDE BY THE LOOK BACK RULE.
- 9) RUNNER MUST STOP AT 1st ON BASE ON BALLS. NO OTHER RUNNER CAN ADVANCE ON A BALL 4. THIS IS A DEAD BALL. EVEN A PASSED BALL ANY RUNNERS ON BASE SHALL ONLY ADVANCE IF FORCED BY THE BATTER-RUNNER BEING AWARDED 1st ON BALL 4.
- 10) END OF INNING 10th BATTER RULE WILL BE USED. IF THIS BATTER IS WALKED BY, BALL 4, HIT BY PITCH OR CATCHERS INTERFERENCE, EACH RUNNER SHALL ADVANCE 2 BASES FORCED OR NOT.
- 11) WHEN THE BALL IS THROWN OUT OF PLAY, ALL RUNNERS SHALL BE AWARDED SUCH BASES AS THE RULE REQUIRES. 2 BASES ON A THROW FORM A FIELDER JUDGED BY THE POSITION OF THE RUNNER AS TO THE LAST BASE SHE HAD OCCUPIED AT THE TIME THE BALL LEFT THE FIELDERS HAND ON THE THROW. 1 BASE FROM THE TIME OF THE PITCH ON A PITCHED BALL. OR 1 BASE FROM THE TIME THE BALL GOES DEAD ON A TAG PLAY.