

# Angels Softball X-Play (10U)

Updated: Spring 2018

## General Rules:

1. All players must play two innings on defense. However, coaches are urged to play each player three (3) innings. Penalty is forfeit of the game.
2. Run limit per inning: five (5).
3. A team can start with no less than (8) players, there will be no forfeit if the coach wants to play the game. However, there will be an automatic out each time the ninth player would have come to bat.
4. Time limit: No new inning will start after 1 hour & 20 minutes. An inning starts when the last out is made in the bottom of the preceding inning. Once the last inning has begun, it will be played to its completion. A complete game will be five (5) innings. A game can end if a team is mathematically eliminated by the max run per inning rule as stated in #2.
5. Batting Rules: Each team will bat a continuous lineup. If a player has to be removed from a game due to illness or injury, no penalty shall be assessed & this player will be skipped in the lineup. However, once the player is skipped due to injury or illness, he shall not re-enter the game in any fashion. If a player arrives after the continuous batting order has been completed, the player shall be added to the end of the lineup. If the player arrives after the 3<sup>rd</sup> inning has begun, the player shall not participate in the game.
6. Pitching Rules: Pitchers may pitch up to three (3) innings in a game and five (5) innings in a week (Monday – Sunday).

It is incumbent upon the Home Coach to ensure that the innings are logged in via the website within 24 hours after completion of the game. (Failure to comply or falsifying the numbers, could result in a forfeit by the Coach committing the infraction.)

7. All teams will bat in the same rotation order. Players arriving late will be entered at the end of the batting order. A player that gets sick and goes back into the game will bat in the same place in the batting order as when they left the game. All players will play All defensive outs unless injured, ill or per coaches definition unable to continue.
8. After the first warning to a player for slinging a bat, on the second occurrence, the player will be out.
9. A base runner will be permitted to advance to the next base at their own risk when the ball crosses the plate. All runners may advance but only one base per pitch.
10. On a passed ball, all runners may advance one base at their own risk. Only the home plate umpire can rule that it is a passed ball.
11. A base runner cannot advance on a throwback to the pitcher.

12. On a base on balls, the batter must stop at first base and the ball is declared dead. All other base runners advance one (1) base only if they are forced to do so. If a base runner was in the process of attempting to steal a base when the batter was issued a base on balls, the base runner must return to the last base legally occupied unless forced to advance.
13. No intentional walks are allowed.
14. Catchers do not have to catch the 3<sup>rd</sup> strike unless the ball was tipped by the swing.
15. A pinch runner for the catcher can be used if there are 2 outs in the inning. The catcher must start as catcher the next ½ inning. The last out must be used.
16. If the game is tied after regulation time or regulation innings, the game will end in a tie. For tournament play, the international tie-breaker rule will be in effect.