

MURILLO MINOR ATHLETIC ASSOCIATION



T-BALL RULES & SAFETY TIPS

1. Players and coaches should arrive at the T-Ball diamond by 6:00 pm to practice throwing, running and batting skills. Practice batting should not be occurring without the direct supervision of a coach.
2. Games start at 6:30 pm and are 3 innings long. The score is not counted.
3. There is no minimum or maximum number of players per team. Let everyone play!
4. All players bat once each inning. Coaches should try to rotate the line-ups to allow every player the opportunity to be "Last Batter" a few times during the season.
5. All runners / batters must wear helmets. The back catcher must wear pads, chest protector and helmet with face mask.

Field Positions

6. Coaches may be positioned in the field to help their players and base runners. Parents are encouraged to stand in the field with the children and help them. Coaches/parents are not to interfere with the play.
7. A coach from the batting team should be positioned beside the back catcher to assist the batter as needed. The coach is in no way to interfere with the play or the ball.
8. All players must be in position and ready before the play starts. This is particularly important for the pitcher position. Only batter runners are permitted to be standing on the bases. Base players are not to stand on the bases.
9. Coaches should have their players rotate positions either each inning or each game.
10. Players at the pitcher position must pay attention. For safety reasons, it is recommended that if smaller children are in the pitcher position, that they play deeper toward second base.

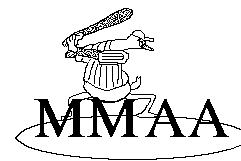
Throwing & Catching

11. Demonstrate to the players how to both underhand and overhand throw the ball. Educate the players to not throw the ball unless the receiving player is watching.
12. Demonstrate to the players how to get in front of and stop a rolling ground ball; and how to catch a ball.

Batting & Running

13. The coach of the batting team must ensure non-batting players remain at the bench. For safety reasons, the next batter should not be approaching the "T" until directed to by the coach, making sure the play has completely stopped and any runner has arrived at home plate.
14. The coaches are to use their discretion as to how many chances a player has to hit the ball, and whether a hit ball's distance and direction (whether fair or not) is counted as a hit.
15. When a batter swings and misses the ball but makes contact with the "T", the ball will be replaced on the "T" by the catcher and the batter will try again.
16. Only the back catcher or pitcher may place the ball on the "T".
17. There are no "outs" unless the batter intentionally throws the bat – he/she is not permitted to run the bases. Educate the players on how to safely drop the bat after hitting.
18. The First Base is a safety base. Educate the runners to step on the orange side of the base.
19. Runners are allowed to advance on each hit. Normally this is one base for an infield hit and two bases for an outfield hit. Runners are not allowed to pass each other.
20. For safety reasons, make sure that the runner does not stop on the home plate "T", but touches it with their foot and runs through and back to their bench.
21. When the last batter is up, the batting team's coach will announce "Last Batter".
22. When the Last Batter hits the ball into fair territory, the runners will continue advance around the bases until they all reach the home plate "T" safely or the ball is placed on the "T" by the pitcher or catcher.
23. There is no stealing of bases or sliding.
24. The MMAA reserves the right to amend these rules if necessary.

MURILLO MINOR ATHLETIC ASSOCIATION



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 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.