

MURILLO MINOR ATHLETIC ASSOCIATION



GENERAL LEAGUE RULES – ALL DIVISIONS

1. Team rosters are the responsibility of the MMAA Executive; and only the MMAA Executive may adjust them.
2. All weekday games start at 6:30 pm. The Home team is in the field first. The Home team bench is the one located closest to the equipment locker. Players need to arrive at the diamonds at the time indicated on their Division rules.
3. Atom, PeeWee, and Bantam players must play in at least 50% of the regular scheduled games to participate in the playoffs. Under special circumstances, the MMAA Executive may make exceptions.
4. To prevent injury, players must wear appropriate clothing. Shorts, sandals, flip-flops, steel cleats and non-prescription sunglasses are not permitted to be worn. In other words, players must wear running shoes (rubber cleats permitted) and long pants. Players not wearing appropriate clothing will not be permitted to play. Every player will be provided with a Sponsor T-shirt and a ball cap which are theirs to keep and are to be worn for all games.
5. All pitchers in 3-Pitch, Atom, PeeWee and Bantam must wear a pitching helmet when there is a Batter at the plate, even when practicing.
6. Umpires are used for all divisions except for T-Ball. If an Umpire does not show up by 6:30 pm, the Home team Coach should advise an MMAA representative and alternative arrangements will be made. 3-Pitch games may proceed in the absence of an Umpire.
7. Excluding T-Ball, the Official Game Record will be completed by the Umpire. The Coaches are responsible for ensuring that the Official Game Record is filled out correctly and that a Coach from each team signs the record. If there is a dispute about the final score it should be documented on the form.
8. **The Umpires are the game officials.** They are expected to be impartial and do the best job they can. All judgement calls are final. If a Coach believes that a rule has been misapplied, the Coaches may discuss the Umpire on the interpretation of the rule in a civil manner between innings. If agreement cannot be reached, the Umpire's decision will stand, and the Coach may file an appeal with the MMAA. The disagreement should be described on the Official Game Record.
9. **Arguing with the Umpire:** Coaches, players, and spectators will not yell at and/or argue with the Umpires. If a Coach has a problem or question, he should follow the procedure outlined in General Rule 8. If a player has a problem or question, they should talk to their Coach.
 - 9.1. If a Coach argues with the Umpire, they will be given one warning. If a Coach continues to argue with the Umpire, he/she will be ejected from the game. If there is no other Coach available and no parent is willing to take over, the game will be forfeited. If the Coach continues to argue or yell from the stands, he/she may be ejected from the ballpark. If the Umpire makes this call, he/she will have the backing of the MMAA Executive.
 - 9.2. If a player argues with the Umpire, they will be given a warning. If the arguing continues the player will be benched for the balance of the game. If this reduces the roster below minimum players required, then rules related to player numbers will be in effect, including forfeiting the game (regardless of the score is or inning the game is in).
 - 9.3. Umpires should contact the MMAA Executive if they feel that they were intimidated and/or treated inappropriately by anyone.
10. No foul language or offensive behaviour will be tolerated by Umpires, Coaches and/or players. Penalty and application same as Rule 9 will be applied. In addition, additional penalties such as game or season suspensions may be applied depending on the severity of the situation.
11. With respect to Rule 9 or 10, if the MMAA Executive feels that a situation is severe enough, warnings will not be issued, and penalties may be enacted immediately.
12. Except for gloves, the MMAA will provide all required equipment. If a player wants to use their own bat, the bat must be labeled an Official Softball Bat, and they must make it available to both teams, so that no team has an advantage.
13. **Smoking and vaping is not permitted** at the diamonds within the inner perimeter of the racetrack or within 10 metres of the entrance gate. **DOGS** must be always leashed and under control.
14. Youth not playing in the scheduled game are not permitted within the playing field or in the dugout areas.
15. MMAA Executive members have the right to make any decisions or rule adjustments deemed necessary during the play of a game to maintain the MMAA's Mission & Philosophy. The MMAA reserves the right to amend these rules if necessary.