

West Suburban Baseball
Falcon: 5th-6th Grade
Updated 4/8/2024

General Rules

1. Diamond Dimensions 70 feet
2. Pitchers Plate 48 feet
3. Game Length 6 innings
4. Line-ups exchanged 10 minutes prior to start time.
5. Home team to supply two game balls.
6. Forfeit time is 20 minutes after the scheduled start time
7. No full inning can begin 2-hours and 15-minutes after the start of a game. Weekday games will be scheduled for a 5:45pm start. For all games played BEFORE Memorial Day, no new inning can begin after 7:45pm, unless there are lights and there are no games scheduled afterwards. For games played after Memorial Day, the 2-hour and 15-minute will be in effect.
8. For weekday games, if there are two-games scheduled at the same field one after the other, a two-hour time limit will be in effect. No full inning may begin after the two-hour time limit.
9. 4 innings is a complete game (3 ½ innings if the home team is winning). A game called after 4 complete innings (3 ½ innings if the home team is winning), will not be continued. Games stopped prior to 4 innings (3 ½ innings if the home team is winning) being completed will be replayed from the beginning. Umpires judgment shall be used to suspend the game. Games may end in a tie. Tied games may be resumed but should not take priority over complete games that need to be made up.
- 10. Stacked teams, all-star teams, travel teams, or any pre-formed teams are strictly prohibited from participating at the Falcon division. 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 it is determined that a community entered such a team into the Falcon league, they may be disqualified from post-season play.**
- 11. CSYBA Falcon League is primarily for kids that are in the 5th and 6th grade. During Fall Ball, it is for kids just entering the 5th and 6th grade. For purposes of determining school grade, September 1st is used as a cut-off date. During the Spring, no Falcon player should turn 13 years old before September 1st unless given league approval.**

**The National Federation of State High School Association's Rule Book
will be the source of regulations governing play.**

Supplemented by the following rules:

12. Metal spikes are not allowed. Rubber spikes or gym shoes only.
13. Managers/Coaches will examine the field after rain to determine whether the game will be played or not. It is the managers/coaches responsibility to make their players aware of any schedule changes or cancellation dates. The Manager must schedule all make-up games through their league coordinator.
14. Each team must field nine players. However, a game may start with 8 players but at anytime during the game a team has less than 8 eligible players, that team must "forfeit" the game. Defensive players must be stationed anywhere in fair territory with the exception of the pitcher and the catcher, who must be in their respective positions.
15. The home team will occupy the third base line dugout. The home team will be responsible for preparing the field prior to game time. They will also have responsibility for cleaning up the field, putting all equipment into the proper storage containers and making sure the container is properly locked up. **Each team will be responsible for cleaning their dugout.**
16. If there is any conduct detrimental to the welfare of the league or the children, the umpire shall issue one warning to the person or persons whose conduct is in question. If the first warning does not resolve the problem, the umpire shall stop the game and have the person or persons ejected from the park. Any person ejected from the park for this reason will not be allowed back on the fields for the remainder of the season.
17. Any player or coach ejected from a game for unsportsmanlike conduct or language must leave the park. For any player ejected, the player's position in the batting order will be an "out". Coaches must leave the field

immediately; players with their parents – if a child's parents are not at the game, the player may sit on the bench, but will not be permitted to play. **(No child shall leave the park unless accompanied by a parent, guardian, or coach)**. The player and/or coach will not be eligible to play or coach the next game.

- 18. The slaughter rule will be in effect.** If a team is winning by 10 runs after 5 innings (or if the home team is ahead by 10 runs after 4½ innings), the game will be considered complete and called by the umpire.
- 19. Seven-Run Rule.** During Regular Season play, a team may score a maximum of 7-runs in an inning with no continuation. (If a team has scored 6-runs in an inning, and a player hits a home run with the bases loaded, only one of those runs will count to the teams score). During the 6th inning, or which inning is deemed to be the last inning by the umpire, there will be no run-limit. During all Post-Season Playoff games, there will be no run-limit in any inning.
- 20. Infield-fly rule will be in effect.** The Umpire calls "infield-fly" and the batter is out. Runners may advance at their own risk, but must tag-up if the ball is caught.
- 21.** A runner is out if the runner does not attempt to get around the fielder, or otherwise attempt to avoid a collision with the fielder who has the ball, or who is about to have the ball, and is waiting to make a tag at a base. There no slide requirement, just a requirement to avoid contact.
- 22.** Every player will play in the field for a minimum of 3 innings, within the first 5-innings of a game – unless there is an injury or other issues. A player cannot sit out for 2 consecutive innings. While there is free substitution, a fielder must play 3-outs in the field for each of 3-innings to satisfy this requirement.
- 23.** If a player must leave prior to the end of the game, due to injury, illness or other commitment, there will be no penalty to his team. The player's spot in the batting order is skipped. Exceptions: a player is ejected from the game or if the team has less than 9 batters – in which case the team will be forced to take an out. Players who arrive late, and miss their spot in the order, will be placed at the bottom of the order. This will also alleviate the minimum field play requirement. A late arriving playing must arrive prior to the start of the 3rd inning in order to participate.
- 24.** If a game is canceled or suspended due to poor weather or field conditions, team managers should communicate to reschedule the game. If after 7-days have passed and the game has not been rescheduled, it will automatically be scheduled for the next available date in the last week of the regular season.
- 25.** Both the winning team and losing team must report the score of the game within 72 hours of completion using the online form on the CSYBA website. <https://www.csyba.com/> - If after 72-hours, no game report has been filed, the game will be recorded as a forfeiture for both teams.

Bats

- 26.** 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. Bats with USSSA Baseball 1.15 BPF are illegal.
- 27.** Use of an illegal bat will result in the batter being called out with no warning if a pitch has been thrown. Runners may not advance. A second offense will result in a forfeiture of the game. It is the responsibility of the manager to check all bats before the start of the game and remove any illegal bats. At the beginning of the game, the umpire may check the bats for illegal bats and remove them from the game.

Protests

- 28.** It is the responsibility of the managers to assist our umpires. Managers must work out those decisions that are grossly mistaken in a respectable manner. **Only Head Coaches (Managers) are allowed to discuss rule disputes with the umpires. Coaches shall be obligated to inform the umpire of the correct rule.**
- 29.** In the event a manager wishes to protest a ruling (judgment calls may not be protested), the manager must inform the opposing manager and the umpire of his intention to appeal prior to the end of the game. The appeal, in writing, along with an appeal fee of \$25.00, must be submitted to the league coordinator within 48 hours of the completion of the game. The appeal fee will only be refunded if the protest is upheld. Protest rulings will be decided by all commissioners at that level where the incident occurred. The commissioners of the teams involved in the protest will be excluded from the ruling. A report from the umpire will be required.

Batting

- 30.** All players will bat in a continuous batting order. Batters batting out of turn can be called out. Only nine players play the field, but all players will bat in continuous order.
- 31.** All batters and base runners must wear their batting helmet, from the time they leave the dugout to the point they re-enter it. There will be one team warning for a batter or base runner that deliberately removes a helmet while the ball is in play. Upon second offense, the batter/base runner will be called out.
- 32.** Bunting is allowed.
- 33.** No fake bunt and swing away. Batter will be called out, runners may not advance.
- 34.** Each team will receive one (1) warning for players throwing the bat. After one warning, any batter throwing the bat will be called out.

35. Drop 3rd Strike. If the catcher drops the 3rd strike with first base unoccupied, the ball is live and the batter may try to advance to first base. **First base will only be considered "un-occupied" if there is not runner at first base when the pitch is delivered. (If there are two outs, first base may be occupied.)**

Call-ups

- 36.** In the event a team has less than ten players available for a game, that team may call up younger players from their towns "Sparrow (9-10)" division. Restrictions as follows:
- Call-ups must be registered, in-house players in that town and wear their own team's uniform.
 - Managers may only bring enough call-up players to fill a roster to 10 players (3 max call-up players per team).
 - Call-up players must bat at the end of the line-up (regular rostered players must bat prior to the call-up players--exceptions: late arrivals)
 - The Call-up players may not pitch.
 - A call-up player may not play more innings defensively than any rostered player.
 - Call-up players must be announced to the opposing team prior to the start of the game

Base Running

- 37.** Lead offs are allowed
- 38.** Courtesy Runner: An injured base runner may be replaced with the last player to make an out. There is no courtesy runner for the pitcher or catcher of the following inning.
- 39.** Stealing is allowed of 2nd, 3rd, and home plate.
- 40.** A runner is awarded two bases if a ball is overthrown into unplayable territory. If it is the first throw, two bases is calculated based on where runners were at the start of the pitch. If it is a subsequent throw, it is calculated from where the runners are at the time of the throw.
- 41.** An overthrown ball is in play unless the ball hits the bench area or goes beyond the fenced area.

Pitching

- 42.** A team may pitch only one player 3 inning in a game. All other pitchers are limited to 2-innings in a game.
- 43.** A pitcher may not pitch more than 12 innings per week (Sunday through Saturday).
- 44.** All teams are required to track their pitchers in their scorebook.
- 45. Each team must pitch a 5th grade (or younger) player, a minimum of 5 consecutive batters or one full inning prior to the 5th inning. Managers must announce their 5th grade pitcher before the start of the inning. If a team has no 5th grade (or younger) eligible players available for a particular game, this information must be conveyed to the opposing team prior to the start of the game and this rule will be waived for both teams.**
- 46.** Any pitcher hitting 3 batters per game must be removed from the mound.
- 47.** Once a pitcher is removed from the mound, he may return at any other position, but cannot return to the mound in that game.
- 48.** If a manager goes to the mound twice in one inning or a third time during the pitcher's stay on the mound, the pitcher must be removed.
- 49.** One (1) pitch thrown constitutes an inning pitched. (Does not apply to 5th grader pitching rule)
- 50. Intentional walks are not automatically rewarded.** If a team wants to avoid pitching to a batter, they must throw four bad pitches in a row.
- 51.** A pitcher shall have 5 pitches between innings. A new or relief pitcher will receive 8 pitches.
- 52.** The ball is live at all times while in the pitcher's hands unless time out has been called by the umpire.
- 53.** A pitcher cannot wear anything white or light gray, such as a sweatshirt, jacket, etc., while on the mound.
- 54.** Balk rule is in effect when a pitcher is in contact with the pitching rubber.
- 55.** Each pitcher will receive one warning if he balks. Runners may not advance on the warning.

Umpire

The home team shall provide a minimum of 1 umpire per game. Umpires must be at least 17 years old.

In the event that an Umpire does not arrive within 15 minutes of the scheduled start time, the visiting manager may designate an umpire of their choosing, and not be subject to challenge by the home team. The designated umpire must be at least 18 years old and may officiate from behind the plate only with proper equipment; otherwise, they must officiate from behind the pitcher's mound. If the regular umpire shows up with proper equipment then they will assume the duty for the remainder of the game. No manager or coach from either opposing team shall serve as an umpire.

Conduct

The Managers, Coaches and Spectators should try to remain cordial to each other and set an example for the children. None of us are perfect and we can expect a number of mistakes resulting in bad calls. This is not just about baseball. It is about respect for one another, setting a good example for the children and teamwork. Let's all do our best to get along with one another and teach these children, not only the fundamentals of baseball, but the more important qualities required in life, and most importantly, **LET THEM HAVE FUN!**