

2025 League Rule Modifications

- ***Every player on every team in age divisions 8 -11 in baseball; 8u - 12u in softball will begin his/her at-bat with a 1-1 count.***

All spectators must maintain non-abusive (verbal and/or physical), dignified, positive support of all teams, players, officials, and other spectators. The Greeley Evans Youth League promotes not only the good sportsmanship of spectators, players, and coaches; but also a learning environment displaying youth recreation free of profanity, racism, and criticism. Intimidating actions to any umpire, player, coach, or spectator may result in **immediate END OF THE GAME** by forfeiture for failing to comply with the directives from the umpire or field personnel. All games are a learning environment for umpires, players, coaches, and parents. All are implementing skills taught at practices, classes and clinics. Any and all clarifications, disagreements, and rule disputes will be handled calmly and exclusively by the coach attending the home plate meeting and the home plate official.

EJECTION PROCEDURE

An **ejected player** shall be suited up, listed on the line-up sheet, and in the dugout; but shall not participate in the next regularly scheduled game. An **ejected coach** must immediately leave the facility and not return for the remainder of the game he/she was ejected from as well as the following game. An **ejected fan/parent** will be monitored for the remainder of the season. First offense fans may be relegated to sitting outside the outfield fences. If they continue to sit inside the fences, or if a fan/parent is ejected twice in the same season, he/she may subject his/her player to ejection and/or expulsion. The GEYL Board of Directors will decide accordingly.

REGISTRATION

- Requests for coach/player/team are honored on a first come first serve basis after February 1st.
- Regardless of the number of scheduled games, each division is guaranteed 5 games, including tournament games. Games lost due to weather or other circumstances will not be rescheduled unless a team is in jeopardy of playing fewer than 5 games.

IN ACCORDANCE WITH GREELEY MUNICIPAL LAW

There is no smoking and no dogs allowed inside the Youth Sports Complex.

COMPLAINTS

Participants are strongly encouraged to discuss problems with their team coach. If a satisfactory resolution cannot be obtained, a written complaint may be sent to the league office. The matter will be reviewed at the next regularly scheduled board meeting and notification will be sent to all parties involved.

INCLEMENT WEATHER

In the event of inclement weather, **notice will be emailed, texted and posted on geyl.org as soon as determined.** In case of weather suspended games, parents and players should go to their vehicles and wait for at least 15 minutes to see if the weather improves. If a **bracketed tournament game** is suspended, it is the responsibility of the coach to obtain the reschedule time which will probably be the first time slot the following day. When exiting the Youth Sports Complex after a weather cancellation, TO FACILITATE A RAPID EXIT FROM THE PARKING LOT, it is strongly suggested that all vehicles exiting to the south of the Complex follow the arrows through the parking lot and turn left from the south exit, and all vehicles going north from the Complex go through the parking lot to the north exit and turn right.

For USSSA Rules go to usssa.com

GEYL BASEBALL AND SOFTBALL LEAGUE-WIDE RULE CLARIFICATIONS

GEYL adopts and adheres to USSSA baseball and softball standards with the following specifics:

- No unsafe equipment will be allowed. Coaches are responsible for all team equipment. Coaches must check the equipment regularly for safety and exchange any unsafe equipment.
- No skullcaps are allowed for catchers.
- In age divisions 4U – 12U, non-metal cleats shall be worn. In age divisions 13s (baseball) and older (15u in softball), traditional metal baseball spikes shall be permitted.
- All male catchers must wear a plastic protective cup. Coaches will be held responsible to ensure that this rule is followed. Play shall cease immediately if a catcher is found not in conformity of this rule and play shall resume only when the problem is corrected.
- Any GEYL player coaching a base must wear a protective helmet. Any person coaching a base under the age of 18 must wear a protective helmet.
- No one will warm up inside the playing area, and no warm ups outside the playing areas except between fields, in the outfield.
- No bat boys or girls will be allowed.
- Equipment not in immediate use must be kept off the playing field.
- Only league approved uniforms will be acceptable playing attire at all league games.
- All jewelry is prohibited with the exception of medical ID bracelets/necklaces, which must be taped to the body.
- A player wearing a cast or a splint must have it wrapped in foam and must have written permission from his/her doctor before being permitted to play.
- No person is allowed outside the dugout, or on the playing field, except legal base runners, batter, on deck batter, and base coaches.
- Only the head coach (designated by he or she who attends the pre-game conference) is allowed to approach the umpire in charge for rule clarifications. Any other coach, player, or parent who argues or disputes a decision made by the umpires will be immediately removed from the playing area.
- No alcoholic beverages, marijuana, or controlled substances are allowed at any league-endorsed function.
- Only the head coach, two assistant coaches, and uniformed team members are permitted in the dugout during games. **Coaches must remain in the dugout at all times, the only exception being when coaching the bases, when requesting a protest, or when pitching for coach pitch divisions.**
- **All players must be listed on the team roster.**

GEYL IN-TOWN LEAGUE RULE MODIFICATIONS BASEBALL AND SOFTBALL

All teams playing in league will play with these mods

1. All teams will adhere to a bat through roster with free substitution (pitcher exception in baseball). Every player on every team must be listed on the line-up sheet.
2. All teams will follow the six-run rule: following the end of the play, after the run that puts a team ahead by six has scored, the inning shall be over. It is possible to go ahead by more than six runs if additional runners score behind the 6th run, prior to the end of the play. A team already ahead at the start of the inning, may score 6 additional runs. (Note: it may be possible for a player to bat more than one time per inning if fewer than 8 players are present for a game and this six run rule has not been met. Teams will not be penalized for having fewer players.)
3. There is a 20 run after 4 innings mercy rule.
4. There is no stealing in any division if a team leads by 8 runs. Players attempting to steal a base while their team is leading by 8 or more runs may be called out.
5. A runner cannot steal home until the 12 year old age division in baseball and 15u in softball. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. If the runner is out on the play, they will remain out. Runners **can only score** on: (i) a batted ball, (ii) a base on balls or hit batter with bases loaded, (iii) an awarded base when the ball goes out of play to include a pitch that goes out of play.

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6. The maximum number of warm up pitches between innings is 5.
7. Every player must play 1/2 the defensive innings that his/her team has played to date, when he/she is present and eligible. In the event that game time/innings may be reduced due to inclement weather, coaches should attempt to enter players effectively.
8. When a team is playing with fewer than 9 players, and that turn at bat is reached, there will NOT be an automatic out.
9. Game time is start time. If a partial team is present, the game shall begin and the partial team may "borrow" players from the opposing team for defense.
10. Games shall continue until time limit, official number of innings, or the 20 run rule has been reached.
11. Every team **must** complete their own scorebook for every game and must be able to produce the same for inspection. The Home Team scorekeeper will be considered the official scorekeeper for any scoring disputes; however every effort must be made to consult with the officials on the field and the visiting team's scorebook to rectify the disputed ruling(s) on the field. If the Home Team's book is determined to be inaccurate after talking with the officials and their recollected rulings on the field, the Away Team's book will be deemed official. It is strongly encouraged that both teams' scorekeepers sit close enough to each other and the UIC to compare scores throughout the game.
12. Head coaches and umpires will meet 5 minutes before game time at home plate for the pre-game conference. Coaches at this time will go over all GEYL rule mods.
13. Games may end in a tie.
14. Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care professional.

PROTEST PROCEDURE

An official game protest must be declared to the umpire before the next pitch is thrown. The protest shall be noted in the official scorebook with the following information: exact time of the protest, field, umpire names, scorekeeper(s) names, and the rule being protested, the decision surrounding the cause for protest, and all essential facts involved in the matter. Then the game resumes. Umpires, coaches and scorekeepers must all sign the scoresheet. This sheet must be presented with \$100 **CASH** protest fee to the umpire before the conclusion of the game. League officials will review the matter and decide the validity of the protest. If the protest is found to be valid, the cash will be returned and the game rescheduled to start at the point of protest, if found to be invalid, the cash will be deposited to the league account and the game will stand as played.

BASEBALL RULE CLARIFICATIONS

Contradictory rules will be resolved using the following rulebook order (this includes age/class restrictions specified by USSSA):

- (1) GEYL Handbook, (2) USSSA Bylaws (3) Official Baseball Rules
- Overall innings pitched are the responsibility of both teams to monitor. Any coach found cheating, over-pitching, or manipulating innings pitched will be suspended for at least one game.
 - When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.
 - There is no pitcher re-entry.
 - There is no exception for rainout and/or rescheduled games on pitching rules.
 - The pitching week is Monday through Sunday.
 - One pitch thrown from the pitcher's plate is counted as one inning pitched.
 - A courtesy runner may be used for either the pitcher or catcher and must be the last batted out.
 - Bunting is allowed in age divisions 8 and older.

End of Season Baseball Tournament

1. A coin flip at home plate will determine home team.
2. Teams playing with fewer than 9 must take an out for each hole not occupied by a player. No borrowing of players is allowed. Coaches must maintain the bat through lineup, however, the defensive player restrictions do not apply.

For USSSA Rules go to ussa.com

3. *USSSA pitching rules will be enforced: 3/6/8 for 12 and under age divisions; 3/7/8 for older ages. Pitching innings should be recorded in thirds. Go to usssa.com for details.*
4. *Calculations for pitching records will be made from the tournament scorecards kept by the umpires. It is the responsibility of the team manager to review and verify the umpire scorecard prior to vacating the field.*
5. *California tie breaker will be utilized in games ending in ties at the end of time regulation or maximum number of innings.*
6. *Mercy rules are 15 runs after 3 innings, 8 after 4 for 6 inning games (12 and under age divisions); 15 runs after 3 innings, 12 after 4, and 8 after 5 for 7 inning games. Go to usssa.com for details.*
7. *Weather suspended games will be rescheduled at the next available time slot. However, for this tournament, games will be determined complete after 45 minutes of play, or 3 innings. If after the 45 minute time period a winner cannot be determined for the championship game, co-champions may be announced and coaches will flip a coin to see which team is awarded 1st and 2nd place awards.*
8. *Both time limit and mercy rules apply to championship games.*

6 and 7 year old baseball

1. Games will consist of not more than 55 minutes, or 5 innings.
2. Base paths are 60 feet.
3. Pitching machine with the "Incrediball" shall be used for all play and umpire will feed the machine.
4. The batter shall receive a maximum of eight (8) pitches or three (3) swinging strikes. A batter that has received fewer than eight (8) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the eight (8) pitch limit.
5. No player is allowed in the "pitcher" position.
6. 5 players shall be in the correct positions for catcher, 1st baseman, 2nd baseman, 3rd baseman, and short stop. 4 outfielders will then be placed **behind** the infielders, at the edge of the grass. The rest of the players may play anywhere in the grass. It is the specific intent of this rule to encourage the players to throw the ball to cut-off players, instead of running the ball into the infield.
7. Umpires shall call "Time" after every play and declare the ball dead.
8. Runners may only advance one base on an overthrow TO 1st AND 2nd BASE ONLY, even if the ball stays in play, and even if a secondary play is attempted on the runner. They may never advance on an overthrow to 3rd base.
9. A runner cannot steal home. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners **can only score** on: (i) a batted ball, (ii) being forced by a ball contacting the pitching machine with bases loaded..
10. The umpire may stop play at any time to determine runner placement.
11. No bunting is allowed.
12. No walks are allowed.
13. No stealing is allowed.
14. Runners may not leave the base until batter makes contact with the ball.
15. The Infield Fly Rule will not apply.
16. A batted ball which makes contact with the pitching machine shall be ruled an immediate dead ball. The batter-runner shall be awarded first base. Runners will advance **only if forced by the batter-runner**.
17. Defensive coaches are not allowed on the field of play and can only coach from the dugout.
18. We do not utilize the usssa.com machine pitch rule modifications. Only the above apply.

8 year old baseball

1. Games will consist of 75 minutes or 6 innings.

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2. ***Every player on every team in age divisions 8 -11 in baseball will begin his/her at-bat with a 1-1 count.***
3. 10 defensive players are used in this division, including 4 outfielders: left, left-center, right-center, and right fielders.
4. Base paths shall be 60 feet; pitching distance is 40 feet.
5. The “Incrediball” will be used.
6. Runners may not leave the base until batter makes contact with the ball.
7. Stealing is not allowed; base runners are not allowed to advance on passed balls.
8. The batter may not advance on a dropped 3rd strike.
9. Runners may only advance one base on any overthrow to 1st or 2nd base, even if the ball stays in play, and even if a secondary play is attempted on the runner. They may never advance on an overthrow to 3rd base.
10. A runner cannot steal home. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners **can only score** on a batted ball..
11. The Infield Fly Rule does not apply.
12. Balk rules will not be enforced; however, coaches are urged to correct blatant errors.
13. The pitching distance shall be 40 feet.
14. Players are allowed to pitch 2 innings per game with a mandatory 1 calendar day rest between games; 4 innings/week. The specific intent of this rule is to protect young arms as well as to develop several pitchers.
15. Walks are not allowed. Each batter will begin his plate appearance with a 1-1 count. After the batter receives 4 balls (3 with the 1-1 count) from the player, the batter's coach will pitch a maximum of two pitches for the player to hit or he/she is out. Foul balls are protected and will not count against the 2 pitches. Coaches must throw from the 40' rubber.

9 year old baseball

1. Games will consist of 6 innings or 90 minutes.
2. ***Every player on every team in age divisions 8 -11 in baseball will begin his/her at-bat with a 1-1 count.***
3. 9 defensive players are used in this division.
4. Base paths shall be 65 feet; pitching distance is 46 feet..
5. A regulation baseball shall be used.
6. Runners may not leave the base until the ball crosses home plate; stealing is allowed for 2nd and 3rd bases only—the batter must stop at 3rd base.
7. No balks will be called, however, coaches are encouraged to teach proper mechanics.
8. The batter may not advance on a dropped third strike.
9. A runner cannot steal home. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can **only score** on a batted ball.
10. The Infield Fly Rule does not apply.
11. Players are allowed to pitch 2 innings per game, mandatory 1 calendar day rest between games; 3 innings/week. The specific intent of this rule is to protect young arms as well as to develop several pitchers.
12. Walks are not allowed. Each batter will begin his plate appearance with a 1-1 count. After the batter receives 4 balls (3 with the 1-1 count) from the player, the batter's coach will pitch a maximum of two pitches for the player to hit or he/she is out. Foul balls are protected and will not count against the 2 pitches Coaches must throw from the 46' rubber.
13. **We do not utilize the usssa.com coach pitch rule modifications.**

10 and 11 year old baseball

1. Games will consist of 6 innings or 90 minutes.
2. ***Every player on every team in age divisions 8 -11 in baseball will begin his/her at-bat with a 1-1 count.***
3. Base paths for 10 year olds shall be 65 feet; pitching is 46 feet. Base paths for 11 year olds shall be 70 feet; pitching distance shall be 50 feet.

For USSSA Rules go to usssa.com5

4. A runner cannot steal home until the 12 year old age division in baseball and 15u in softball. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can only score on: (i) a batted ball, (ii) a base on balls or hit batter with bases loaded, (iii) an awarded base when the ball goes out of play to include a pitch that goes out of play.
5. Balk rules will apply with warnings at umpire's discretion.
6. A batter may not advance on a dropped 3rd strike.
7. No other rule mods apply. (Infield fly, leading off, stealing [just not Home] are all in play)
8. Players are allowed to pitch 3 innings per game with a mandatory 1 calendar day rest between games; 6 innings/week.

12 year old baseball

1. Games will consist of 6 innings or 90 minutes.
2. Base paths will be 70 feet.
3. Pitching distance shall be 50 feet.
4. Balk rules will apply with warnings at umpire's discretion.
5. **No other rule mods apply.** (Do not start with a 1-1 count, infield fly, leading off, dropped 3rd strike, stealing Home are all in play)
6. Players are allowed to pitch 3 innings per game with a mandatory 1 calendar day rest between games; 6 innings/week.

13 year old baseball

1. Games will consist of 7 innings or 90 minutes.
2. Maximum bat weight to length ratio is a -8.
3. Base paths shall be 80 feet
4. Pitching distance shall be 54'.
5. Balk rules will apply with warnings at umpire's discretion.
6. Players are allowed to pitch 3 innings per game with a mandatory 1 calendar day rest between games; 6 innings/week.

14-15 year old baseball

1. Games will consist of 7 innings or 90 minutes.
2. Maximum bat weight to length ratio is a -5.
3. Base paths shall be 90 feet.
4. Pitching distance shall be 60'6".
5. Balk rules will apply with warnings at umpire's discretion.
6. Players are allowed to pitch 3 innings per game with a mandatory 1 calendar day rest between games; 6 innings/week.

For USSSA Rules go to usssa.com

SOFTBALL RULE MODS

Contradictory rules will be resolved using the following rulebook order (this includes age/class restrictions specified by USSSA):

(1) GEYL Handbook, (2) USSSA Bylaws.

- There are no limitations as to the number of innings a pitcher may throw. However, the pitcher may only reenter as pitcher once per inning provided the return as a pitcher does not violate either the pitching, substitution, or charged conference rule.
- A courtesy runner may be used for either the pitcher or catcher and must be the last batted out.
- Games will consist of 7 innings with a time limit of 75 minutes in ages 12u and older; 60 minutes in 10u; and 50 minutes in 8u.
- Bunting is allowed in age division 10u and older.

End of Season League Softball Tournament Addendum

1. A coin flip at home plate will determine home team.
2. Teams playing with fewer than 9 must take an out for each hole not occupied by a player. Coaches must maintain the bat through lineup, however, the defensive player restrictions do not apply.
3. The California tie breaker will be utilized in games ending in ties at the end of time regulation or maximum number of innings.
4. Mercy rules are 10 runs after 3 innings; 8 runs after 4 innings; 6 runs after 5 innings.
5. Both mercy rules and time limit will apply in the championship game.
6. Weather suspended games will be rescheduled at the next available time slot. However, for this tournament, games will be determined complete after 45 minutes of play, or 3 innings. If after the 45 minute time period a winner cannot be determined for the championship game, co-champions may be announced and coaches will flip a coin to see which team is awarded 1st and 2nd place awards.

8u softball

1. Stealing is not permitted; however, coaches are encouraged to teach players how to lead off.
2. **Every player on every team in age divisions 8u - 12u in softball will begin her at-bat with a 1-1 count.**
3. The Infield Fly Rule does not apply.
4. No walks are allowed.
5. No bunting is allowed.
6. The batter may not advance on a dropped 3rd strike.
7. A runner cannot steal home. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can only score on: (i) a batted ball.
8. Coaches shall pitch underhand from the 35 foot rubber. If no rubber is in place, coaches must be behind the arc of the circle. In no event should coaches be closer to the batter than 35 feet. **8u softball players will receive up to 5 total pitches** from the coach or 2 swinging or called strikes allowing for foul ball(s) protection.
9. 6 players shall be in the correct positions for catcher, pitcher, 1st baseman, 2nd baseman, 3rd baseman, and short stop. 4 outfielders will then be placed **behind** the infielders, at the edge of the grass. The rest of the players may play anywhere in the grass. It is the specific intent of this rule to encourage the players to throw the ball to cut-off players, instead of running the ball into the infield.
10. On a play from a ball hit to the outfield, the umpire will call time after a positioned infielder secures the ball while inside the base path.
11. A player shall occupy the pitcher's position, fielding alongside the coach.
12. When a batted ball hits the coach who is pitching, or the coach inadvertently fields a batted ball, the play is ruled dead and a no pitch declared. No runners shall advance.

13. Defensive coaches are allowed in the field but must stay **behind all fielders**.
14. A normal overthrow from the catcher to the pitcher on a returned pitch is considered a dead ball.
15. Runners may only advance one base on overthrow to 1st or 2nd base regardless of whether the pitcher has possession of the ball in the circle, or if the ball is thrown to the next base. The runner must stop at the next base; however, the runner may be tagged out on the advancement. Runner may not advance home on an overthrow to 3rd base.

10u softball

1. Pitching distance is 35 feet.
2. **Hyhu | #s@ | hu#rq#hyhu | #ndp #q#dj#h#ly#lrqv#; x#0# 5x#q#rived@z loehj lq#khu# dw0edw# lk#d# 04 #frxqw**
3. Stealing is allowed when a team does not lead by 8 or more runs. **Reminder: 10u may not steal home**— A runner cannot steal home until 14u in softball. If they advance Home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can only score on: (i) a batted ball, (ii) a base on balls or hit batter with bases loaded, (iii) an awarded base when the ball goes out of play to include a pitch that goes out of play.
4. The Infield Fly Rule does not apply.
5. The batter may not advance on dropped 3rd strike.
6. 10 defensive players are used in this division and must be played properly.
7. A normal overthrow from the catcher to the pitcher on a returned pitch is considered a dead ball.
8. One defensive coach may be behind home plate. No coaches are allowed in the outfield.
9. Runners may advance on an overthrow to 1st or 2nd base until the pitcher secures possession of the ball in the circle but must stop on 3rd base regardless of where the ball is. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can only score on: (i) a batted ball.
10. Walks are not allowed. Each batter will begin her plate appearance with a 1-1 count. When the count reaches 4 balls (3 actually thrown by the pitcher) or when the batter is hit by pitch, the batter's coach will pitch a maximum of two pitches for the player to hit or he/she is out. Foul balls are protected and will not count against the 2 pitches. Coaches must throw from the 35' rubber.

12u softball

1. Pitching distance is 40 feet.
2. **Every player on every team in age divisions 8u - 12u in softball will begin her at-bat with a 1-1 count.**
3. Stealing is allowed when a team does not lead by 8 or more runs. **Reminder: 12u may not steal home**— A runner cannot steal home until 14u in softball. If they advance home they are liable to be put out. At the end of play if the runner is safe and has advanced the umpire will return the runner to the correct base. Runners can only score on: (i) a batted ball, (ii) a base on balls or hit batter with bases loaded, (iii) an awarded base when the ball goes out of play to include a pitch that goes out of play.
4. 9 defensive players are used in this age division and older.
5. Walks are not allowed. Each batter will begin her plate appearance 1-1 count. When the count reaches 4 balls (3 actually thrown by the pitcher) or when the batter is hit by pitch, the batter's coach will pitch a maximum of two pitches for the player to hit or he/she is out. Foul balls are protected and will not count against the 2 pitches. Coaches must throw from the 40' rubber.
6. No infield fly.
7. The batter may not advance on a dropped 3rd strike.

14u and HS softball

1. Stealing is allowed when a team does not lead by 8 or more runs.
2. Pitching distance is 43 feet.