

**CSYBA Eagle League Rules**  
**Eagle: 9<sup>th</sup>-10<sup>th</sup> Grade**  
**Updated 5/29/2024**

**General Rules**

1. CSYBA Eagle League in the Summer is primarily for players who just finished 9th and 10th grade. During Fall Ball, it is for players just entering the 9th and 10th grade. Teams can roster a limited number of 11<sup>th</sup> graders to fill a roster, with commissioner approval.
2. National Federation High School (NFHS) Baseball Rules, also commonly referred to as IHSA rules, serve as the main rule book for the CSYBA. It is supplemented only by these Local Rules.
3. Field Dimensions are 90-ft bases and a 60'6" pitching distance.
4. Home team supplies 2 new game balls to the umpire prior to the start of the game.
5. Metal Spikes or Rubber-Cleated shoes are allowed at this level. However, metal cleats are prohibited on turf fields. At some turf fields, only turf or gym shoes are prohibited. Local park rules regarding turf will supersede the CSYBA rules.
6. Only BBCOR Bats or Wood Bats are permitted.
7. A team will need at least 7-players to play a game. During the regular season, teams can borrow a 9th grader from another Eagle team within the CSYBA if they are short players. During regular season play, there is no penalty for only playing with 7 or 8 players.
8. Game Length: 7 innings. No new inning may begin after 2-hour 15-minutes has elapsed. When a game is tied at the end of regulation, it will go into extra innings, if time allows according to the time limit. Local community or park time limits supersede this rule.
9. Any team that compiles a 10-run lead after 5 complete innings shall be declared the winner.
10. Any game with 5-innings played, (or 4 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.

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.

11. If a batter throws a bat, a warning is given. If a batter throws a bat a second time, he will be called out.
12. Each pitcher may pitch a maximum of seven (7) innings during a game. One Pitch thrown in an inning constitutes a full inning pitched. Pitch Counts are not tracked by the league. However, the league strongly advises using pitch counts outlined on our League Safety page.
13. Any pitcher who hits three batters during a game will be immediately replaced and will not be allowed to pitch again in that game. The home plate umpire may waive this rule if a batter could/should have moved to avoid being hit.
14. A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game. If a relief pitcher comes in cold, the umpire should allow the pitcher to warm up properly with at least seven (7) pitches.
15. 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 has to leave a game early, they are scratched from the batting order. No penalty is assessed. EXCEPTION: During all playoff games, if a team has less than 9-players at any point during a game, the 9<sup>th</sup> player in the batting order is an automatic out. If a team only has 7-players, only 1 automatic out is assessed after each time through the batting order.

16. There is no requirement to slide, but a runner should avoid any unnecessary contact if they choose not to slide. Head first slides into home plate are allowed.
17. 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.