

CSYBA 14u League Rules
14u: 7th-8th Grade
Updated 8/18/2026

General Rules

1. CSYBA 14u League is primarily for kids that are in the 7th and 8th grade. During Summer it is for kids who just completed the 7th and 8th grade. During Fall Ball, it is for kids just entering the 7th and 8th grade. Recreational level 9th graders are permitted only by commissioner approval. 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 14u 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 14u 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 7th 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. Base Distance: 80 feet.
4. Pitcher's Mound: 54 feet.
5. Home team supplies 2 new game balls to the umpire prior to the start of the game.
6. 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.
7. **All bats must have a USA Baseball, USSSA Baseball Stamp, or a BBCOR stamp on them. The barrel size or 'drop' is not important as long as it has either Stamp. All wood bats are are also acceptable.**
8. A team will need at least 7-players to play a game. If a team is short players, they should call-up a 6th grader from the 12u Division. During the Fall session in regular season play, teams can borrow a 7th grader from another 14u team from their community.
9. 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.
10. There is no limit to the amount of runs that can be scored in a particular inning. OPTIONAL: During regular season games if both managers agree prior to the start of a game, the game can be played using a maximum runs per inning rule. The league recommends seven (7) if coaches agree to play with a run limit.
11. Any team that compiles a 10-run lead after 5 complete innings shall be declared the winner.
12. 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.

13. 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.
14. If a batter throws a bat, a warning is given. If a batter throws a bat a second time, he will be called out.
15. Each pitcher may pitch a maximum of three (3) innings during the Spring and Summer session. During the Fall session, as games are primarily on weekends and there are many back-to-back days with games, a pitcher can pitch a maximum of (4) innings per game and (4) innings total over the course of a three-day weekend. 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.
16. 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.
17. 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.
18. 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 9th 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.
19. All players present during a game must play at least 4 complete innings in the field. 3 of these innings must be in the field prior to the start of the 6th inning
20. Lead-offs and Base-stealing are allowed at all bases. Runners are permitted to slide head first when sliding back to a base, or if they are sliding to the next base. There is no requirement to slide, but a runner should avoid any unnecessary contact if they choose not to slide.
21. 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.
22. **In order to be eligible to participate in the CSYBA league playoffs, a player must have played at least 50% of a teams regular season games. Exceptions can be made for player injuries and extensive circumstances. The purpose of this rule is to assure a playoff roster resembles that of a teams regular season roster. Having a player participate in the playoffs who did not play enough regular season games can be grounds for forfeiture of the team during the playoffs.**
23. 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.