

MURILLO MINOR ATHLETIC ASSOCIATION



PEEWEE & BANTAM RULES

1. The Visiting Team is entitled to the infield from 5:55 to 6:10 pm. The Home Team is entitled to the infield from 6:10 to 6:25 pm. At 6:25 pm, the Coaches will compare their completed line-ups to ensure that both teams have the same information. At 6:30 pm, the Umpire will start the game.
 - a) If a team is not ready to play by 6:35 pm, then the opposing team will be awarded one run by the Umpire. The offending team will be warned that they have 10 minutes to be ready or the game will be forfeited. At 6:40 pm, the game will start or be forfeited.
 - b) If both teams are not ready at 6:30 pm, the Umpire will advise both teams that if they are not ready by 6:40 pm, both teams will be assigned a loss. At 6:40 pm, the game will start or losses will be assigned. If only one team is ready to play at 6:40 pm, then that team will be awarded the win.
2. Games are 5 innings. If the game is called by the Umpire after 3 innings, the game will be considered complete. If the game is called by the Umpire due to weather before 3 innings have been played, the MMAA will reschedule the game.
3. For the first 3 innings, players on the offensive team will bat until there are three outs, or they score 10 runs in an inning. After 10 runs are scored, the half inning is over regardless of the number of outs. If the 10th run is scored on a steal, then the player at bat will be the first batter the next inning. There is no limit on the number of runs a team can score in the fourth and fifth innings. If a team leads in score by 15 runs or more at the end of the fourth inning, the game is over.

Fielding Players & Substitutes

4. Unless mutually agreed to by the Coaches, a team may field up to 11 players. No player should sit out more than one inning.
5. If the team only has 8 players, a Coach may either opt to play with 8 players or pick up one substitute. If a team has less than eight players, they must pick up substitutes or forfeit the game. A team may use registered MMAA player substitutes from the opposing team or from another PeeWee team under the following conditions:
 - a) A maximum of 3 substitutes per team in a regular season game. Only one substitute per team in a playoff game.
 - b) No more than 9 players on the team if using substitutes. Substitutes may only play in the outfield.
 - c) If a regular team player arrives, time will be called and the regular player will replace the substitute.

Batting & Running

6. All players will be written down in the batting order. Each inning players will bat subject to all batting rules but the batting order will be followed regardless of whether or not the batter actually played in the field.
7. Stealing bases is permitted. The base runner must remain on the base until the pitch crosses home plate. If the runner leaves the base prior to the pitch crossing home plate, he will be called out by the Umpire. When the pitcher has control of the ball in the pitcher circle, the runner must return directly to the base or be called out.
8. Infield fly rule will be applied.

Pitching

9. Only first, second and third year PeeWee players are permitted to pitch.
10. All pitchers in PeeWee must wear a pitching helmet when there is a Batter at the plate.
11. The pitcher must have one foot in contact with the pitching plate when they start their pitch and when they release the ball (toe drag permitted). Windmill pitches area allowed.
12. Intentional walks are not permitted. If the Umpire feels that a batter was intentionally walked, one run will be added to the team at bat and the batter will be given another at bat with a fresh count.
13. Players may only pitch a maximum of 3 innings per game, unless the Coaches mutually agree to allow a player to pitch more.
14. The MMAA reserves the right to amend these rules if necessary.