

## Carroll Manor, Cockeysville and Hereford Rec 2025 Single A League Rules

*10U Rec*



### Mission:

The mission of the CMRC, Cockeysville and Hereford Little League is:  
*To have the Players love Baseball so much that they want to play again next year.*

### General Notes:

1. The Goal of the League is for the Players to have fun, develop their skills, and retain their interest in playing Baseball.
2. The Home Team is required to provide 2 Game balls and the Visitors a suitable backup ball.
3. Both Teams are required to call or e-mail League Commissioners with Scores.
4. The Home Team shall occupy the First Base Bench.
5. One Umpire will be assigned by the hosting Rec Council for each game. If an Umpire does not arrive for the game, the two Head Coaches may select a person to Umpire.
6. Yelling at / heckling the Umpires by anyone (*Coaches, Players, Parents, Fans, Spectators, etc.*) is strictly forbidden. An Umpire has the right to eject any Fan, Coach, or Player that may be heckling or harassing an Umpire. Both Team's Head Coaches are expected to respect & support the Umpire's decision to eject an offender.
7. The only people discussing calls with the Umpires should be the Head Coaches or Assistant Coaches. Coaches can **respectfully** challenge an Umpire's call by **calmly** walking to the Umpire, **quietly** expressing their objection, and then **graciously** accepting the Umpire's final decision. Any deviation may result in the Head Coach and / or the Assistant Coach(s) ejection from the Game. We are Role Models for our Players and want to show them the "right" way to discuss a difference in opinion.
8. Coaches should not be offended / get upset / act inappropriately when another Coach challenges the Umpire's decision, nor should they be offended / get upset / act inappropriately if the Umpire gives an unfavorable final decision.
9. Any issues or complaints about Umpires should be reported by the Head Coach(s) to the Commissioner(s), who will contact the Head of the Umpires.
10. All accidents should be reported to the league Commissioner(s):

#### **Carroll Manor Commissioner**

Adam Clement, 202-841-6818(C)  
[a6clement@gmail.com](mailto:a6clement@gmail.com)

#### **Cockeysville Commissioner**

Scott Gelston, 443-602-0179(C)  
[srgelston@gmail.com](mailto:srgelston@gmail.com)

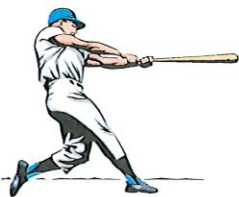
#### **Hereford Commissioner**

Alex Cabral, 916-743-8610(C)  
[alexander.v.cabral@gmail.com](mailto:alexander.v.cabral@gmail.com)

### **11. Pitcher / Catcher Development:**

- a. Head Coaches are encouraged to dedicate time in each Practice to focus **only** on this aspect of the Game.
  - b. Head Coaches are also encouraged to assign one Assistant Coach dedicated to their Pitchers' and Catchers' development.
12. All Head Coaches should keep a copy of these Rules in their Scorebook in the event either they or an Umpire needs to reference them during a Game.
  13. Players are encouraged to verbally show support for their Teammates. However, once the opposing Pitcher engages the Pitching Rubber and is preparing to Pitch, all opposing Players must refrain from any verbal chants or noises which are intended to distract the Pitcher. If either Head Coach feels that any individual or team actions are a distraction, he has the right to request the opposing Head Coach have his Players stop such actions.





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### Rules:

#### 1. Pre-Game:

- a. Umpire Fees:
  - i. Umpires are paid in advance by the Rec Council.
- b. The Home Team will be noted on the Schedule by an asterisk (\*).
  - i. A CRC Team may be the "official" Home Team on a CMRC or HRC Field.
  - ii. A CMRC Team may be the "official" Home Team on a CRC or HRC Field.
  - iii. A HRC Team may be the "official" Home Team on a CMRC or HRC Field.
- c. The Home Team will provide the game balls (*minimum of 2*)-each Rec provides balls to their teams.
- d. Each Team must have at least 6 Players to start the Game. A Team can finish a Game with fewer Players.
- e. If a Player needs to leave a Game due to injury or any other reason, his next turn in the Batting Order will be skipped, but no Out will be recorded.
- f. Games should start no later than 15 minutes after the Scheduled Game Time. In the event a Team does not have 6 Players by this time, a Forfeit should be declared and UMP still needs to be paid. IF A TEAM KNOWS PRIOR TO THE GAME THEY WILL NOT HAVE ENOUGH TO PLAY, Coach must notify commissioner by 1pm day of game so Umpire can be cancelled.
- g. Every effort will be made to play the Games for the benefit of Player Development of Skills. Forfeits should be rare. Coaches can agree on acceptable options so as to play the Game.

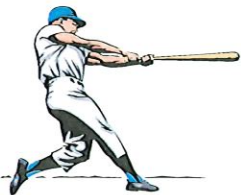
#### 2. Game Time:

- a. All Weekday Games will start at 6:00 PM and the Forfeit Time is 6:15 PM. Forfeit Times for Weekend Games shall be 15 minutes after the Scheduled Game Time. A Team must have at least 6 Players to start an Official Game.
- b. If a Team has 6 Players at 6:00 PM (*or Scheduled Game Time*), the Game will start and Players arriving late will be added to the bottom of the Batting Order in the order they arrive. If the late arriving Player's Team is in the Field, the Player cannot be inserted in the Field until the next Inning.
- c. If a Team has between 6 – 8 Players and the other Team has 9, the latter Team should still Play 9 Players in the Field (*unless that Team's Head Coach chooses to play fewer Players on the Field*).
- d. If a Team has between 6 – 9 Players and the other Team has 10 or more, the latter Team should still Play 9 Players in the Field (*unless that Team's Head Coach chooses to play fewer Players on the Field*).
  - i. Teams may play with 10 Players if both coaches agree on the rule before the game. In such cases, each Team will play with 4 Outfielders (*RF, RCF, LCF, LF*). The 4<sup>th</sup> Outfielder is not to play as a "Rover" (*i.e. – just behind 2B with the Outfielders forming a diamond shape*).

#### 3. Substitutions/Speed of Game:

- a. Players can be substituted at any time during the Game, except for new arrivals.
- b. Mid-Inning Substitutions should be limited to special circumstances (*injury, illness, etc.*).
- c. The "Re-Entry Rule" may be exercised as follows:
  - i. With two Outs, if a Runner is scheduled to Catch in the following Inning, he may be pulled for a Substitute Runner. This option is to permit the Catcher time to get equipped prior to the end of the Inning.





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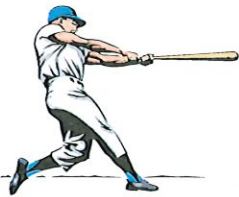
- ii. Regardless of number of Outs, if a Player will be Pitching the following Inning, he may be pulled for a Substitute Runner. This option is to permit the Pitcher time to warm up.
- iii. The Replacement Runner will be the Player who has made the most recent Out.
- d. All Players present when the Game begins are to be included in the starting Batting Order and are to Bat in that order during the Game. For example, if 11 players are present then the Batting Order will consist of 11 Players. If the opposing Team has 12 players present, then their Line-Up will consist of 12 Players.
- e. Players who arrive late for a Game (*defined as after the first Pitch has been thrown*) will be inserted into the Batting Order as the last Batter.
- f. If a Player needs to leave a Game due to injury or any other reason, his next turn in the batting order will be skipped but no out will be recorded.
- g. Pitcher Warm Up – a maximum of 6 Pitches.
- h. Players will hustle on and off the Field and be prepared to play the Game.
- i. Coaches will plan their Lineups in advance and post so that the Players can see their assigned position for the next Inning.

#### 4. Regulation Game:

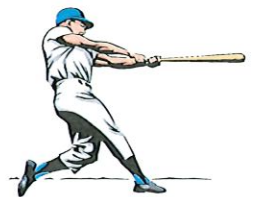
- a. An Inning starts the moment the Third Out is made completing the previous Inning. Before the Game, Coaches should synchronize watches with the Umpire.
- b. Games will be 6 Innings in length, subject to weather, darkness, and Scoring Rules. If time permits, Teams may play extra innings. No new inning can start after two (2) hours of play. If the losing team does not receive their full at bat in extra innings due to time constraints or daylight constraints, the score will revert back to the last completed inning. Teams may agree to play an "unofficial" 7<sup>th</sup> inning and the game will be considered a tie regardless of any runs scored during said "unofficial" extra inning.  
If a Game is called because of weather or darkness, it is a **Regulation Game** if:
  - i. Four Innings have been completed.
  - ii. The Home Team has scored more Runs in three (*or three and a fraction*) Innings than the Visiting Team has scored in four completed half-Innings.
- c. **Regulation Tie Game** exists when:
  - i. At the end of 4 or more Innings, the Score is tied when the Game is called.
  - ii. Home Team, in the 4th or later At-Bat, has tied the Score but not completed its at bat when the Game is called.
  - iii. Visiting Team is ahead, in the 5th or later At-Bat, the Game is called and the Score reverts to the last complete Inning (*4th or later*) resulting in a tie score.
- d. **Unofficial Game** (*a Game that is called and does not meet the definition of Regulation or Regulation Drawn Game*):
  - i. Unofficial (*Postponed*) Games will be completed if it will affect the League Standings.

**Note:** Innings pitched in an Unofficial Game count in determining Pitching Eligibility.
- e. **Darkness:**  
Unless weather conditions make it darker, sooner, the following times will be observed:
  - i. During the month of April, no new Inning may start after 7:30 PM.
  - ii. During the month of May, no new Inning may start after 7:45 PM.
  - iii. During the month of June, no new Inning may start after 8:00 PM, for Playoffs 8:15 PM.





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- f. A “Mercy Rule” / “Slaughter Rule” will be in effect:
- If a Team is ahead by 15 or more runs at the end of 4 innings (3 ½), the Game can be called by either Coach.
  - If a Team is ahead by 10 or more runs at the end of 5 innings (4 ½), the Game can be called by either Coach.
  - When one team has a significant lead in a Game, Coaches are encouraged to give some Players a chance to play a position (*such as Pitchers*) that they might not ordinarily get a chance to play.
  - If the Game is called by either Coach, they are encouraged to continue the Game for as long as they can in order to provide the Players the opportunity to have fun, develop their skills, and retain their interest in playing Baseball.
  - The Spirit of our League is to avoid slaughters.

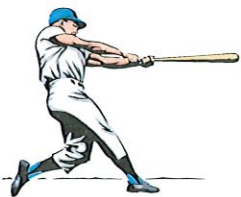
### 5. Weather Cancellations:

- Each Coach will be responsible to contact their Players in the event of a Cancellation. In addition, Baseball Cancellations due to weather will be announced by CMRC, CRC and HRC on their web sites ([www.CockeysvilleRec.org](http://www.CockeysvilleRec.org)/[www.CarrollManor.org](http://www.CarrollManor.org)/[www.Herefordrec.org](http://www.Herefordrec.org)) depending on the timing of the storm taking place.
- There are many times (*weekends and late afternoon storms*) when the Cockeysville Recreation Council's/CM office is closed and no message will be posted on the web site. The Commissioners will notify the Head Coaches who, in-turn, will notify their Teams.
- In the event of rain during a Game, there will be a 20 minute Rain Delay before the Umpire calls a Game. If both Head Coaches agree on an immediate Cancellation, the 20 minute period can be waived and the Game can be cancelled immediately. The Commissioners will set a make-up date unless a Regulation Game has been completed (*per Article 3 of these rules*).
- If lightning is seen, the Game is Suspended immediately and Players / Parents should leave the Field and wait in their cars. The Teams must wait 30 minutes after the last lightning strike before play can be resumed. If both Head Coaches agree, the Game can be called immediately.

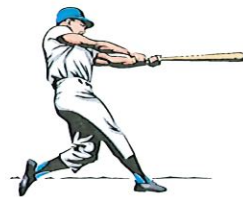
### 6. Scoring:

- There is a 5 Run per Team per Inning limit, except for the “last Inning.” The Inning shall end when 3 Outs have been recorded or 5 Runs have scored – whichever occurs first.  
**Note:** If the ball is in play, Coaches shall allow the play to finish, regardless of the number of Runs that have scored on the play or in the Inning – however, only 5 Runs will count in the Inning. For example, if a Team has scored 4 Runs and the next Batter hits a Grand Slam, Coaches shall allow the play to finish but will only count 1 Run (*5 max for the Inning*) and the Inning shall end when the play is completed.
- The “last Inning” will be:
  - The 6<sup>th</sup> Inning, or
  - Any other Inning, if agreed by both Head Coaches before the inning begins. For example, due to pending darkness or time limit, both Head Coaches may agree that the 5<sup>th</sup> inning will be the “last Inning” before the Inning begins. In this case, the 5<sup>th</sup> Inning will be the “last Inning” and the Rules in *Article 6.c.* will be applied.  
**Note:** If the Game ends before both Teams are allowed their full at bat in the “last Inning,” the score reverts back to the previous full Inning.
- For the “last Inning” only:





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- i. If the Visiting Team has a 5 Run or more Lead going into the "last inning," they can only score a maximum of 5 Runs. The Home Team will still have the opportunity to score an unlimited amount of runs.
- ii. If the Visiting Team has less than a 5 Run Lead going into the "last inning," both Teams will have the opportunity to score an unlimited amount of Runs. A Team must record 3 Outs end the "last Inning."

**Note:** Coaches should use their discretion and agree to end the "last Inning" if an excessive number of Runs are being scored in the top-half of the Inning. In such a case, the Head Coaches may agree to allow the Home Team to bat, but the Visiting Team is declared the Winner. The goal is to encourage Sportsmanship and make the Game fun; never to embarrass a Team by running up the score.

### 7. Balls / Strikes:

- a. 4 Balls will constitute a Walk and 3 Strikes an Out.
- b. The Strike Zone is from the shoulders to the knees.

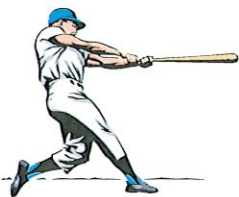
### 8. Batting:

- a. All Batters must wear a batting helmet.
- b. All present Team Members must Bat and be in the Batting Line-Up at all times.
- c. Managers will rotate Players in the Field, but the Batting Order shall remain unchanged.
- d. Players who arrive after the Game has begun must be placed at the bottom of the Batting Order.
- e. There will be **No Bunting**.
- f. The **Dropped Third Strike Rule** does not apply:
  - i. The Batter is automatically Out on the 3<sup>rd</sup> strike.
  - ii. The Catcher does not have to Catch the ball or Tag the Runner.
- g. Only 2 Players may hold bats at any given time (*Batter at the Plate and the Player on-deck*).
- h. Throwing a Bat:
  - i. If Player intentionally throws the bat, the **Batter** will be ejected from the Game.
  - ii. If a Player unintentionally throws the bat, the **Batter** will receive one (1) Warning. Any subsequent unintentional occurrence in the Game will be declared a Strike Out.
- iii. If a Player needs to leave a Game due to injury or any other reason, his next turn in the Batting Order will be skipped, but no Out will be recorded.

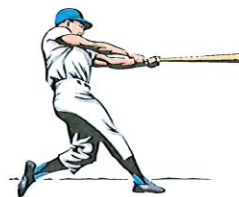
### 9. Pitching:

- a. Attention should be given to the development of more than 3 - 4 Pitchers on each Roster, and Coaches should provide the opportunity to any Player displaying a desire and aptitude to Pitch.
- b. All Pitchers shall be limited to a maximum of 3 Innings Pitched per Game and 6 per calendar week (*i.e. – Saturday to Friday*). Regular season is defined as Saturday to Friday. Adjustments maybe made prior to Playoff/Championship week.
- c. Delivery of a single Pitch constitutes having Pitched an Inning.
- d. Pitchers, once relieved (*including for temporary injury*), may not Pitch any further in that Game (*i.e. - Pitchers Pitch in consecutive Innings ... a starting Pitcher cannot also be the Closing Pitcher*).
- e. **Hit Batters:**
  - i. If a Pitcher hits **two** batters in the same Inning, the Pitcher must be removed from that position for the remainder of the Game.
  - ii. The Pitcher must be removed immediately upon hitting the **3rd Batter that outing**.





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- f. Two visits to the Pitcher's Mound are allowed per Inning. The Pitcher must be changed at the 2nd visit.
- g. No Intentional Walks will be allowed. The umpire will make the determination of an Intentional Walk. If an Intentional Walk is determined, that Batter will be awarded First Base and every other Base Runner, regardless of location, will be awarded the next Base.
- h. No Balks can be called (*because the Base Runner cannot Lead-Off the Base*).

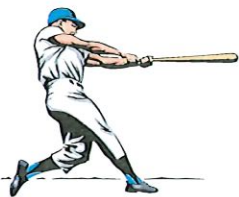
### 10. Defensive Alignment:

- a. All Players should play at least three innings in the Field, of which, at least one Inning should be played in an Infield Position (1B, 2B, 3B, SS, Pitcher, Catcher). *Coaches need to use discretion should an issue, i.e. documented attention issue, makes it SAFER for a player to play an outfield position.*
- b. No Player should sit out of the Game for a second time until every other Player has sat out for one Inning.
- c. Coaches are encouraged to avoid playing any Player more than 2 Innings at one position in each Game. Under no conditions will a Player (*other than Pitchers and Catchers*) be allowed to play the same position for more than 2 consecutive Innings.
- d. **Catcher Rule:**  
A Team may allow a Catcher to play up to 4 consecutive Innings behind Home Plate, as many teams are limited to 1 Catcher on their Roster. Please develop Catchers with the same approach as Pitchers.
- e. The Defensive Team may have up to 9 Players on the Field, with 3 Outfielders. Outfielders must play beyond the Infield dirt.
- f. Teams may play with 10 Players **if both coaches agree on the rule before the game**. In such cases, each Team will play with 4 Outfielders (RF, RCF, LCF, LF). The 4<sup>th</sup> Outfielder is not to play as a "Rover" (*i.e. – just behind 2B with the Outfielders forming a diamond shape*).
- g. No Coaches for the Defensive Team may be in the Field of Play

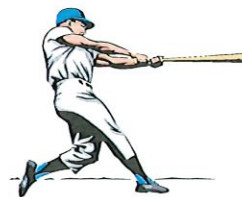
### 11. Base Running:

- a. There will be **No Leading or Stealing**. A runner can leave a base when the ball has been put into play by the batter or when the batter earns a walk.
- b. **Must Slide Rule:**
  - i. The Base Runner must slide on all close plays at 2<sup>nd</sup>, 3<sup>rd</sup> or Home Plate in order to avoid Malicious Contact.
  - ii. If, in the Umpire's judgment, the Player failed to slide or avoid contact, the Player will be called Out. Any Malicious Contact or any attempt to collide with a Fielder in an attempt to knock the ball loose will result in an Out and the Player's ejection from the Game.
  - iii. Sliding into base must always be feet-first. Head first sliding into a base is not allowed, however, a player returning to a previous base can use any method to try to get back to the bag safely.
  - iv. The Catcher needs to provide an opportunity for the Runner to reach Home Plate when attempting to tag a runner out. The Catcher cannot block Home Plate. This Rule is added to prevent injuries. The only time in which a Catcher can stand in the 3<sup>rd</sup> Base line is when the Catcher is in possession of the ball, but the Catcher must still provide an opportunity for the Runner to reach Home Plate.
  - v. The Obstruction Rule will be enforced.





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Official Baseball Rule 2.00 defines obstruction as:

The act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

Comment: If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

### 12. Dead Ball:

- a. Play stops and the ball is considered a Dead Ball when the Pitcher controls the ball in the vicinity of the Pitcher's Rubber (*within 6ft*).
- b. All Runners advance until this occurs ... as per the Umpire's discretion.
- c. Runners who are less than half-way to a Base at this point must return to the previous Base. The ball is out of play as described in **The Playing Field** section.

### 13. There will be No Infield Fly Rule.

### 14. There will be No Sacrifice Fly Rule.

### 15. Overthrows:

- a. Runners will advance a maximum of one Base on overthrows that go out of play (as described in **The Playing Field** section) – the ball is dead.
- b. If the ball remains in the Playing Field, Runners may advance at their own risk and a play can be made by the defensive Player.
- c. A Player that is more than half-way to a Base will receive the Base plus one Base. All Runners will advance.

### 16. Safety / Equipment:

- a. Thunder / Lightning:
  - i. Umpire and / or Coaches must immediately halt play when thunder is heard.
  - ii. **DO NOT WAIT TO SEE LIGHTNING.**
  - iii. Play shall not resume for 30 minutes.
  - iv. If thunder is heard again during any 30 minute wait period, the clock starts on a new 30 minute wait period.
  - v. No Team shall be penalized for leaving the Field of Play for purposes of safety due to threatening weather.
- b. Only Baseballs provided by CMRC, CRC or HRC can be used as game balls.

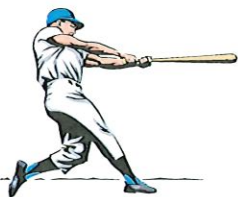
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*ALL PLAYERS MUST WEAR A PROTECTIVE CUP.*

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- c. Batters and Base Runners must wear batting helmets at all times (*including on deck batters*).





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- d. Batting Helmets must have double earflaps.
- e. Only On-Deck Batters shall be allowed behind the Backstop ... on their Bench's side. No one (*Players, Coaches, Spectators, Fans, etc.*) are allowed directly behind the Backstop while the Game is in progress.
- f. Batting sticks, tripod sticks or noise makers for batting warm-up will not be permitted once a Game is underway.
- g. Bats must conform to Little League (*Majors*) standards as noted on the Little League website ([www.littleleague.org](http://www.littleleague.org))
  - i. No big barrel bats. Any bat over 2 5/8" is considered a big barrel.
  - ii. USA or USSSA Bats are acceptable.
  - iii. Bats may not be more than 33" in length.
  - iv. Composite bats are not permitted unless the bat is included on the list of approved and licensed composite bats on the Little League website.
  - v. Any Player that enters the Batter's Box with a bat that does not conform to the standards noted above will be required to change the bat. If the Batter has already Batted using the bat, the Batter will be called Out and all Batters must return to their respective Bases.
- h. Throwing a Bat:
  - i. If Player intentionally throws the bat, the **Batter** will be ejected from the Game.
  - ii. If a Player unintentionally throws the bat, the **Batter** will receive one (1) Warning. Any subsequent unintentional occurrence in the Game will be declared a Strike Out.
- i. Any type of athletic shoe is permissible, except metal spikes.
- j. Players are not permitted to wear watches, rings, pins, jewelry (metallic or non-metallic) or other metallic items.
- k. The Bench is reserved for Team Members, Coaches and Scorekeeper only. All other parents, siblings and spectators are required to stay off the Playing Field.

### 17. The Playing Field:

- a. The Playing Field is defined as the area contained within the Backstop Fences, including the area contained within imaginary straight lines extended from those Fences and parallel to the Foul Lines.
- b. Any balls traveling outside of the Playing Area are considered out of play.
- c. The distance from Home Plate to the Pitching Rubber is 46 feet.
- d. The bases will be 60 feet apart. Distance from back of home plate to 2<sup>nd</sup> base should measure 84 feet, 10 inches.

### 18. Conduct:

- a. Managers, Coaches, Players, and Parents shall not yell at, heckle or embarrass Umpire. The Umpire will initially provide a verbal warning for the first incident. If a second incident occurs or the first incident continues the Umpire shall eject the Player, Parent or Coach at his discretion.
- b. In all cases, the Umpire call is final. If a dispute or questionable play occurs, only the Head Coach or Acting Head Coach from each Team is permitted to discuss the situation with the Umpire. Anyone arguing with the Umpire will be ejected from the Game at the Umpire's discretion.
- c. Players and Coaches will not heckle or belittle an opposing Player or Team in any manner. The first incident shall result in a warning from the Umpire. If a second incident occurs, the Player or Coach shall be ejected from the game at the Umpire's discretion.
- d. All ejections will be reviewed by the Commissioner to determine if further action is necessary.