

CSYBA Condor Rules (2024)

ROSTERS, PLAYERS & SUBSTITUTIONS

Roster Availability — Submit final season roster by June 15th to league officials. All rosters will be made available on CSYBA Condor League website for clarity and visibility. Please include players' first name, last name and number. No roster changes will be permitted beyond June 15th, and the league will determine a punishment for teams who use players from outside their roster for playoff games, barring extenuating circumstances.

Roster Size — Rosters should have a minimum of 12 players and a maximum of 16 players. Teams that have historically rostered 16+ players will be allowed to continue to do so.

Subs — If a team does not have enough players to field a team, they can utilize subs from outside their roster and outside the CSYBA Condor League. The process of retrieving subs will be dependent on each community's guidelines and processes. Subs are not permitted to pitch at any time.

SCHEDULING

Team Playoff Eligibility — While completing a full schedule of games is optimal, teams must physically play more than 80% of their initially scheduled games in order to be eligible for the playoffs (unless extenuating circumstances — such as multiple rainouts late in the regular season — occur). This excludes team forfeits, however if a team forfeits to your team it will count as a game played.

Forfeit Policy — If your team cancels a game within 24 hours of game time, you must forfeit the game. Game result will be listed as a 7-0 loss in standings. If you are forced to cancel a game prior to the 24 hour threshold, you must propose alternative dates and times to play the game prior to the end of the season.

STANDINGS & PLAYOFFS

League Standings — The league will be divided into North and South divisions. Each division will primarily play other teams in its own division. There will be several crossover games pre-scheduled between teams, but not every team in the North Division will play every team in the South Division.

Standing Tiebreakers — Standings will be determined by winning percentage. Following that, tiebreakers will be determined as follows (in order):

- 1st Tiebreaker — Least Forfeits
- 2nd Tiebreaker — Run Differential with Cap (Slaughter Rule games will be treated as 10 run victories to prevent teams from unnecessarily running up the score. See "Slaughter Rule" section)
- 3rd Tiebreaker — Overall Wins
- 4th Tiebreaker — Head-to-Head Results
- 5th Tiebreaker — Runs Allowed
- 6th Tiebreaker — Deferred to league officials

Playoff Seeding — All teams will make the playoffs. Unlike previous seasons, divisions will be integrated in the seeding process (ie #1 team in the North is 14-2, #2 team in the North is 13-3, #1 team in the South is 12-4 — 1 seed would be Team #1 in North, 2 seed would be team #2 in the North, 3 seed would be #1

seed in the South). There will no longer be a guaranteed “crossover” game in the semi-finals. There will be a “play-in” round for the 13-20 seeds in the playoffs, with the winning teams being re-seeded and matched up for their “First Round” playoff game accordingly.

Playoff Scheduling — As the season winds down, it is imperative that projected home teams prepare and reserve field availability. The league will do its best to coordinate prior to the start of the season, but please communicate directly with your community organizers to ensure umpires and availability. Playoff dates will be as follows:

- **Play-In Games** — Monday (7/22) PM, teams will be re-seeded
- **First Round** — Tuesday (7/23) or Wednesday (7/24) PM (pending field availability)
- **Quarterfinals** — Thursday (7/25) or Friday (7/26) PM (pending field availability)
- **Semifinals** — Saturday (7/27) at 12 PM (Rain-out: Sunday 7/28) at Willow Stream Park
- **Championship** — Tuesday (7/30) at 7:30 PM (Rain-out: Wednesday 7/31) at Rec Park

LENGTH OF GAMES

Extra Innings — Regulation games are 7 innings. Current MLB extra innings rules will apply throughout the season. For the regular season, teams will start with a runner at second base. The runner placed on second base at the start of each half-inning in extras is the player in the batting order immediately preceding that half-inning’s leadoff hitter. For the playoffs, it will be a clean inning — no runner on base, no outs.

Time Limit — There is no time limit for CSYBA Condor League games, but games will conclude at the umpires discretion on a field-by-field basis, based on various factors (ie weather, field conditions, lack of sunlight, another game scheduled immediately following the current game). It is acceptable for a game to result in a tie, as long as both teams confirm and the umpire alerts both teams of aforementioned game constraints in advance.

Slaughter Rule — If a team leads by 15 after four innings or 10 after five innings, a “slaughter rule” will be in effect. To prevent teams from running up the score solely to benefit tiebreakers standings, all “slaughter” victories will be capped at 10 run victories (ie a 22-5 final score will be considered as a 15-5 final score when determining tie breakers).

BATTING RULES

Alternate Slot Roster Batting — All players participating in the game are required to bat. Teams can elect to use alternate slot(s) in their batting lineup, but are not required to do so. This gives all players an opportunity to participate in the game while keeping batting lineups similar in length to standard baseball league play. In this lineup, specifically denoted players will alternate at-bats in a given slot in the batting order. In the lineup below, players in the designated alternate slot (Gomes and Amaya, Wisdom & Cooper) will alternate at-bats in that position in the batting order. Gomes and Wisdom will bat the first and third time through the order, and Amaya and Cooper will bat the second and fourth time through the order. Alternate slots are permitted at any spot in the batting roster (ie leadoff, last hitter, etc).

1. Hoerner
2. Suzuki
3. Happ
4. Bellinger
5. Swanson

6. Morel
7. Tauchman
8. Madrigal
9. Mastrobuoni
10. Gomes (A Slot) / Amaya (B Slot)
11. Wisdom (A Slot) / Cooper (B Slot)

Teams using this style of batting order must declare this before the game starts and the players' names must be shown on the lineup card during pregame umpire meetings. While more likely to be utilized during the playoffs, this lineup option will apply in the regular season and playoffs, as desired.

Slashing — Bunting is permitted. However, slashing (showing bunt, pulling back and swinging) is not permitted for safety concerns. Players are allowed to show bunt and pull back. If a player attempts to slash (shows bunt, pulls back, and swings), that will result in an automatic out and there will be a dead ball.

Bat-Throwing — If deemed a safety concern, a team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out.

Bats — BBCor & wooden bats are approved.

Head-First Sliding into Home Plate — Head-first slides into home plate are allowed at the player's own risk.

Automatic Appeal — There is no automatic appeal. A defensive player or manager must verbally appeal to the umpire prior to the next pitch. Once a verbal appeal is made the umpire will indicate safe or out.

PITCHING RULES

Pitcher Re-Entry — A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.

1st-3rd Pickoffs — The fake-to-first, throw-to-third pickoff (or visa versa) is no longer legal. This will result in a balk.

Pitcher Warm-Ups — If a relief pitcher comes in "cold," the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.

Pitching Distance — Pitching distance shall be 60'-6" from the front of the pitching rubber to the back point of home plate.

Balks — There are no balk warnings in this league. Players will be awarded their respective bases.

SUSPENDED, DELAYED & POSTPONED GAMES

Weather Conditions — At the first sign of lightning the game shall be called and the field vacated. If thunder is heard, everyone (players, umpires, managers, and spectators) must leave the field and dugout area immediately. If there is no additional thunder heard within 15 minutes, the game may resume. If

thunder is heard a second time anytime thereafter the game shall be called and the field vacated. Should the Heat Index be greater than 106 the game will be canceled. If it's between 101-105, playing the game is at the managers' discretion.

Suspended Games — If a game is called for any reason, it is a complete game if five innings have been completed or if the home team has scored more runs in four and a half innings than the visiting team has scored in five complete innings. Any time after the fifth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a semi-championship and league championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games. If a game is called for any reason before it is a complete game, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

Resuming Suspended Games — In-game stats (balls and strikes count and outs) and sequences (spot in batting order) will carry over from the original game into the resumed game. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided they enter in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

Resuming Delayed Games — In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellations of earlier games. If a game is delayed more than 30 minutes after it's scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.

Postponed Games — Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather conditions. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

SPEED-UP RULE

A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.

The speed up rule will apply to both catcher and pitcher (with "pitcher of record" being the same as catcher of record) and both may come off the field at any time – but must be mandatory with 2 outs. The removal of the pitcher after two outs is only mandatory if said pitcher has to change shoes.

DEFENSIVE & BASE-RUNNING RULES

Roster Defense Rules — All players playing in the game are eligible to pitch and play the field. There is no defensive inning minimum required.

Sliding & Base-Running

- A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

ADDITIONAL NOTES

Report Scores — Both teams must submit all scores to this [Google Form](#). Scores and standings will be uploaded to the official [CSYBA Condor League website](#) so all teams can access. Please confirm the final score with the other team prior to leaving the field — inaccurate score submissions will be settled by league officials.

Hate Speech, Harassment & Threat of Violence — CSYBA does not tolerate hate speech, harassment or any threat of violence. Any incidents that occur should be reported to league officials immediately. Incidents will be reviewed by a board and punishment will be determined by league officials. Previous incidents will be considered in determining potential repercussions.

****All additional rules that are not covered in these rules are subject to umpire and league official discretion in adherence to IHSA league rules.***