

City Suburban Catholic Conference

JV and Varsity Baseball RULES

March 29th, 2024

CSCC BASEBALL RULES

Contest Specific Rules

The City Suburban Catholic Conference will abide by IHSA rules as published by the National Federation of High Schools. The following rules will supersede the IHSA rules.

JV and Varsity Levels

The City Suburban Catholic Conference competes at two levels, Junior Varsity and Varsity.

- Varsity teams may be composed of 8th grade players and younger.
- Junior varsity teams may be composed of 6th grade players and younger.

Field Dimensions

- **Varsity fields**
 - Varsity bases are 80 feet in length
 - Pitching rubber is 54 feet
- **Junior Fields**
 - JV bases are 70 feet
 - Pitching rubber is 48 feet

Game Equipment

- All teams must provide a new baseball for each game.
- All batting helmets and catchers helmets must meet NOCSAE specifications. Helmets must be worn on deck, batting and running.
- Catchers must be in complete safety gear. Equipment must be NOCSAE approved and must include catchers' helmet, chest protector, throat protector and shin guards.
- No metal spikes are allowed.
- A batter is allowed to use his choice of bat.

Game Length and lineups

- The game will be 6 innings long.
- Mercy rule. The game ends if a team is ahead by 12 runs after 4 innings, or 3 1/2 innings if the home team is ahead.
- If the score is tied the game will be played until there is a winner or until field usage, darkness, or time runs out. If the game is still tied after field usage, darkness or time runs out, the game will be declared a tie and each team will receive 1 point in the standings.
- There will be no cap on the last inning of the game.
- The last inning of the game will need to be determined at the top of the inning especially if time, weather and darkness is playing an issue.
- The bottom half of the inning will need to be played if the team to bat is losing. There is no hard stop if this is a factor.

Batting order, bunting, substitution and playing time rules

- Free substitutions
- All players at each game must bat in a continuous batting order.
- All players must play at least one inning in the field by the end of the third inning.
- There will be free entry for all players with the exception of the pitcher.
- If players are in attendance of the game they need to bat unless injured.
- A game can start with 8 players.
 - If there are only 8 players the 9th batter is an out.
 - If players leave early those players are skipped in the batting order until there are less than 9 batters.
- Continuous Order rules, Substitutes can play in any field position at any time, with the exception of the pitcher. Once a pitcher has been removed, they may not return as a pitcher.
- Designated Runner. With Two outs, if the catcher or pitcher is a base runner, the base runner should be replaced by a designated runner. The designated runner is the last out.
- Bunting rules -Bunting will be allowed
 - A bunt ruled foul with 2 strikes on the batter is an out.

Pitching

- Balks-Regular Season-1 warning per pitcher and then a balk will be called.
- Balks -Playoffs -Balks will be called with no warnings.
- One pitch constitutes an inning pitched.
- JV pitch limits. 3 inning limit per game. 3 inning limit per day.
- Varsity pitch limits. A player may pitch 6 innings in a game or 6 innings per day if a double header. If playing games on back to back days, and the player pitched more than 3 innings the first day, then the player can only pitch 3 innings the 2nd day.
- Once a pitcher is removed from the mound, he may not return to the mound during the game.

Baserunning/Batting

- Lead offs are allowed
 - **JV ONLY**
 - Will not enforce the dropped third strike rule.

Home and away fields

- The home team is what is determined at the scheduling meeting.
- In a double header the school hosting is the home team for the first game and the other team is the home team for the second game.

Administrators Rules

Rosters

- Rosters must be turned in prior to the start of the official start of the games season.
- Rosters must be turned in on the provided excel sheet completed with the following information.
 - School Name
 - Grade
 - Coaches First and Last name including cell phone number and email address
 - Players First and last name, grade and jersey number.
- Rosters not turned in prior to the start of the season will result in forfeiture of all games prior to rosters turned in.
- Copies of each team's roster shall be made available to any coach upon request.
- Players may be added, but only in writing and signed by the School principal, up until 30 days prior to the first scheduled playoff date, at which time rosters will be considered frozen. Any request to alter rosters after the freeze date must be approved by the league chairperson.

Players attendance

- A team can start a game with 8 players.
 - It cannot start with less than 8 players.
 - If the game has less than 8 it is a forfeit.
 - A game will automatically end if at any point and time there are 7 or less players in attendance.
- There will be a ghost 9th batter which will result in an automatic out.
- Varsity can call up a rostered JV player only
- JV has no available call ups if the rule above will go into effect.

Call up players

Player Promotion.

- A student athlete may play up a grade but may not play down if rostered on the team grade above.
- Once a player is rostered up a grade he/she may not go back down for league competition.
- All players must attend the school they represent or on a team that is in our conference that merged with another team in our conference..
- Call up players are only used to help keep a game from being rescheduled or canceled.
 - This is not to help better a team.
- A call up player is from JV and not the grade below or side to side.
 - You cannot call up a player from another varsity team.
- JV does not have a call up option.
- A team can only call up players if they are going to have less than 10 players at a game.
 - A team who calls up players cannot have no more than a total of 12 players on their bench.

- Call up players have to follow the same playing time rules as a rostered player.
- Call up players cannot play more than a rostered player.

Season

- Games start on the date determined by the conference
- Final games must be completed by the end of the day of the final day of the season.
- Any games not finished by that date will be recorded as a double forfeit.
- Games must be rescheduled in 48 hours after cancellation.
 - When rescheduling you must give the Umpire assignor 24 notices.

Playoffs

- Quarter finals will take place the following week with the higher seeded team providing the playing field.
- The semi-finals and finals will take place the following weekend at a site determined by the conference.

Contest Reporting

- Both teams are responsible for reporting the game results to gocsc.com website.
- Scores not reported at the end of the last day of the season will be marked as a double forfeit.

Umpire

- The umpire fee will be \$35.00 per school per game. Totaling \$70 for the umpire.
- In case of a rain out, please call the umpire chief:
 - Ralph Amelio Cell (312) 593-8102
- When rescheduling a game you must give the umpire chief at least 24 hours to schedule an umpire.
- If an umpire shows up at a game and it is subsequently rained out before the game starts, the umpire will be paid \$20.00. If the game starts and then is rained out the umpire will receive the full fee.
- At the first indication of lightning, the game will be suspended. The game will be continued or terminated at the discretion of the umpire.
- The Umpire is not permitted to determine a forfeit based on playing time infractions.
- The Umpire is to act as an impartial third party witness The Umpire will not be monitoring playing time.

Protests and Appeals.

- Protested contest results must be submitted to the protesting team's athletic director within 24 hours of the completion of the contest. The athletic director will then evaluate the protest and present it to the league chairperson for a ruling.
- No protest will be considered regarding judgment calls made by the official.

- Protests will only be considered where there is a question of rules interpretation which affects the outcome of the game.
- No protest will be considered if the coach could not immediately produce a copy of the league rules for the contest official at the time questioned.
- Violations of league playing time rules may only be addressed through the appeal process.
- The Umpire is not permitted to determine a forfeit based on playing time infractions.
- If a coach feels a player has not played the minimum amount of time the coach is to advise the opposing coach and the Umpire of the situation during the contest.
- An official book needs to be kept.
 - The home team is responsible for keeping the official book.
 - It is advised that both teams keep a book or an app to indicate field playing time.
- If the official scorer's book shows that the player(s) in question have not played the minimum amount of points the Umpire is to sign the score sheet ONLY as a witness.
- The Umpire is to act as an impartial third party witness The Umpire will not be monitoring playing time.

Procedure for canceling or postponing any given game.

- All scheduling changes must be made by the athletic director.
 - Coaches are not permitted to cancel or reschedule games.
- Please notify the other team, then contact the umpire chairperson (Ralph Amelio 312-593-8102)
- Changes can not be made within 72 hours. If a game is canceled within 72 hours, the official will still be paid by the canceling team.
- Adjust the CSCC website to notify conference of the changes.

School Representation

Players must be full time day students attending the schools that they represent.

Age Restrictions. Players are eligible to play for a given grade based upon their birth date.

- 8th Grade -Has not reached their 15th birthday before September 1st of the current school year.
- 7th Grade -Has not reached their 14th birthday before September 1st of the current school year.
- 6th Grade -Has not reached their 13th birthday before September 1st of the current school year.
- 5th Grade -Has not reached their 12th birthday before September 1st of the current school year.
- 4th Grade -Has not reached their 11th birthday before September 1st of the current school year.

Any coach and/or school that violate any of these age rules shall be suspended from the league on that level for the remainder of the season and must forfeit all games.

Playoffs, Official Standings and Tie Breakers

Playoffs are held only for the JV and Varsity grade levels.

Higher seeded team will host playoff games. If they cannot host, they must make arrangements with the opposing team. If both schools cannot host please contact the baseball chairperson to help.

Standings

- Standings will be determined on the basis of overall conference records split by City and Suburban Divisions when more than eight teams are participating.
- Tie breakers are listed in the order of application. These tie breakers exist for the purpose of determining playoff seeding only. Ties which would determine inclusion for a playoff seeding will be determined through an elimination contest.
 - Head to Head Record
 - Division Record (Only if teams are in same division)
 - Coin Toss
 - All teams make the playoffs.
- The home team in the playoffs is always the higher seeded team. If there is a tie in team seeds a coin flip will determine the home team.
- First round of playoffs
 - 1st seed plays 8th seed, winner advances
 - 2nd seed plays 7th seed, winner advances
 - 3rd seed plays 6th seed, winner advances
 - 4th seed plays 5th seed, winner advances
- Semifinals
 - Winners of 1st/8th plays 4th/5th seed
 - Winner of 2nd/7th seed plays 3rd/6th seed
- Championship
 - Winners of the semifinals