

# MURILLO MINOR ATHLETIC ASSOCIATION



## PEEWEE & BANTAM RULES

1. The Visiting Team is entitled to the infield for warm-ups from 5:55 to 6:10 pm. The Home Team is entitled to the infield for warm-ups from 6:10 to 6:25 pm. At 6:25 pm, the Coaches will compare their completed line-ups to ensure that both teams have the same information. The game will start at 6:30 pm. **IF:**
  - a) A team is not ready to play by 6:35 pm, then the opposing team will be awarded one run by the Umpire. The offending team will be warned that they have until 6:40 pm to become ready or the game will be forfeited.
  - b) Both teams are not ready to play by 6:35 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 due to weather after 3 innings, the game will be considered complete. If the Umpire calls the game before 3 innings have been played, the MMAA will reschedule the game. If the game can not be rescheduled, both teams will be awarded a tie.
3. **Mercy Rule:** For the first 3 innings, players on the offensive team will bat until there are three outs, or they score 10 runs in an inning. After 10 runs are scored, the half inning is over regardless of the number of outs. If the 10<sup>th</sup> run is scored on a steal, then the player at bat will be the first batter the next inning. There is no limit on the number of runs a team can score in the fourth and fifth innings. If a team leads in score by 15 runs or more at the end of the fourth inning, the game is over. The 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.
5. If the team only has 8 players, the Coach may 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 substitute must be a registered MMAA player in the same Division; or 3<sup>rd</sup> year player from the next lower Division; under the following conditions:
  - a) A maximum of 4 substitutes per team in a regular season game. Only 1 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, unless agreed to by both team Coaches. If a team positions a player between 1<sup>st</sup> and 2<sup>nd</sup> base, that player must be positioned outside of the infield dirt at the start of each pitch.
  - d) If a regular team player arrives, the regular player will replace the substitute when the half inning is completed.

### Pitching

6. All pitchers must wear a pitching helmet when there is a Batter at the plate, even during practice and warm-ups.
7. 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 allowed.
8. 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 a new complete turn at bat.
9. Players may only pitch a maximum of 3 innings per game, unless agreed to by both team Coaches.

### Batting & Running

10. All players will be written down in the batting order. Each inning players will bat subject to all batting rules, but the batting order will be followed regardless of whether the batter actually played in the field that inning or not.
11. Stealing bases is permitted. A base runner must remain on the base until the pitch crosses home plate. If a runner leaves the base prior to the pitch crossing home plate, they will be called out by the Umpire. Once the pitcher has control of the ball in the pitcher circle, the runners must return directly to the base or be called out. Stealing is permitted on ball four.
12. A batter may run and attempt to steal 1<sup>st</sup> base after three strikes if: 1) the catcher fails to catch the ball; **and** 2) there is less than 2 out (i.e. 0 or 1 out); **and** 3) 1<sup>st</sup> base is unoccupied. The batter is out if the third strike is caught and held by the catcher. Sliding is permitted, except at 1<sup>st</sup> base.
13. The infield fly rule will be applied except on a bunt.
14. Bunting is permitted, however if a bunt goes foul on strike three, the batter is out.
15. The MMAA reserves the right to amend these rules if necessary.