

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. **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 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. If the game can not be rescheduled, both teams will be awarded a tie.
3. Mercy Rule: After 4 innings, if one team is ahead by 10 runs or more (11 runs if playing with 10 batters), 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, the Coach may 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 substitute must be a registered MMAA player in the Atom 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 1st and 2nd 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 not permitted.
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 another turn at bat with a fresh count.
9. Players may only pitch a maximum of 3 innings per game, unless agreed to by both team Coaches.

Batting & Running

10. 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.
11. All attending players' names will be written down in the batting order. Each inning the players will bat subject to all batting rules, but the batting order will be followed regardless of whether the batter played in the field that inning.
12. When the **Last Batter** for the inning 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.
13. If the Last Batter hits the ball into fair territory, runners will continue to 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 on Last Batter is up.

14. 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 (first Walk), the Last Batter stays at the plate; a Ghost runner occupies 1st base (not a Player), and any runners on base, who would otherwise be forced to advance by a walk, will advance one base. If a runner was positioned on third base and advances to home plate as a result, then this scores as a run. If there are no base runners, then there is no Ghost runner.
 - 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 #13.
 - d) Should Ball 8 occur (second Walk), any base runners would advance one base as forced by the walk (including the Ghost runner). If a runner was positioned on third base and advances to home plate as a result, then this scores as a run, and the inning is over.
15. Base stealing 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 (re-touch the base).
 - 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) If 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 tall grass 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.
16. 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 their base, or he will be called out.
17. Attempting to advance to 1st base (steal 1st) is not permitted. The batter is out on the third strike.
18. The Infield Fly rule is not applied.
19. Bunting is permitted. If a bunt goes foul on strike three, the batter is out.
20. Sliding is not permitted.
21. The MMAA reserves the right to amend these rules if necessary.