

MURILLO MINOR ATHLETIC ASSOCIATION



ATOM 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 umpire will call both coaches to home plate. The Coaches will compare their completed line-ups to ensure that both teams have the same information. If there are any problems or questions, they will be brought to the attention of the umpire at this time. At 6:30 pm, the umpire will start the game.
 - a) If a team is not ready to play at 6:30 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 complete innings due to weather, the game will be considered complete. If the game is called before 3 innings have been played, the MMAA will reschedule the game. If one team is ahead by 10 runs or more (11 runs if playing with 10 players) after 4 innings, the game will be over. Coaches may agree to play the last inning as "practice".

Fielding Players & Substitutes

3. Unless mutually agreed to by the Coaches, a team may field up to 11 players. No player should sit out more than one inning. Extra players must play in the outfield.
4. If they only have 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 Atom 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

5. Teams may only bat nine players in one inning (10 if mutually agreed). (If a team has only 8 players, the 8th batter will be the Last Batter).
6. All players will be written down in the batting order (even if there are more than 9 or 10 players). 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. When the Last Batter is up, the Coach will inform the Umpire that this is the "Last Batter". The Umpire will announce "Last Batter" to the field. If the Coach fails to inform the Umpire of the Last Batter before the first pitch is thrown, the batter is out and the inning is over.
8. The Last Batter cannot walk and either must strike out or hit the ball into play. Balls will be counted and on ball 4, the Last Batter stays at the plate and any runners on base who are forced to advance by the Ghost runner will advance one base. After ball 8, the inning is over and one run will be added to the score if a runner was positioned on third base. Otherwise, no more runs are scored.
9. If the Last Batter hits the ball into fair territory, runners will advance until they all reach home plate safely; or three outs occur; or the ball is held by **any fielder** standing on home plate. Runners do not have to tag-up on a fly ball when Last Batter is up.
10. Runners cannot steal bases or advance on a wild pitch. A base runner may only advance under the following conditions:
 - a) The batter walks and the base runner is forced by the batter or another base runner to advance.
 - b) The batter makes contact with the ball and it lands in fair territory. Runners may advance until the pitcher **has control** of the ball in the pitcher's circle.
 - c) A hit ball is caught by a fielder before touching the ground (fly-ball). The batter is out. The runners can only advance if they tag-up.
 - d) An overthrown ball remains within fair or foul territory. Runners may advance until the pitcher **has control** of the ball in the pitcher's circle.
 - e) An overthrown ball goes out-of-bounds or into a dugout. Runners may advance only one additional base. Out-of-bounds at the Atom diamond is the area beyond the southwest fence line; and beyond the imaginary line extending east towards the 3-Pitch diamond from the corner of the north side dugout fence.
 - f) The Umpire rules that the runner should advance.
11. 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, the base runner will be called out. If the runner leaves the base after the pitch crosses home plate and the batter does not make contact and is not walked, the runner must return to the base. If the opposing team tags the base runner with the ball when he is off the base, the runner will be called out. When the pitcher has the ball at the pitcher's mound, the runner must return to the base or he will be called out.
12. The batter is out on the third strike regardless of whether the ball is caught.
13. There is no infield fly rule. Bunting is permitted.

Pitching

14. All pitchers in Atom must wear a pitching helmet when there is a Batter at the plate.
15. 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. Intentional walks are not permitted. If the Umpire feels that a batter was intentionally walked, one run will be added to the score of the team at bat and the batter will be given another at bat with a fresh count.
16. The MMAA reserves the right to amend these rules if necessary.