

MURILLO MINOR ATHLETIC ASSOCIATION



3-PITCH RULES

1. Games are scheduled to start at 6:30 pm. 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. At 6:30 pm, the umpire will start the game if both teams are ready to play. In the event that either team does not have enough players, the coaches will discuss and decided whether or not to have a scrimmage / practice game. If the coaches decide to have a scrimmage game, the umpires are still expected to officiate.
2. Games are 4 innings. Scores will not be recorded.
3. One coach will be allowed in the outfield with his/her players.
4. All players may play in the field every inning. Extra players must be positioned in the outfield.
5. Coaches should rotate their players to different positions each inning, including the opportunity to be "Last Batter".
6. All runners / batters must wear helmets. The back catcher must wear pads, chest protector and helmet with face mask.

Substitute Players

7. If a team has less than seven players, they may pick up to three substitute players. All substitutes must be registered MMAA 3-Pitch players. If necessary, a player or two from the opposing team can play for the team that is short players.
8. At the discretion of the coach, substitute players should be assigned to outfield positions to give the regular players the opportunity for infield position play.

Pitching

9. There will be only three pitches thrown to each batter.
10. The batter's pitcher will normally be a parent or coach from the batter's team.
11. The pitch will *normally* be thrown from within the pitcher's circle (30 ft. from home plate). The pitcher's feet must remain within the pitching circle at all times, unless to otherwise pitch to very small children. If the pitcher's foot goes outside the circle, it will be called a dead ball and will count as one of the three pitches. If the pitch is called a dead ball, all players must return to where they were (if the ball is hit into play).
12. The opposing team player will stand in the pitcher position next to coach/parent pitcher outside the pitching circle. When the ball is hit by the batter, the coach/parent pitcher will not interfere with the play. If, in the umpire's opinion, the coach/parent pitcher intentionally interferes with the play, the batter will be called out. If the ball hits the coach/parent pitcher or is caught unintentionally, the ball is dead, and the pitch does not count.

Batting & Running

13. Each team will complete their entire batting lineup every inning. A player called out must leave the playing field. The inning **is not** over even if 3 outs are achieved.
14. Only one additional base may be taken by the runner/batter on an over-throw into foul territory or out of bounds.
15. Only one base may be taken by the runner/batter on a "playing field" over throw. However, the runner is still subject to being tagged out, as the ball is still in play.
16. There is no infield fly rule. Runners must "tag up" on a fly ball.
17. There is no stealing of bases or sliding.
18. If a ball is hit into the outfield and is not caught, base runners may advance until the ball crosses the baseline between 1st and 2nd base, or between 2nd and 3rd base. At this point the umpire will call "The ball is in the infield". When this occurs the base runners may continue to the base they were going to, but no further. Runners are still subject to being tagged out. This rule does not apply for the Last Batter.
19. When the Last Batter is up, the coach will announce to the umpire that this is the "Last Batter". The umpire will then announce to the field that this is the "Last Batter". 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.
20. When the "Last Batter" hits the ball into fair territory, the runners will advance until they reach home plate safely, or the ball is held by the either the back catcher or pitcher on home plate. Runners do not have to tag up on a fly ball on Last Batter.
21. 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.