

2023 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; some officials are experiencing their first games. 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. If a fan/parent is ejected twice in the same season, he/she may subject his/her player to ejection and/or expulsion.

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 within 50 feet of any seating area at any Greeley facility.
- No dogs are allowed inside the 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.

TEAM MEETING

Every coach should select a "team parent" who will be responsible to represent the team for pictures and fund raising, explain team rules (including playing time, practice expectations discipline, and tardy reprimands), select and offer training materials for the team scorekeeper, assist the coaches on maintaining positive cheering during games,

and to review this handbook.

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.
- 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.
- No player wearing a cast will be permitted to participate in practices or games. A player wearing a splint 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 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. 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.
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.
 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.

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.*

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. ***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: 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.