

# MURILLO MINOR ATHLETIC ASSOCIATION



## PEEWEE 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 innings, the game will be considered complete. If the game is called by the umpire before 3 innings have been played, the MMAA will reschedule the game.

### Fielding Players & Substitutes

3. A team may field up to 11 players. No player should sit out more than one inning.
4. 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 or 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. 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.
6. 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 the ball the runner must return directly to the base or be called out.
7. Infield fly rule will be applied.

### Pitching

9. All pitchers in PeeWee must wear a pitching helmet when there is a Batter at the plate.
10. 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.
11. 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.

12. The MMAA reserves the right to amend these rules if necessary.

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## GENERAL LEAGUE RULES – ALL DIVISIONS

1. Registrations and team assignments are the responsibility of the MMAA Executive. Once teams are established, only the MMAA Executive may adjust team rosters.
2. All weekday games start at 6:30 pm. The Home team is in the field first. The Home team bench is located beside the equipment locker. Players need to meet at the diamonds at the time indicated on their Division rules.
3. Atom and PeeWee players must play in at least 50% of the regular scheduled games in order 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 they should be worn for all games. All pitchers in Atom and PeeWee must wear a pitching helmet when there is a Batter at the plate.
5. Umpires will be supplied by the MMAA for all divisions except for T-Ball. In the event that an umpire does not show up by 6:30 pm, the Home team coach should advise an MMAA Director or Convener, and alternative arrangements will be made. 3-Pitch games are permitted to proceed in the absence of an umpire.
6. 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.
7. **The umpires are in charge of the game.** They are impartial and they 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.
8. **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 7. If a player has a problem or question they should talk to their coach.
  - 8.1. If a coach argues with the umpire, they will be given one warning. If a coach continues to argue with the umpire, he 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 may be ejected from the ball park. If the umpire makes this call, he/she will have the backing of the MMAA Executive.
  - 8.2. 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).
  - 8.3. Umpires should contact the MMAA Executive if they feel that they were intimidated and/or treated inappropriately by anyone.
9. No foul language or offensive behaviour will be tolerated by coaches and/or players. Penalty and application same as Rule 8 will be applied. In addition, additional penalties such as game or season suspensions may be applied depending on the severity of the situation.
10. With respect to Rule 8 or 9, if the umpire, MMAA Executive or Convener feels that a situation is severe enough, warnings will not be issued and penalties will be enacted immediately.
11. Except for gloves, the MMAA will provide all of the required equipment. If a player wants to use their own bat, it must be labeled an Official Softball Bat, and they must make it available to both teams, so that no team has an advantage.
12. **Smoking is not permitted** at the diamonds within the inner perimeter of the race track or within 10 metres of the entrance gate. **DOGS** must be leashed and under control at all times.
13. Youth not playing in the scheduled game are not permitted within the playing field or dugout areas.
14. MMAA Executive members and Game Conveners have the right to make any decisions or rule adjustments deemed necessary during the play of a game to maintain the MMAA's general Mission & Philosophy.
15. The MMAA reserves the right to amend these rules if necessary.