

CSYBA Falcon League Rules
Falcon: 5th-6th Grade
Updated 4/9/2024

General Rules

1. CSYBA Falcon League is primarily for kids that are in the 5th and 6th grade. During Summer it is for kids who just completed the 5th and 6th grade. During Fall Ball, it is for kids just entering the 5th and 6th grade. Any exceptions to player eligibility can be requested and will be reviewed by the commissioner.

Stacked teams, all-star teams, travel teams, or any preformed teams are strictly prohibited from participating at the Raven division. All participating communities are required to have an open-registration where everybody plays. Any exceptions to this rule must be requested and approved by the league commissioner.

Communities with multiple teams participating in the Falcon division must make every effort possible to assure teams are well balanced. This could be achieved through a draft, an evaluation session, or other means to assure competitive balance across a communities multiple teams.

If as the season progresses, it is determined by the league commissioner that a community neglected to make an effort to balance its teams, or have included an all-star caliber team in the league, the commissioner has the authority to take disciplinary action towards that particular team or community, including making that team ineligible to participate in post-season play.

No team can be made up of predominately older players. All teams must have at least 1/3 of its players comprised of 5th graders. Exceptions can only be made to this rule if there are imbalanced registration numbers.

2. National Federation High School (NFHS) Baseball Rules, also commonly refereed to as IHSA rules, serve as the main rule book for the CSYBA. It is supplemented only by these Local Rules.
3. At the Finch, Sparrow, and Falcon age groups, many of the umpires that are officiating these games are teenagers, and depending on the age group, there could be umpires who are as young as 12years old. The CSYBA strongly encourages communities to hire and train youth umpires to officiate younger levels of play. The CSYBA has a **ZERO TOLERANCE** policy for any type of yelling, arguing, or displaying any sort of antagonistic or hostile behavior towards a youth umpire. This includes actions from the manager, assistant coaches, players, or any family members in attendance. The result of a judgment call or rule enforcement is not relevant as to how a youth umpire should be treated. Ultimately, the responsibility to keep the entire team in check comes from the head coach.

If at any point any such negative behavior is aimed in the direction of a youth umpire, the CSYBA strongly encourages the umpire NOT to engage, and instead, they should stop the game and leave the field immediately. This incident should be reported to the league commissioner. The CSYBA will investigate the situation and issue a ruling, which could result in a manager or team being banned from any further participation in the CSYBA for the remainder of the season, or future seasons

4. Base Distance: 70 feet.
5. Pitcher's Mound: 48 feet.
6. Home team supplies 2 new game balls to the umpire prior to the start of the game.
7. Rubber-cleated shoes are highly encouraged. No metal spikes of any kind are allowed.
8. All bats must have a USA Baseball Stamp on them. The barrel size or 'drop' is not important as long as it has a USA Baseball Stamp. All wood bats are also acceptable.
9. Teams must have at least 7-players to play a game. If a team is short players, they should call-up a 4th grader from the Sparrow Division. During the Fall session in regular season play, teams can borrow a 5th grader from another Falcon team from their community.

10. Every available player on a team will bat in a continuous batting order in a game. A late arriving player will enter at the end of the batting order as the last batter in the score book. If a player shows up after the entire team has batted, they can still be added to the end of the batting order.
11. If a team has more than nine (9) players, all players must sit out at least once, before a player can sit out for a 2nd defensive inning.
12. Regulation games will be six (6) innings for the Falcon League. Each game will have a time limit and NO NEW INNING will start after 2 hours has elapsed. When a game is tied at the end of regulation, a 7th inning can be played if time allows. If the score remains a tie after a 7th inning, the game shall be declared a tie game. Exceptions are given for playoff games. For these games, play will continue until a winner is determined.
13. The 7 run rule will be in effect for all regular season games. The maximum number of runs that a team may score in one inning is 7 runs with NO continuation (i.e. during a play from a batted ball only runs scored up to the 7th run of an inning will count). If a team is losing 10 to 0, the most runs they can score in the inning is still 7 runs.

The 7 Run Rule Regular Season (Last Inning) - The only exception to this rule is in the last inning of a game. During the last inning, there no limit to the number of runs that can be scored.

During the playoffs. The 7-run rule will apply for the early rounds. For the Semi-Finals and Championship games, there will be no run-limit.

14. Mercy Rule. A game will end if a team has a lead of 10 or more runs at the end of 4 innings (i.e., at the end of 3 ½ innings of play or as soon as the 10th lead run is scored in the bottom of the 4th or 5th inning).
15. Any game with 4-innings played, (or 3 ½ innings if the home team is ahead), is considered a completed game. If a game is suspended/canceled due to inclement weather prior to becoming a completed game, it should resume from the point of suspension.
16. Slash bunting is not permitted. If a player squares around to bunt, they must either attempt to bunt the ball, or pull the bat back. If the player pulls the bat back and then takes swing, the batter will be called out and a dead ball is called.
17. Drop-third strikes are in play when first base is not occupied. If there are two outs, a drop-third strike is in play, even if first base is occupied. Exception: There is no drop-third at all when the bases are loaded, even if there are two outs. Runners CANNOT advance home on a drop-third strike.
18. The Infield Fly Rule applies. An Infield Fly is a fair fly ball which can be caught by an infielder in fair territory with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. When this happens, the umpire shall declare an Infield Fly and the batter is out. If an umpire neglects to call an infield fly, when one should have been called. Time should be called after to discuss the matter. If it was determined by rule that an infield should have been called. The batter is out and runners should return to their initial bases.
19. If a batter throws a bat, a warning is given. If a batter throws a bat a second time, he will be called out.
20. Pitchers may pitch a maximum of two (2) innings in a game. One pitch thrown is considered a full inning. A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game.
21. There are no intentional walks. Pitchers must pitch to every hitter.
22. Any pitcher who hits three batters during a game will be immediately replaced and will not be allowed to pitch again in that game.
23. A walked batter is not free to advance beyond first (1st) base until after the first (1st) pitch to the next batter.

24. Balks should be called and enforced. Each pitcher should be given a single balk warning. After a second balk, runners may advance one base. However, no runner can advance home on a balk. The purpose of this rule is instructional and umpires should be lenient on minor balk infractions.
25. Lead offs and stealing from First and Second Base. A runner may take a lead-off, but cannot attempt to steal a base until the pitcher begins his delivery.
26. There is a wall at third base and runners cannot steal home. If a ball is thrown out of play or a pick-off move attempted, a runner is still not able to take home base. Runners can only score on a batted ball, or on a walk with the bases loaded. If a runner goes home after an overthrow or a ball goes out of play, time should be called and the runner will need to return to 3rd base.
27. Intentionally initiating contact at any base is prohibited. If, in the umpire's judgment, the runner either tries to make contact with the fielder or does not make an effort to avoid unnecessary contact, the runner is called out. A runner does not need to slide, but he should avoid any unnecessary contact.
28. Both the winning and losing team should report the game using the CSYBA form within 72-hours of the game. Game results and standings will be tabulated on the CSYBA website and used for playoff seeding for both Spring and Fall Ball.