

2025 CMRC In-House Rookie League Rules

8u- Rules

Pre-Game:

The home team is the second team listed on the schedule. The home team shall occupy the first base dugout. Each Team must have at least 6 Players to start the Game. A Team can finish a Game with fewer Players.

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.

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.

Game Time:

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.

Substitutions/Speed of Game:

Players can be substituted at any time during the game, except for new arrivals. Mid-inning substitutions should be limited to special circumstances (injury, illness, etc.).

The “Re-Entry Rule” may be exercised as follows:

With two outs, if a base 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.

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.

The Replacement Runner will be the Player who has made the most recent Out.

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.

Pitcher Warm Up – a maximum of 6 Pitches.

Coaches will plan their Lineups in advance and post so that the Players can see their assigned position for the next Inning.

Regulation Game:

An Inning starts the moment the Third Out is made completing the previous Inning. Before the Game, Coaches should synchronize watches.

Games will be 6 Innings in length, subject to weather, darkness, and Scoring Rules. If a Game is called because of weather or darkness, it is a Regulation Game if:

1. Four Innings have been completed.
2. 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.

Regulation Tie Game exists when:

1. At the end of 4 or more Innings, the Score is tied when the Game is called.
2. Home Team, in the 4th or later At-Bat, has tied the Score but not completed its at bat when the Game is called.
3. 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.

Darkness:

Unless weather conditions make it darker, sooner, the following times will be observed:

During April, no new Inning may start after 7:30 PM.

During May, no new Inning may start after 7:45 PM.

During June, no new Inning may start after 8:00 PM. For Playoffs, 8:15 PM

A “Mercy Rule” / “Slaughter Rule” will be in effect:

If a Team is ahead by 9 or more runs at the end of 4 innings (3 1/2), the Game can be called by either Coach.

If a Team is ahead by 12 or more runs at the end of 5 innings (4 1/2), 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 the Umpire, Coaches 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.

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 Carroll Manor on their web sites (www.CarrollManor.org) depending on the timing of the storm taking place.

There are many times (weekends and late afternoon storms) when the CMRC 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 game can be called. If both Head Coaches agree on an immediate Cancellation, the 20-minute period can be waived and the Game can be cancelled immediately. The Commissioner will set a make-up date unless a Regulation Game has been completed.

The game must immediately be delayed when thunder is heard. DO NOT WAIT TO SEE LIGHTNING. Play shall not resume for 30 minutes.

If thunder is heard again during any 30-minute wait period, the clock starts on a new 30-minute wait period. No Team shall be penalized for leaving the Field of Play for purposes of safety due to threatening weather.

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 Umpire can call the game suspended immediately.

*APRIL - 6 STRIKES
MAY - 5
JUNE - 4*

The Game:

The first 3 innings will be machine pitch. To move the game along, coaches should encourage players to take their cuts.

There will be no balls counted so no walks. Players will either put the ball in play or strike out. Players can be called out on strikes. During the month of April, Strikes should be counted after 3 machine pitches are in the strike zone (6 strikes result in a strike-out). During the month of May, Strikes should be counted after 2 machine pitches are in the strike zone (5 strikes result in a strike-out). During the month of June, Strikes should be counted after 1 machine pitch is in the strike zone (4 strikes result in a strike-out). The Strike Zone is from the shoulders to the knees.

Innings 4-6 will be kid pitch. A player is permitted to pitch only one inning per game. When a pitcher throws 4 balls to a batter there is no walk but the offensive coach subs to finish the at-bat. The offensive coach must pitch from the rubber with an overhand pitch (Tossing darts from a knee while on the rubber is acceptable). Under no circumstances should the coach leave the mound to soft toss from a knee between the mound and batters circle to improve the batter's chance to make contact. The goal is to simulate a wind-up with an overhand throw similar to what the pitching player was doing. The player resumes pitching to the next batter.

If a game is tied after 6 innings, the machine pitches all necessary extra innings. The winning team is responsible for submitting the final score to the Commissioner.

Scoring:

There is a 3 Run per Team per Inning limit, except for the “last Inning.” The Inning shall end when 3 Outs have been recorded or 3 Runs have scored – whichever occurs first.

Note: If a ball is hit into play, the play will continue to completion, regardless of the number of Runs that have scored on the play or in the Inning – however, only 3 runs will count in the Inning. For example, if a Team has scored 2 Runs and the next Batter hits a Grand Slam, the play should resume until complete but will count as 1 Run (3 max for the Inning), the Inning ends when play is completed.

The “last Inning” will be:

1. The 6th Inning, or
2. Any other Inning, if agreed by both Head Coaches, the Umpire should be notified before the inning begins. For example, due to pending darkness or time limit, both Head Coaches may agree that the 5th inning will be the “last Inning” before the Inning begins. In this case, the 5th Inning will be the “last Inning” and the Rules for “last Inning” 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:

1. If the Visiting Team has a 3 Run or more Lead going into the “last inning,” they can only score a maximum of 3 Runs. The Home Team will still have the opportunity to score an unlimited amount of runs.
2. If the Visiting Team has less than a 3 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.

Batting:

All batters and base runners must wear a double earflap batting helmet, including on-deck batters.

All present team members must bat and be in the batting line-up at all times.

Managers will rotate Players in the field, but the batting order shall remain unchanged.

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.

Bunting is not allowed in any Game.

Only 2 Players may hold bats at any given time (Batter at the Plate and the Player on-deck).

Throwing a Bat:

If Player intentionally throws the bat, the Batter will be ejected from the Game.

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.

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.

Base Running:

Must Slide Rule:

The Base Runner must slide on all close plays at 2nd, 3rd or Home Plate in order to avoid Malicious Contact.

If a Player fails 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.

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.

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 3rd 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.

The Obstruction Rule will be enforced.

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 a judgment call 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.

Leading / Stealing:

Base Runners cannot leave a base until a ball is put in play. Stealing and leading off base is prohibited.

Pitching:

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.

All Pitchers shall be limited to a maximum of 1 Inning pitched per game. Delivery of a single Pitch constitutes having pitched an Inning.

If a pitcher hits a batter, the batter is awarded first base. If a pitcher hits two (2) batters in an inning, the pitcher must be removed from that position for the remainder of the game. Batters hit by a pitch thrown from the pitching machine are not awarded first base.

Defensive Alignment:

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.

No Player should sit the bench for a second inning until every other Player has sat out for one Inning.

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.

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.

The Defensive Team may have up to 9 Players on the Field, with 3 Outfielders. Outfielders must play beyond the Infield dirt.

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 4th Outfielder is not to play as a "Rover" (i.e. – just behind 2B with the Outfielders forming a diamond shape).

No Coaches for the Defensive Team may be in the Field of Play.

Dead Ball:

Play stops and the ball is considered a dead ball when an infield position player has complete control of the ball inside or in the vicinity of the base paths and calls time out. Players taking cut off throws beyond the base paths are not able to stop play until the ball is advanced to the infield. Prior to a request for time out, runners may continue to advance to the next base at their own risk, however cannot advance beyond that base, even on an overthrown ball in an attempt by a defensive player to record an out. **This is not an exact science.** Coaches need to work together regarding the application of this rule. It is intended to prevent players from taking additional bases as much as it is not intended for defenses to stop play without attempting to record an out by simply calling time out.

Overthrows:

Runners will not be permitted to advance on overthrows that go out of play (as described in The Playing Field section) – the ball is dead.

Equipment:

Only Baseballs provided by Carroll Manor Rec Council can be used as game balls.

ALL PLAYERS MUST WEAR A PROTECTIVE CUP.

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

Batting Helmets must have double earflaps.

Only On-Deck Batters shall be allowed behind the Backstop ... on their Bench's side. No one (Players, Coaches, Spectators, Fans, etc.) is allowed directly behind the Backstop while the Game is in progress.

Any type of athletic shoe is permissible, except metal spikes.

Players are not permitted to wear watches, rings, pins, jewelry (metallic or non-metallic) or other metallic items.

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.

The Playing Field:

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.

Any balls traveling outside of the Playing Area are considered out of play.

The distance from Home Plate to the Pitching Rubber is 40 feet.

The bases will be 60 feet apart. Distance from back of home plate to 2nd base should measure 85 feet.

Conduct:

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.

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.

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.

Questions can be directed to 20254 League Commissioner:

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