

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 Coaches will exchange their completed line-ups to ensure that both teams have the same information. The game will start at 6:30 pm.
 - 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 are played, the MMAA will reschedule the game.
3. Mercy Rule: If one team is ahead by 10 runs or more (11 runs if playing with 10 batters) after 4 innings, the game will be over. Coaches may agree to play the last inning as practice, but scores will no longer be recorded for the fifth inning.

Fielding Players & Substitutes

4. Unless mutually agreed to by the Coaches, a team may field up to 11 players. No player will sit out more than one inning. Extra players must play in the outfield.
5. If the team only has 8 players, a Coach may opt to play with 8 players, or pick up one substitute. If a team has less than 8 players, they must pick up substitutes or forfeit the game. A team may only use registered MMAA player substitutes from either: the opposing team or from another team in the Division 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 unless agreed to by both team Coaches.
 - c) Substitutes may only play in the outfield.
 - d) If a regular team player arrives, time will be called and the regular player will replace the substitute.
6. If a team positions a player between 1st and 2nd base (e.g. 1-2 shortstop), that player must be positioned on the grass (not on the gravel) at the start of each pitch.

Pitching

7. All pitchers must wear a pitching helmet when there is a Batter at the plate, even during practice and warm-ups.
8. 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). Walking through the pitching plate is not permitted. Windmill pitches are not permitted.
9. Intentional walks are not permitted. If the Umpire feels that a batter was intentionally walked, one run will be added for the offensive team (at bat) and the batter will be given another turn at bat with a fresh count.
10. Players may only pitch a maximum of 3 innings per game, unless the Coaches agree a player can pitch more innings.

Batting & Running

11. Each team will bat until there are either 3 outs, or 9 players have a turn at bat per inning (10 if mutually agreed to by both Coaches). If a team has only 8 players, the 8th batter will be the Last Batter for the half inning.
12. All attending players' names will be written down in the batting order, which will remain unchanged for the game. Each inning players will bat in that order, regardless of whether or not the batter actually played in the field.
13. When the Last Batter is up, the Coach will inform the Umpire "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 half inning is over.
14. 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. Base runners do not have to tag-up on a fly ball when Last Batter is up.
15. The Last Batter cannot walk, and either must strike out, hit the ball into play, or achieve Ball 8.
 - a) If Last Batter achieves Ball 4, the Last Batter stays at the plate; a Ghost runner occupies 1st base, and any runners on 1st, 2nd or 3rd base who are forced to advance by the Ghost runner advance one base.

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- b) The Strike count **IS NOT** re-set; and the next Balls are 5, 6, 7 and 8 should they occur.
 - c) Should the Last Batter hit the ball into fair territory, see Rule #14. The Ghost runner does not count as a run.
 - d) Should Ball 8 occur, the inning is over, and one run will be scored if a runner was positioned on third base. Otherwise, no more runs are scored.
16. Stealing bases is not permitted. A base runner may only advance under the following conditions:
- a) The batter walks and a base runner is forced by the batter runner or another base runner to advance.
 - b) The batter makes contact with the ball and it lands in fair territory. Runners may advance, at risk of being put out, 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, at risk of being put out, 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.
17. 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 by the umpire. If the runner leaves the base after the pitch crosses home plate and the batter does not make contact with the ball and is not walked, the runner must return to the base. If the opposing team tags a base runner with the ball when he is off the base, the runner will be called out. When the pitcher has control of the ball in the pitcher's circle, the runner must return to the base or he will be called out.
18. First Base is a safety base. Educate the batter runner to step on the orange side of the safety base unless running to 2nd base; and fielders to use the white side of the base.
19. The batter is out on the third strike regardless of whether the ball is caught.
20. The infield fly rule will not be applied.
21. Bunting is permitted, however if a bunt goes foul on strike three, the batter is out.
22. Sliding is not permitted.
23. The MMAA reserves the right to amend these rules if necessary.