



**Bylaws and Standing Rules
Fall 2007/Spring 2008**

Revised 2/13/08

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BYLAWS

ARTICLE

1.0 NAME AND ADDRESS

- 1.1 This organization shall be known as the Grapevine Youth Baseball (G.Y.B.). The organization is a non-profit corporation.
- 1.2 The mailing address of G.Y.B. is P.O. Box 1732, Grapevine, Texas, 76099.

2.0 PURPOSE

- 2.1 The association is organized exclusively for charitable, educational, religious, or scientific purposes within the meaning of Section 501(c)(3) of the Internal Revenue Code. The constitution bylaws were adopted on August 9, 1998.

3.0 DISSOLUTION CLAUSE

- 3.1 Upon dissolution of the association, the Board of Trustees shall, after paying or making provisions for the payment of all the liabilities of the association, dispose of all the assets of the association exclusively for the purposes of the association in such manner, or to such organization or organizations organized and operated exclusively for charitable, educational, religious, or scientific purposes as shall at the time qualify as an exempt organization or organizations under Section 501(c)(3) of the Internal Revenue Code of 1986 (or corresponding provision of any future United States Internal Revenue Law), as the Board of Trustees shall determine. Any such assets not so disposed of shall be disposed of by the Court of Common Pleas of the county in which the principal office of the corporation is then located, exclusively for such purposes or to such organization or organizations, as said court shall determine, which are organized and operated exclusively for such purposes.

4.0 OBJECTIVE

- 4.1 The Grapevine Youth Baseball's objective is to provide supervised baseball programs that will be enjoyable, educational, and challenging for all the youth of our community. The attainment of exceptional athletic skill and the winning of games are secondary to this objective.

5.0 MEMBERS

- 5.1 Membership in this organization shall be open to all persons who sincerely desire to further the objectives as expressed by these Bylaws.
- 5.2 Members of this organization shall be either voting or nonvoting members.
- 5.3 A voting member is any parent or guardian of youth duly registered in the baseball program, approved coach, or officer from the day of registration to the first day of registration of the following year.
- 5.4 Any voting member shall have one (1) vote at membership meetings regardless of the number of children they have registered.

6.0 MEMBERSHIP MEETINGS

- 6.1 An Annual membership meeting shall be held in May or June of each year for the election of officers and the presentations of reports. The exact date will be scheduled by the Corporation Officers.
- 6.2 Special meetings of the members, for any purpose unless otherwise prescribed by these Bylaws, may be called by the President, or not less than one-third of all members of the association entitled to vote at the meeting. The business to be transacted and the purpose of any special meeting must be specified in the notice to the membership
- 6.3 Notice shall be given to the membership stating the date, time, and place of the meeting (Annual). This notice shall be in the form of any of (he following: 1) individual flyers, mailed or handed to players, 2) Newsletters, mailed or given to each player, 3) or a method deemed appropriate by the President or Executive Board. This notice shall be given no less than two (2) weeks prior to the date of the meeting.
- 6.4 A complete list of members entitled to vote shall be available at the annual meeting. This list shall be produced and kept open at the time and place of the meeting. The list shall be subject to inspection by any member who may be present.
- 6.5 At any regular or properly called membership meeting, the vote of the majority of the members present having voting power shall decide any question brought before such meeting unless the question is one upon which, by express provision of these Bylaws, a different vote is required; in which such the express

provision shall govern and control the decision of such question The voting members present at a duly organized meeting may continue to transact business until adjournment.

- 6.6 All annual membership meetings shall be held in the confines of the City of Grapevine. Meetings of members for any other purpose may be held at such time and place as shall be stated in the notice of the meeting.

7.0 OFFICERS OF GRAPEVINE YOUTH BASEBALL

- 7.1 The Officers are:
- a. President
 - b. Vice President
 - c. Treasurer
 - d. Secretary
 - e. Director of Public Relations
 - f. Director of Equipment
 - g. Director of Uniforms
 - h. Director of Field Maintenance
 - i. Ex-President**
 - j. Director of Fund Raising
 - k. Director of Concessions
 - l. Director of Registration
 - m. Web Master
 - n. Director of Umpires
 - o. Select Coordinator
 - p. League Commissioners *

* Each league or division shall have at least one Commissioner. Leagues or divisions with more than 10 teams may have more than one Commissioner with Board approval.

* * This position is filled by an Ex-President for one year after serving as President. These officers shall perform the duties prescribed by these bylaws and by the parliamentary authority adopted by the association. Specific duties of the officers and directors shall be included in the Standing Rules of the association attached to these bylaws.

7.2 Election of Officers. Election of the Officers shall be held no later than June 1st.

7.3 No later than April 15th or the next regularly schedule meeting (whichever comes first) of each year, the President or the presiding director shall appoint a Nominating Committee with Board approval. The members of the nominating committee are to solicit the membership at large to obtain officer and director candidates for the following year. The Nominating Committee shall be comprised of GYB members, subject to Board approval.

7.4 The Nominating Committee Chairperson shall present the names of the candidates the committee has selected at the annual membership meeting. The Nominating Committee shall serve as Tellers of the election.

7.5 The officers shall be elected by the voting members for a term of one year. There will be no limitation to the number of terms a member may serve. No person may serve as President who has not served as a Director or held a position as an Officer for a minimum of one season previous to his/her election to the office of President.

7.6 Any Officer of the Corporation may be subject to disciplinary action for conduct unbecoming or detrimental to GYB by a simple majority opinion of the Board of Directors. Any Officer may be removed by a two-thirds (2/3) majority vote of all Officers and Directors (not including those positions which are vacant).

7.7 If any Officer vacancies occur for any reason, a simple majority of the Officers and Directors then in office may choose a successor, or a successor may be chosen at a special meeting of the members called for that purpose. Each successor officer so chosen shall be elected for the unexpired term of his/her predecessor.

7.8 Any officer may resign by giving written notice to the President or Secretary. Such resignation shall take effect at the time specified therein, or immediately if no time is specified therein. The acceptance of such resignation shall not be necessary to make it effective.

- 7.9 All officers and directors of the corporation shall be elected volunteers receiving no compensation for performance of their duties. No officer or directors of the corporation shall willingly use his position for personal gain or to obtain any benefits that are not available to the entire membership.

8.0 BUSINESS AND AFFAIRS OF THE CORPORATION

- 8.1 The business and affairs of the corporation shall be managed by the board. The board shall establish all policies, rules, and procedures not covered by these Bylaws.
- 8.2 Regular meetings of the Board may be held at such time and place as shall, from time to time, be determined by the Board, without the necessity of notice to the membership. Stated meetings will take place the second Wednesday of each month. Absence from any meeting requires notification of either the President or the Secretary.
- 8.3 Special meetings of the Board may be called by the President from time to time. Any two (2) officers may call a special meeting of the Board with two (2) days written notice to the President or in his absence, the presiding Vice President.
- 8.4 The first meeting of the newly elected Board shall be held in joint session with the old Board in July or August.
- 8.5 All officers of the corporation have one vote during Board meetings except for the President or presiding officer. The President or presiding officer will only vote in order to break a tie vote during all meetings.
- 8.6 Any officer who is absent from two (2) consecutive regular Board meetings will lose his/her power to vote until the following conditions are met: 1) attend one complete Board meeting without voting status, and 2) review minutes of all meetings previously missed. The President or presiding officer may ask for Board approval to waive the first condition for an officer, if circumstances warrant.
- 8.7 Any officer who is absent from three (3) consecutive regular Board meetings, will be subject to dismissal from the Board.
- 8.8 Five officers of the association with voting powers constitute a quorum at a regular scheduled board meeting. At all special meetings, at least one half of the officers (filled positions only) constitute a quorum. The President or presiding officer will count as one of the officers of the quorum. The act of a majority of the voting officers present at any meeting shall be the act of the Executive Board except as may be otherwise specifically provided by these Bylaws. A previously adopted resolution (excluding bylaws and standing rules) can be amended/rescinded with a two-thirds majority vote, or by a majority vote there was prior notice. Prior notice requires notice of the proposed amendment/recession to each board member when notice of the meeting is given, or is satisfied if the proposed amendment/recession was discussed in the preceding meeting.

9.0 COMMITTEES

- 9.1 Standing or special committees shall be appointed by the President or Executive Board from time to time. The President shall be an ex-officio member of all committees except the Nominating Committee.
- 9.2 All Standing Committee compositions and duties will be written in the Standing Rules of the association.

10.0 PARLIAMENTARY AUTHORITY

- 10.1 The rules contained in the current edition of Roberts Rules of Order Newly Revised shall govern the association in all cases to which they are applicable and in which they are not inconsistent with these bylaws and any special rules of order the corporation may adopt.

11.0 AMENDMENT OF BYLAWS AND STANDING RULES

- 11.1 These Bylaws may be altered, amended, or repealed at any meeting of the membership by the affirmative vote of a majority of members present. Notice of the proposed alteration, amendment, or repeal must be contained in the notice of the meeting.
- 11.2 Standing Rules are rules which are related to details of the administration of the association. Standing Rules may be altered, amended, repealed, or granted an exception at any Executive Board Meeting by the affirmative vote of a two thirds (2/3) majority of voting officers present (excluding the President or presiding officer).

12.0 ELECTIONS

- 12.1 Elections will be conducted according to the Texas Election Codes Title 6, Chapter 61, Sub-chapter A.
- 12.2 The Board shall secure proper voting stations so ballots can be cast in privacy.

STANDING RULES

DUTIES OF THE OFFICERS

1.0 PRESIDENT

- 1.1 To preside over all meetings.
- 1.2 To break any tie vote.
- 1.3 To call Executive Board meetings as needed.
- 1.4 To coordinate with the Secretary an agenda for every meeting.
- 1.5 To represent G.Y.B. at meetings with other Athletic Associations.
- 1.6 To communicate and work with the City of Grapevine, the Parks and Recreation Department, and the Corp of Engineers towards our goal of providing the finest supervised baseball for the youth of this community.
- 1.7 To manage the Officers of the association and ensure that all duties of the Executive Board are completed in a timely fashion.
- 1.8 To appoint committees, and act as an ex-officio member at committee meetings.
- 1.9 To perform such other duties as the Executive Board prescribes.
- 1.10 To act as vice-chairman of the Sponsor Committee.
- 1.11 To assist the Vice President set up, organize, and conduct registration, coach looks, and drafts for baseball.

2.0 VICE PRESIDENT

- 2.1 To preside over all meetings in the absence of the President.
- 2.2 To act as chairman of the Sponsor Committee which will establish a program for obtaining Sponsors and maintaining a working relationship between the Sponsors and the association.
- 2.3 To set up, organize, and conduct registration, coach looks, and drafts for baseball.
- 2.4 To perform duties as assigned by the President.
- 2.5 To obtain bids and select a photographer, with board approval, for the seasons team pictures and sponsor plaque's pictures. This should be completed no later than 45 days before the start of the season.
- 2.6 To schedule and coordinate the team pictures with the approved photographer and the league/division commissioners.
- 2.7 To act as chairman of the fund-raising committee.
- 2.8 To obtain bids and purchase trophies, with board approval, no later than 21 days prior to the end of the season.
- 2.9 To distribute trophies to the appropriate commissioners.

3.0 TREASURER

- 3.1 To receive and collect all funds.
- 3.2 To dispense all bills and charges under the direction of the board.
- 3.3 To maintain the financial status of the association using the association's computer and financial software.
- 3.4 To provide a full report of receipts and expenditures, deposit balances, and financial condition at each regular meeting of the Executive Board, and at the annual membership meeting.
- 3.5 To file tax returns and forms required to maintain non-profit status and report all filings to the board.
- 3.6 To procure and manage the insurance for G.Y.B. with Executive Board approval.
- 3.7 To perform the duties as assigned by the President.

4.0 SECRETARY

- 4.1 To make and preserve the minutes of all meetings.
- 4.2 To keep all committee reports.
- 4.3 To maintain the record books in which the bylaws, standing rules, and minutes are entered, with any amendments to these documents properly recorded, and to have the current record books on hand at every meeting.
- 4.4 To prepare an agenda for each meeting with the coordination of the President.
- 4.5 To maintain a complete list of all voting Officers of the association and maintain a list of the entire membership.
- 4.6 To notify all Officers of the association and the City Parks and Recreation Department of Executive Board Meetings.
- 4.7 To secure reports from League commissioners.

- 4.8 To update and maintain the associations' database.
- 4.9 To make and distribute copies of the bylaws, standing rules, and any standing resolutions to new Officers of the association.
- 4.10 Assist commissioners with making and distributing copies of the following materials to each coach through the appropriate commissioner:
 - 4.10.A G.Y.B. rules for the appropriate league/division
 - 4.10.B List of current Board Members
 - 4.10.C Medical release forms
 - 4.10.D Team roster with parent names and phone numbers
 - 4.10.E List of league/division coaches names and numbers
 - 4.10.F To perform duties as assigned by the President.

5.0 DIRECTOR OF PUBLIC RELATIONS

- 5.1 To run advertisements in the local newspaper regarding registration.
- 5.2 To produce registration information flyers and distribute them to all local schools and public bulletin boards.
- 5.3 To write and submit articles to the local newspaper for the association.
- 5.4 To write the monthly newsletter (during the Spring season) and distribute them to the commissioners. Commissioners will distribute the newsletters to the teams.
- 5.5 To coordinate with the local cable television company regarding registration advertisements, G.Y.B. information, and showing video taped league games.
- 5.6 To perform duties as assigned by the President.
- 5.7 To assist with the organization of Spring and Fall registrations.

6.0 DIRECTOR OF EQUIPMENT

- 6.1 To make an annual inventory report.
- 6.2 To select and purchase all required equipment with board approval.
- 6.3 To organize and supervise the distribution and collection of all equipment.
- 6.4 To supervise the storage and security of all equipment and G.Y.B. facilities.
- 6.5 To, submit for board approval, a budget for equipment at least 30 days prior to the start of the season.
- 6.6 To perform duties as assigned by the President.

7.0 DIRECTOR OF UNIFORMS

- 7.1 To solicit bids for team uniforms.
- 7.2 To select and purchase uniforms with board approval.
- 7.3 To coordinate with the Vice President on providing a means of obtaining uniform sizes at time of registration.
- 7.4 To distribute all team uniforms to all teams or commissioners.
- 7.5 To coordinate and correct all uniform problems with the distributor.
- 7.6 To submit, for board approval, a budget of uniform expenses at least 60 days prior to the start of the season.
- 7.7 To perform duties as assigned by the President.

8.0 DIRECTOR OF FIELD MAINTENANCE

- 8.1 To procure with Presidential approval, field superintendents for each of the G.Y.B. playing fields. The field superintendents will adopt a field and provide care for the field throughout the year.
- 8.2 To hire, with board approval, students from a local high school to prepare the fields on Saturdays and on days when the City will not prepare the fields.
- 8.3 To train and supervise the hired high school students for and during field preparation.
- 8.4 To perform duties as assigned by the President.

9.0 DIRECTOR OF FUND-RAISING

- 9.1 To serve as communicator/facilitator between community businesses and the Executive Board on fund raising opportunities.
- 9.2 To secure and implement the Spring fund-raising event, including but not limited to the main fund raising event, all prizes associated with that event if necessary, information to be handed to the participants as well as board members and coaches for their participation.
- 9.3 To perform duties as assigned by the President.

10 .0 DIRECTOR OF CONCESSIONS

- 10.1 To maintain all aspects of the concession stand, including but not limited to stocking the food and drink items, order items necessary for maintenance, inform the Executive Board when additional supplies and equipment is needed for purchase.
- 10.2 Schedule teams to work 2 hours slots throughout the season(s) to make sure the volunteer concession stand is manned at all times.
- 10.3 To perform duties as assigned by the President.

11 .0 WEB MASTER

- 11.1 Maintain and keep the gyb.org website current with good information for the public at all times.
- 11.2 To perform duties as assigned by the President.

12 .0 DIRECTOR OF UMPIRES

- 12.1 Train umpires in our umpiring pool.
- 12.2 Communicate with umpires about any changes to rules.
- 12.3 Schedule umpires for games for the organization.
- 12.4 To perform duties as assigned by the President.

13 .0 BASEBALL COMMISSIONERS

- 13.1 To serve as a communicator/facilitator between the Executive Board and the Managers/coaches in their respective leagues.
- 13.2 To implement rules, policies, and procedures as established by the board.
- 13.3 To preside over all meetings of team managers.
- 13.4 To schedule all games, make ups, tournaments, and practices for their respective league using field usage schedules from the Director of Scheduling/President.
- 13.5 To serve as the focal distribution point for their respective league's equipment, pictures, trophies, fundraiser, newsletters and other items which need to be distributed to each team.
- 13.6 To procure managers and registered coaches for each team of the commissioner's league/division.
- 13.7 To submit, for board approval, a list of managers and registered coaches in the commissioner's league/division. And also distribute a list of approved coaches, team names, and team parent(s) along with their phone numbers to each member of the board.
- 13.8 To maintain accurate team rosters, and report to the board any time a player is dropped from a roster for any reason.
- 13.9 To submit, for board approval, any requests for registration refunds from players/parents that have left the association.
- 13.10 To attend and/or assist in the umpire and scorekeeper training.
- 13.11 To provide the following information to each manager in the commissioner's league/division:
 - 13.11.A G.Y.B. rules for the respective league
 - 13.11.B Roster of the Executive Board
 - 13.11.C Team roster with parent names, addresses, and phone numbers
 - 13.11.D Schedule of games and tournaments
 - 13.11.E Schedule of practice fields
 - 13.11.F Schedule of the batting cage
 - 13.11.G Medical releases
 - 13.11.H Uniform sizes requested by the players
 - 13.11.I List of coaches in the respective league/division and phone numbers
 - 13.11.J To make weekly reports to Secretary and Web Master as required by Board.
 - 13.11.K To perform duties as assigned by the President.

14 .0 EX-PRESIDENT

- 14.1 To perform duties as assigned by the President.

15.0 SELECT COORDINATOR

- 15.1 To be the Administrator/Representative to GYB and Bear Creek in all levels of Select, Rec., and Classic leagues.
- 15.2 To facilitate dates, times, and places for all tryouts with each age group commissioner, making the necessary public advertising for Select tryouts.

15.3 To carry out all duties assigned by the President.

GENERAL RULES

1.0 PURCHASES

- 1.1 All purchases of the association must be approved by the board.
- 1.2 Requests for purchase/reimbursement should be submitted to the Treasurer who will submit the requests to the board for approval. Requests must include an invoice and/or receipt and a completed check request form.
- 1.3 A sales tax exempt form should be used for all retail purchases.
- 1.4 All purchases over \$300 should be competitively bid. The board must approve the final selection on all bids.
- 1.5 The President is authorized to write a check for up to \$200 to handle emergencies.

2.0 BOARD MEETINGS

- 2.1 All board meetings will adjourn no later than two and one half (2 ½) hours after the scheduled start time unless a majority of the board members vote to remain longer. Otherwise, at 2 hours and 15 minutes after the scheduled start time, the board will vote to schedule an additional meeting to complete unfinished business, if necessary.
- 2.2 Smoking is prohibited during board meetings. The President can recess the meeting for smoking breaks outside the meeting area, when no motions are pending.
- 2.3 Any rule changes must be made in January for the Spring season and in July for the fall season. There will be no rule changes once a season has begun (after the first registrations) unless it is a safety issue.
- 2.4 Rules or decisions made by the board will not be reevaluated for 90 days.

3.0 REGISTRATION

- 3.1 The board shall approve a registration opening date and a registration closing date at least 60 days prior to the opening of registration for online and walk-up registrations.
- 3.2 All board members shall assist in walk-up registration under the direction of the Vice-President.
- 3.3 The board shall approve a registration fee at least 60 days prior to the opening of registration.
- 3.4 The board shall adequately advertise registration in advance. Advertisement should include but not be limited to the following:
 - a. Flyers displayed in public areas.
 - b. Local newspaper advertisements.
 - c. Cable television local channel advertisements.
 - d. Postcard mailings.
- 3.5 The board shall approve appropriate registration forms at least 60 days prior to the opening of registration for use by online and walk-up. The forms must include a medical release and hold harmless statements.
- 3.6 Late registrations will be accepted based on the following:
 - a. A \$25 late fee will be assessed.
 - b. There is room on the team rosters for late players.
- 3.7 In the event a team roster decreases below the required number of players and no new registrants are available, an equitable solution will be established by the board so that the team may continue to play. The manager of the team will be required to give notice in writing to the board (through his/her commissioner) that his team is below the required number of players.
- 3.8 Refunds of Registration Fees:
 - a. There will be no refunds for players after a player has been assigned to a team.
 - b. Players who move out of theGYB area prior to the first league game may receive a 50% registration fee refund with board approval. (The board may approve a 100% refund if uniforms were not ordered for that player.)
- 3.9 The players will be registered in the following leagues based upon ages:
 - Blastball League Age 3 and 4
 - T-Ball League -Age 5 and 6
 - Coach Pitch League - Age 7 and 8
 - Mustang League -Age 9 and 10
 - Bronco League -Age 11 and 12

- Pony League -Age 13 and 14
- Colt/Varsity League -Age 15 through 18
- a. The names of each League (starting at 9 & 10 year olds – Mustang) are used in reference to GCISD sports team names.
- b. Players may play up or down (it is recommended that the matter is discussed with a Commissioner). If a player “plays down” he/she will not be permitted to play in All-Stars/ USSSA tournaments. If a player “plays up” he/she will be required to participate in the play up division’s All-Star/tournaments.
- 3.10 Spring baseball players will be registered in the appropriate league based upon the player's age as of May 1. Fall baseball players will be registered for the appropriate league based upon which league the player will play in the following Spring baseball.
- 3.11 Players of proper age whose residence, as determined by the residence of their parents or legal guardians (supported by school records), is within the approved league boundaries shall be considered “legal” player for League and tournament play.
- 3.12 Players shall not participate with more than one league at the same time.
- 3.13 A player shall not move from one league to another within a common or overlapping boundary in the same season.

4.0 DRAFT RULES RECREATIONAL LEAGUE

- 4.1 Player Participation/Coach Look
 - a. All registrants entering the Mustang, Bronco, Pony and Colt Leagues must attend Coach Looks for their respective age group.
 - b. Any individual that is required to attend Coach Look, and does not, will be selected by blind draw after all eligible players are drafted. The exception is protected players or "well known player" as explained below.
 - c. Once Coach Looks are completed, all players eligible will be placed on teams by the draft process. No individual may be placed on a team as a result of the parent being recruited as a Registered Coach unless his/her application has been received by the League Commissioner prior to the closing time of the last day of Registration.
 - Exception: A manager recruited on the last day of registration or after may recruit a Registered Coach and protect players for those slots that are open on his/her team up until the time of the draft/draw with written consent of the parents of the player involved.
- 4.2 Draw/Draft
 - a. The Manager and his/her Registered Coach should be present for the entire draw/draft process.
 - b. At the actual draft, there will be a limit of two representatives for each team of which only one will be the spokesperson.
 - c. The President, Vice President, League Commissioner, or agreed upon designate, will advise the round at which each team will commence their participation.
- 4.3 Draft Rules: Coaches with the fewest number of protects will be allowed to draft first, until all coach protects are equal.
 - Example: If 4 coaches have only 2 protects each and 3 coaches have 6 protects, the 4 coaches will draft amongst themselves until all coaches have 6 players.
 - a. After all teams are even, draft will continue as follows:
 - b. Draft positions will be drawn from a hat. This position will be held throughout the entire draft.
 - c. Example: 6 team draft. First Round Draft Order: 1,2,3,4,5,6; Second Round Draft Order; 6,5,4,3,2,1; Third Round Draft Order: 1,2,3,4,5,6; and so on.
 - d. All other draft rules that do not pertain to player protection still apply.
 - e. GYB President or Vice President will answer any questions at Draft time.
 - f. Drafting/drawing of players in the older age group will proceed with each team drafting/drawing in sequence as drawn. A team will not participate in a draft/draw round in which a player has already been chosen through freezing of the player or his sibling or through drafting of a sibling. This procedure will continue until all players have been selected.
 - g. Drafting/drawing of older players will be completed prior to considering any players in the younger age group.
 - h. Protected players will be considered the first (or next highest) choice available in their age group.
 - i. The sibling of a protected player will be the first (or next highest) choice available in their age group.

- j. Drafted siblings of the same age group will be consecutive choices.
- k. The younger sibling of a drafted player will be the second next available choice in the younger age group.
- l. The draw rules are the same as the draft rules except the player's names are selected from one container.
- m. Once a player has been added to a team by either the draft or draw method, the only way he may be removed to another team is by written request to the G.Y.B. Board of Directors, stating reason(s) why the player in question should be removed from his present team and placed on a team with the least number of qualified players as determined by the Board of Directors.
- n. Players not participating in the Coach Look will be put into the blind draw. No player may be pulled from the blind draw until all players in his age group have been draft. However, prior to the commencement of the Draft, if a player is "well known" in the association and has not participated in the Coach Look, all Managers within the players League, present at the Draft can unanimously vote to place that player in the regular draft.
- o. Fall teams will be assigned by Commissioners. All special requests to be considered.

4.4 Protected Players

- a. There can be up to six (6) protected players per team in the Mustang and Bronco Leagues. And up to eight (8) protected players in the Pony League. A protected player can be issued under the following circumstances:
 - Manager's Protected Player
 - A Manager must protect his/her own child or if a Manager does not have a child in the same league, he/she may, upon mutual agreement between player and Manager, procure a protected player. This protected player shall be considered the Manager's first eligible draft/draw choice in the protected players' age bracket.
 - Select Players moving back to Recreational league are subject to draft. A coach may protect one (1) select player (inclusive of his/her own child)
 - * Registered Coach's Protected Player
 - * A Registered Coach must protect his/her own child if his/her child is a player in the league of which he/she is coaching. If a Registered Coach does not have a child in the same league, he/she may, upon mutual agreement between player and Manager, procure a protected player. This protected player shall be considered the Manager's first eligible draft/draw choice in the protected players' age bracket.
- b. Protected Players Selection
 - * All protected players must be selected before Coach Look. The exception to this rule will be the case of the "Eleventh Hour Manager". An "Eleventh Hour Manager" is defined as a Manager who takes a team during the last day of Registration or between then and up to the first night of the draft/draw.
- c. No player including the Manager and Coach's child may be protected without written permission from their parent or guardian.

5.0 MANAGER AND COACHES DUTIES (GENERAL)

- 5.1 G.Y.B. Objective: The Grapevine Youth Baseball's objective is to provide supervised baseball programs that will be enjoyable, educational, and challenging for all the youth of our community. The attainment of exceptional athletic skill and the winning of games are secondary to this objective. GYB is a volunteer league and does not sanction payment to coaches.
- 5.2 The manager's purpose is not only to coach and administrate his/her team but more importantly to act as a role model for the youth in our community. The managers are responsible for directing the conduct of their players, assistant coaches, player's parents, and themselves towards the accomplishment of the G.Y.B. objective. All GYB coaches are volunteers.
- 5.3 Managers will coach his/her team using the rules described in the associations Standing Rules for the particular League/Division that the manager is assigned.
- 5.4 Coaches are required to be NYSCA trained.
 - Coaches (or team representative) must attend (2) Coach Clinics (in their entirety). Coaches/representative will be asked to sign in at the beginning of the clinic and sign out at close of clinic. Blastball is excluded and not required to attend. (Team) penalties for non-attendance are: 1 loss on record
 - Head Coach of team not represented is ineligible to (head) coach All-Star team

- 5.5 **MANAGER UNIFORMS:** Managers and registered coaches of all Mustang, Bronco, Pony, or Colt Leagues are encouraged to wear a full baseball uniform during all games. Any manager or coach of a Mustang, Bronco, Pony, or Colt team that enters the playing field (i.e. base coach or conference) are required to wear his/her team jersey during any regular season game and at any game during the G.Y.B. in-house pre-season or post-season tournament. Any exceptions must be approved by the Commissioner of the appropriate league. The managers and coaches of all other leagues are encouraged to wear a full baseball uniform or team jersey at all regular season games.
- 5.6 **CONDUCT:**
- a. Any Grapevine Youth Baseball member (member is defined as: player, parent, guardian) who is reported to the Board in writing for using profane language, acting in an unsportsmanlike manner, and/or under the influence of intoxicating beverages or illegal and/or controlled substance, any time or place in conjunction with a G.Y.B. function, will be subject to disciplinary action by the Executive Board, or in the case of Managers, Registered Coaches, and Assistants, review by the Coaches Conduct Committee (CCC).
 - b. The use of tobacco in any form by managers or coaches during games, practice games, or practices is PROHIBITED.
 - c. If any person is ejected from a game for any reason, he/she will leave the field area immediately. If the ejected person continues to disrupt the game they will be asked to leave the park. Failure to abide by this rule will constitute a forfeited game. A person ejected may be suspended from the program for the duration of the year upon review by the Executive Board. If a person is ejected twice in one season, they will be subject to suspension from G.Y.B. A person may be ejected immediately from the park for poor conduct at the discretion of an Official or Umpire.
 - d. Any manager or registered coach who does not fulfill his/her duties or is the subject of a written complaint is subject to review by the Coaches Conduct Committee (CCC).
- 5.7 Each team manager will submit the name and phone number for a Parent Representative or Team Parent(s) to the appropriate Commissioner as soon as possible after the first team meeting or practice. The Parent Representative will act as the liaison between the league and the other parents for administrative items such as fund-raiser and team pictures. Managers should choose wisely when selecting this Parent Representative.
- 5.8 Each manager must notify the appropriate Commissioner in writing within 48 hours if any player quits their team.
- 5.9 Each manager must obtain approval from the Commissioner before making any registered coach changes, temporary or permanent. All managers and registered coaches must be approved by the Executive Board.
- 5.10 The team manager and registered coach must attend two-thirds of the practices and games, and must be on the playing fields during games.
- 5.11 **SCOREKEEPING AND FIELD PREPARATION:** The home team shall provide a responsible and qualified person to serve as the official scorekeeper for each ball game. The official scorekeeper may be from the visiting team only if the home team agrees.
- 5.12 **UMPIRES:** There should be two official umpires present at each ball game (except T-Ball and Coach Pitch). However, the game will be played if only one official umpire is present at game time. In the event no official umpire is available at the scheduled game time, and the league commissioner is unable to appoint temporary umpires who are acceptable to both teams involved, the game will be rescheduled at a later date.

6.0 COACHES CONDUCT COMMITTEE (CCC)

- 6.1 The Coaches Conduct Committee (CCC) will subject to review any negative allegation concerning the conduct or ethics of a registered or acting coach of a team registered with or sponsored by the GYB.
- 6.2 The CCC shall consist of the following:
- a. An individual selected by the President will chair the Committee. This position may be either a standing committee chairman position or an individual appointed as needed. When convened, the committee will consist of the Commissioner and one other manager from the league of the coach whose conduct is under consideration. Two other Commissioners and two other managers from any other leagues will also preside for a total of seven people. The Chairman will only vote to break a tie. Findings of the CCC with recommended action will be referred to the Executive Committee.

- 6.3 A manager, registered coach, temporary, assistant or acting coach may be referred to the CCC for alleged violations of rules, bylaws or questionable ethical conduct at any time. Any coach, Commissioner or Board Member informed of an allegation must act upon receipt of a verbal or written complaint within 48 hours. The President will consider the merits of the allegation and if warranted, instruct the CCC Chairman or his representative to convene a hearing. Anonymous complaints will not be accepted or acted upon. Persons making a complaint must be willing to appear before the CCC, Executive Committee and/or the Board of Directors. The CCC Chairman and committee will consider the matter within the subsequent 48 hours after receiving the complaint.
- 6.4 Recommendations of the Committee will be forwarded to the Executive Board within the following 48 hr. of receipt of complaint. The Executive Committee, at its discretion may act on the complaint or refer the matter to the Board of Directors. The Board of Directors has the authority to confirm, vacate or veto the decision of the Executive Committee. The decision of the Board of Directors is final and only subject to a written appeal by the person under consideration. A written copy of the decision of the Board of Directors or Executive Board will be sent to the person or persons involved by first class mail, with return receipt attached. A copy of the decision will be placed in the coach's permanent GYB file.
- 6.5 A coach may appeal the decision of the Board or Executive Committee, based on the recommendation of the CCC. Any such appeal must be delivered to a member of the Executive Board within 10 days of the receipt of the final decision. The Board of Directors will conduct an appeal hearing. At that hearing, written and oral arguments from the affected coach(s) will be heard. The Board of Directors will make their final decision, in closed session, and then notify all parties involved of their decision, in writing, within 24 hours.
- 6.6 Members of the Committee, Executive Committee or Board of Directors, who become subjects of the CCC, will abstain from membership during the committee's consideration of the case.

7.0 PENALTIES:

- 7.1 Penalty for use on an ineligible player, upon appeal by the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the layer concerned, shall be immediate removal of the player from the lineup and ejection of the team manager from the game. Both the layer and the manager shall be ineligible to participate in the next scheduled game played by the team.
 - a. An ineligible layer is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rules violation or disciplinary action.
 - b. For purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown to the batter after the point of violation.
- 7.2 Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player in this rule. The Head Coach will be ejected from the current game and suspended for one more game for the pitching violation.
- 7.3 Illegal equipment shall be removed from the game.
 - a. Penalty for use of illegal shoes shall be removal of the shoes from the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup.
 - b. Players who do not wear complete conventional uniforms, protective headgear and catching equipment as required by these rules shall be removed from the lineup.
 - c. Players who intentionally, in the judgment of the umpire, throw bats or protective headgear, or discard protective headgear while bating or running the bases, shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.

8.0 PROTESTS

- 8.1 A protest based on a play that involves an umpire's judgment shall not be permitted.
- 8.2 When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary, within 48 hours of the completion of the game.
 - a. When the CCC upholds protests based on the interpretation of a rule, the game concerned shall be replayed from the point of protest.

- b. Umpires should make a public announcement to the crowd when a game is being played under protest.

9.0 ALL STARS (adopted 11/14/02; revised 10/11/06 and excludes AA and AAA Select)

- 9.1 All-Star Teams
 - a. There will be one team for each age group. T-ball (combined Beginning and Advanced), 7u, 8u, 9u, 10u, 11u, 12u, 13u, 14u.
 - b. If enough players try out for All-Stars, GYB may have a second team in an age group. The decision rests with the Coach Selection Committee.
- 9.2 Player Selection
 - a. Any registered, regular season coach may nominate players.
 - b. Each team may nominate players in the age groups. Coaches need to explain the extra commitment and secure permission from the player's parents before nominating a player.
 - c. To be eligible for All-Stars, player must have participated in at least 60% of the games his/her team has played in current season.
 - d. Each nominee must attend 1 All-Star try-out to be eligible for selection. Exception: The Head Coach's child is automatically on the team and will not be ranked during the tryouts.
- 9.3 Try-Outs
 - a. One coach from each team (in respective division) is required to help run and score All-Star try-outs. It is requested that the Head coach be present if possible.
 - b. Each coach will assign a rank to each player from 1 (highest ranking) to the total number of players in the tryout.
 - c. Coaches submit their rankings. The highest and lowest rankings for each individual are thrown out, and the results tallied.
 - d. The first 9 players with the lowest scores (highest ranking) qualify for the team. The head coach has 3 "wildcard" selections to fill out the team at 12 players. The coach's child counts as a "wildcard". The "wildcard" selections must come from the list of players who attended the tryout.
 - e. The final All-Star rosters will be submitted to the league Web Master by the Head Coach for posting on the GYB website as soon as the teams are selected.
- 9.4 Head Coach Qualifications
 - a. Must be in good standing with GYB
 - b. Must be a Head Coach in the age group for which the applicant is applying. If no Head Coach from a league applies for the All-Star position, other qualified coaches will be considered.
- 9.5 Head Coach Selection Process
 - a. Applicant must submit a coaching application by April 1st.
 - b. The Coach Selection Committee consisting of GYB board members will interview all applicants. The committee will make their head coach recommendations to the GYB board for each age group. Head coaches will be selected in part based on how they meet the following criteria. The Selection Committee has the final say on who is nominated to coach. If a Board member submits an application, then he/she may not be on the Coach Selection Committee for the age group Board member is applying for.
 - c. Criteria:
 - Be able to demonstrate the ability to effectively coach and mentor players.
 - Have a proven track record of establishing competitive teams within GYB.
 - Be in good standing with league and GYB Board.
 - Have the ability to effectively communicate with parents.
 - Have previous experience with an All-Star team
 - d. Head coach selection precedes tryouts.
 - e. Head Coaches will name their assistant coaches.
- 9.6 Uniforms / Fees
 - a. GYB will pay for All-Star uniforms to include a Shirt, hat, and belt for 12 players and either 3 or 4 coaches' uniforms (depending on league). The league Director of Uniforms will be responsible for placing these uniform orders after receiving sizing information from the team coach.
 - b. GYB will provide one standard equipment bag and set of equipment to all All-Star teams and 1 dozen new balls.
 - c. All-Star teams will be named as determined by the GYB board.

- d. GYB will sponsor All-Star teams in 1 outside tournament and in the GYB hosted tournament (if applicable).
- e. Additional tournament fees or equipment will be the responsibility of the All-Star team.

10.0 Blastball Rules (Blastball adopted Fall 2004; revised 8/16/06)

- 10.1 This is a non-competitive league solely for the enjoyment of the players. The purpose of Blastball is for the player to learn how to play the game. With this purpose in mind, all games will end in a tie.
- 10.2 Each game will last for one (1) hour or until managers/coaches determine that everyone has lost interest; whichever comes first.
- 10.3 Blastball uses only 2 bases; home plate and blastbase.
- 10.4 First base and third base lines are foul lines
- 10.5 Dead ball line is ten (10) feet from home plate.
- 10.6 Offensive team will bat the entire roster first. Once through the roster, half an inning will conclude and teams will switch sides. Three (3) outs do not constitute a half inning in Blastball.
- 10.7 Batter uses a foam bat and hits a foam ball off a tee. A ball will be considered "fair" if it lands between first and third baselines, but past the 10' dead ball line. Each batter will be allowed one (1) practice swing. Each player will be allowed to bat until he/she hits the ball. If the bat strikes the tee, it is considered a foul ball.
- 10.8 Score is not kept and umpires will not be used.
- 10.9 The "home" team will sit in the first base dugout. "Away" (or offensive) team will sit in the third base dugout.
- 10.10 Team Formation: Blastball teams will be formed in the following order.
 - Requests are attempted, but not guaranteed. All siblings will be placed together.
 - By closest public school of family.
- 10.11 Teams shall consist of 5 to 8 players.

11.0 T-BALL RULES (revised 8/16/06)

- 11.1 T-Ball regular season games shall be played using the most recent set of rules listed below in order of precedence:
 - a. These G.Y.B. standing rules for the T-Ball league (highest priority).
 - b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 11.2 TEAM FORMATION: T-Ball teams will be formed in the following order:
 - 11.2.A Requests are attempted, but are not guaranteed. All siblings will be placed together. Note: Each team will maintain an equal split of age and experience.
 - 11.2.B By public school
 - 11.2.C Teams shall consist of not more than 14 nor less than 10 players and should not exceed more than eight players of the older age.
- 11.3 EQUIPMENT: The baseball shall be a "safety or reduced injury" type ball. League approved helmets must be worn when a player steps into the batter's box, base coach box, or on deck circle. This includes regular games, practice games, or batting practice. Metal cleats may not be worn. Only Bats manufactured specifically for use in T-Ball may be used.
 - a. Catchers are required to wear a batting helmet with chin strap or catchers mask with throat guard. The catcher must be behind the cut-off grass behind the plate during the at bat, but may advance to the plate upon play. Catchers may wear a regular fielder's glove.
- 11.4 A ten foot arc is to be inscribed in front of home plate. The ball must pass over the arc to be in play or it is a foul ball.
- 11.5 Tight base rule is in effect and should be enforced. A base runner shall remain in contact with the base until the ball is hit. PENALTY: Runner is called out, ball is live.
- 11.6 A line will be placed from a point halfway between 1st base and the pitching mound. All balls fielded on the 3rd base side of the line must be thrown (cannot roll the ball) over the line to 1st base for the out.
- 11.7 Ball cannot be purposely rolled to obtain an out. If the ball is rolled and the umpire calls the runner safe, he/she is awarded next base. If ball is rolled and umpire calls the runner out, runner is awarded the base.
- 11.8 The batting tee will be placed on top of home plate with the point of the tee touching the point of home plate.
- 11.9 LENGTH OF GAME: T-Balls shall play five (5) innings or 75 minutes.
 - a. Play starts with the pitcher in contact with the rubber, makes a pitching motion toward the batter.

- b. Games called for any reason shall be considered complete games if three innings have been completed. If games are called in less than three innings are to be continued, they shall be continued from point of curtailment.
 - c. Run rule will be enforced at all times. Run rule is 15 after 3, 10 after 4 and 8 after 5. If either team is ahead by fifteen (15) runs at the end of the 3rd inning, ten (10) runs at the end of the 4th inning or 8 after the 5th inning, the team leading is declared the winner and the game is over.
- 11.10 MODIFIED COACH PITCH: (at coach's discretion) Batter may hit off coach pitch (no tee). Coach can make only first three (3) pitches to a batter. Coach must pitch from the rubber. If batter does not hit the ball he may take three (3) additional attempts off a tee.
- a. SCOREKEEPERS: Official scorekeepers shall assist team managers and coaches of proper batting order, record 5 runs per inning, record the actual starting time of the game and advise the coaches when the game approaches the playing time limit of one hour.
 - b. INNING PLAY: A half inning consists of three (3) outs or five runs score. There is a limit of five (5) runs per half inning. The home team will keep score. We encourage you to teach the players how to adjust the position of the tee to their height. If you need to adjust the tee for the player, do so.
 - 11.10b.1 All players present and on the game roster will play in the field defensively each inning. Game Roster consisting of the following information must be provided to opposing team's scorekeeper prior to start of game.
 - 1. Player Name
 - 2. Player Jersey Number
 - 3. Batting Order
 - 4. Fielding Order (by inning; minimum of 5 innings)
 - 11.10b.2 Six players in the infield (Pitcher, Catcher, 1st, 2nd, 3rd, Shortstop). Note: The pitcher must remain in contact with the pitcher rubber until the ball is in play.
 - 11.10b.3 Remaining players on game roster are to fill the outfield.
 - 11.10b.4 After two innings, all players must rotate positions, including moving players from the infield to the outfield, and vice versa. No player is to be placed in the outfield or infield for more than three innings. No player shall play in the infield for more than three (3) innings.

Note: If playing with nine or fewer players, the limit on infield play is waived due to the loss of players. However, all players shall play in the outfield by the 3rd inning – no exceptions.
 - c. All players on roster will get to bat during the game.
 - d. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter shall be called back to the plate, the ball is dead and no runners may advance.
 - e. There is no infield fly rule.
 - f. Each inning, the head coach on defense shall serve as the lead official during play if there are no Umpires present. At times, the defensive coach may direct all base runners to their appropriate bases and the game will proceed.
 - g. If a ball is overthrown at 1st, 3rd or home plate, the base runners may advance one base only, however the base is not free. A play can be made to throw the runner out. If a ball is overthrown at 2nd base, the ball is still in play and the base runners may advance to 3rd or home.
 - h. When the ball is in the possession of an infielder and all play on the runners has ceased, the defensive coach shall call time if an umpire is not present to do this.

Note: It is the defensive players' job to stop the lead runner from advancing. This can be done by throwing the ball to the base the runner is trying to take, or by running the ball to the player. It is the coach's responsibility to teach which method is used and why.
 - i. When at bat, three Adult coaches may be positioned with the hitting team as follows: two coaches may be positioned in foul territory inside each respective coaches box while their team is at bat, and one positioned at the tee in foul territory for instruction of teach proper batting procedures. It is this coach who is responsible for removing the batting tee after the ball has been hit when an umpire is not present.
 - j. Courtesy runners will not be allowed except in the case of injury or illness. The courtesy runner used shall be the player who made the last out.
 - k. Two defensive coaches (adults) will be allowed in the outfield to help direct and coach their defensive players.
 - l. T-Ball players are not allowed to pass the ball "around the horn".

- m. There are no game protests in T-Ball – regular season or post season.
- n. No jewelry shall be worn by any player, except for medical identification.
- o. If a game is tied at the end of time limit or innings, the game remains a tie.
- p. If sufficient players from one team are not available, players from the opposing team may be assigned to that team for that game to bring the roster of each team up to the minimum of nine players.
 - 11.10p.1 Penalty for use of an ineligible player (player not registered in current season with GYB), upon appeal of the opposing manager or notification by the official scorer or league officers, when the official scorebook or other league records verify the ineligibility of the layer concerned, shall be immediate removal of the player from the lineup and ejection of the manager (head coach) from the game. Both the player and the manager shall be ineligible to participate in the next schedule game played by the team.
 - 11.10p.2 In the event the manager of an ineligible player refuses to remove the player from the lineup and the manager does not leave the field when the appeal is made, and verified, the game is subject to forfeit.
 - 11.10p.3 When the ineligible status of a player is not established until after completion of the game, the game shall stand as played, but the player and manager shall be ineligible to participate in the next game played by the team, or the next game played after the ineligible status has been determined.
- q. Players are not permitted to use illegal headgear even if no other headgear is available. Proper headgear consists of a helmet with covers for both ears. Face guards are optional. When proper headgear is not available, the game shall be delayed until the equipment can be obtained, or postponed and rescheduled by the league officers.
- r. Players who intentionally, in the judgment of the official, throw bats or protective headgear, or discard protective headgear while batting or running the bases, will receive one warning. For second offense a player shall be ejected from the game following completion of any play in progress at the time the violation occurs. Such action does not constitute an out and such players shall be replaced as batters or base runners if appropriate.
- s. POST SEASON TOURNAMENTS: The G.Y.B. Executive Board may add, amend, or delete these standing rules for the post season tournament(s). There will be a round-robin tournament at the conclusion of every Spring Season.
- t. Post season tournament bracket will be determined by blind draw.
- 11.11 T-ball will be divided into 2 leagues if Commissioner determines that a sufficient number of players have registered. The two leagues are Beginning T-Ball (ages 5-6) and Advanced T-Ball (ages 5-6).
 - a. Beginning T-Ball Rules changes:
 - 11.11.a.1 Length of game is 1 hour—finish full inning after 1 hour time limit expires.
 - 11.11.a.2 Can allow 3 coaches in outfield for guidance.
 - 11.11.a.3 No modified coach pitch.
 - 11.11.a.4 Regular season score is not officially kept.
 - 11.11.a.5 Round robin tournament at end of season. Seeds are random drawn by the Commissioner (depending on number of teams).
 - 11.11.a.6 Approved T-ball bats only.
 - 11.11.a.7 All other T-ball rules apply.
 - 11.11.a.8 Beginning T-ball is a beginner league to teach the children the basic skills in baseball. It will not be a competitive league.
 - b. Advanced T-ball Rules changes:
 - 11.11.b.1 Second year 5 year olds and 6 year olds only (exceptions are with a sibling or a petition).
 - 11.11.b.2 Soft ball in play. (revised 1/10/07)
 - 11.11.b.3 Little league bats only are allowed.
 - 11.11.b.4 Length of game – 1 hour 15 minutes—finish full inning after time has expired.
 - 11.11.b.5 Can allow 2 coaches in foul territory for guidance.
 - 11.11.b.6 6 strikes are allowed in each bat. Foul balls are recorded as a strike until the 6th strike. Hitting the tee and not the ball is recorded as a strike.
 - 11.11.b.7 Eliminate white line from home to second base position.
 - 11.11.b.8 Play is stopped when the defense stops the lead runner. At this point, the umpire will call time.

- 11.11.b.9 Runners can run as many bases possible on overthrows until defense stops the lead runner. At this time the umpire will call time.
- 11.11.b.10 The first three games—a coach can assist a batter with the positioning of player and the tee. After 3rd game—batter is responsible for setting his feet and the tee in position.
- 11.11.b.11 Score is to be kept every game.
- 11.11.b.12 Modified coach pitch rule in effect. (Maximum of 3 pitches; if the ball is not put in play during those 3 pitches, the ball will be placed on the tee and the batter will get 3 strikes to put in play.)
- 11.11.b.13 Tie breakers based on 1) score, if tied 2) number of outs, if tied 3) number of runners reaching 3rd base, if tied 4) number of runners reaching 2nd base, if tied 5) coin flip.
- 11.11.b.14 Round Robin Tournament at end of season based on number of teams/games. Seeds based on 1) best record, if tied 2) head to head competition, if tied 3) most runs for, if tied 4) least runs against, if tied 5) coin flip
- 11.11.b.15 All other T-Ball rules apply.
- 11.11.b.16 Advanced T-Ball is a highly competitive league to prepare the players for the next level and tournament ball.

12.0 COACH PITCH RULES (revised 8/16/06)

- 12.1 Coach Pitch regular season games shall be played using the most recent set of rules listed below in order of precedence:
 - a. These G.Y.B. Standing Rules for the Coach Pitch League (highest priority).
 - b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
 Note: Field dimensions: Bases 60' / Pitching Length 44' (USSSA Rules)
- 12.2 TEAM FORMATION: Coach Pitch teams will be formed in the following order:
 - a. Requests are attempted, but are not guaranteed. All siblings will be placed together.
 - Note: Each team will maintain an equal split of age (unless pure age teams are being formed) and experience.
 - b. By public school.
 - a. Teams shall consist of not more than 14 nor less than 10 players and should not exceed more than eight players of the older age.
- 12.3 8-PLAYERS: Any team may play with eight players without forfeit. The ninth batter shall always be out.
 - a. A team may "bring across" a player or players from its own legal age group within the league in order to field UP TO 8 legal players; however, all players in attendance on Official League Roster must bat prior to any "pick up" player batting in the order. "Pick Up" player may only play catcher or outfield positions.
- 12.4 PITCHER: Coach Pitch will use a coach-pitcher. The coach-pitcher will pitch to his/her team. The pitcher will be 44' from home plate. The pitch may be thrown overhand or underhand. The pitcher must start with one (1) foot on the rubber.
 - a. The coach-pitcher must leave the playing field when a ball is in play. The coach-pitcher may not leave the mound except when the ball is in play (intent is to prevent the coach-pitcher from leaving the mound to coach a batter or runner). The coach-pitcher may not coach the base runners when a ball is in play. However, they may talk to the runners between pitches. Also, the coach-pitcher may instruct a runner to slide at home plate. **(ANY INSTRUCTIONS TO THE BATTERS MUST BE FROM THE BASE COACHES.)**
- 12.5 LENGTH OF GAME: Coach Pitch League games not exceed six (6) innings or 1 hour and 30 minutes.
- 12.6 COMPLETE GAME: If a game is called for any reason, it is a complete game if 3 innings have been completed or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in four completed innings.
- 12.7 MAXIMUM RUNS: A five (5) run maximum rule will apply to all innings except for the sixth inning, in which unlimited runs will be allowed.
- 12.8 When a game is tied at the end of regulation time, the game shall be declared a tie game.
- 12.9 Run rule will be enforced at all times. Run rule is 15 after 3, 10 after 4 and 8 after 5. If either team is ahead by fifteen (15) runs at the end of the 3rd inning, ten (10) runs at the end of the 4th inning or 8 after the 5th inning, the team leading is declared the winner and the game is over.

- 12.10 SCORE KEEPING: Score will be kept for all regular season games. The Home Team is the "Official Score book". Therefore, the official score keeper will record actual start time. Note: Time limit will be observed.
- a. Both teams' scorekeepers have the authority to notify the umpire of improper batting order. The official score book (home team, unless otherwise designated by the umpire) determines the proper batting order.
 - b. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
 - c. If a batter is challenged as "batting out of order", the umpire will consult the official scorekeeper and make his/her judgment in accordance with the Official Rules of Baseball. (Penalty batter that missed turn is Out)
- 12.11 UMPIRES: There will be a uniformed league umpire at each game during regular season. No team will have to provide one.
- 12.12 10 players will play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay in the outfield grass at all times. Two defensive coaches will be allowed in the outfield, outside the foul line, to help direct and coach their defensive players. (Free substitution on defense. Batting order remains the same.)
- 12.13 The defensive pitcher cannot leave the pitching circle until the ball is hit.
- 12.14 PITCHES: Each at bat will consist of three (3) strikes or six (6) pitches. If there is a foul tip on the last pitch, the batter is NOT out. Batter continues at bat until either the ball is put into play or strikes out.
- 12.15 No player shall remain at the same defensive position for more than two (2) innings, and no player shall remain in the infield more than four (4) innings per game. All players play infield by the end of the 3rd inning. Note: Catcher is not considered an in field position.
- 12.16 Courtesy runners will not be allowed except in case of injury or illness. A courtesy runner may also be used for the catcher, with two outs. The courtesy runner shall be the player who was the last recorded out.
- 12.17 Coach Pitch players are not allowed to pass the ball "around the horn".
- 12.18 There will be NO ten-foot arc at home plate. Once the ball is hit, it is a live ball.
- 12.19 No bunting.
- 12.20 Tight base rule is in effect. A base runner shall remain in contact with the base until the ball is hit or crosses the plate. PENALTY: Runner is called out, ball is live.
- 12.21 EQUIPMENT:
- a. League approved helmets must be worn when a player steps into the batter's box, base coach box, or on deck circle. (Proper headgear consists of a helmet with covers for both ears.) This includes games, practice games, or batting practice.
 - b. Metal cleats may not be worn.
 - c. Tee Ball bats are not permitted.
 - d. Catchers will wear full gear and may use fielding glove. Catchers are required to wear a cup.
 - e. Fielders are recommended to wear a cup, but not mandatory.
 - f. Wooden, metal or graphite bats, manufactured specifically for baseball, which are round and not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches in length are acceptable.
- 12.22 START OF GAMES:
- a. First Game of the Day (or games with no preceding game played on the field): The umpire will call a conference with the Manager or Registered Coach of each team no earlier than 15 minutes prior to the scheduled start time, but no later than 5 minutes prior to scheduled start time. The umpire will notify the coaches that the game will start when the umpire is in position and announces "Play Ball". The umpire will discuss any safety items and rule clarification and answer any questions from the coaches. The home plate umpire will announce "Play Ball" at scheduled start time.
 - b. Back to Back Games: All subsequent games, when back to back games are played, will start as soon as possible after the end of the proceeding game and no later than 15 minutes following the end of the proceeding game. The umpire will call a conference with the coaches (as explained above) no later than five minutes prior to starting the game.
 - c. The umpire will start the timing for the game when he announces "Play Ball".
 - d. If the first pitch is not completed within 15 minutes after the plate umpire announces "Play Ball" due to one team's inability to start, then the umpire(s) will declare a forfeit and award a win to the team that is ready to play. If neither team is ready, then the umpire(s) will cancel the game. In either case, if the

- teams are prepared to play after this time, then they may play a practice game at the discretion of the coaches and they must be removed from the field at least 15 minutes prior to the next scheduled game.
- 12.23 TIME CONTROL: The umpire will declare the play over when a defensive player has retrieved the ball and the lead runner has ceased advancing to the next base and play has stopped.
- a. Overthrows, whether into fair or foul territory, will be considered live, unless ball enters a dugout or any other deemed out of play, in which case each runner will automatically receive two bases (from the time of the throw). Overthrows remaining in play will be considered live and runners may continue to advance at their own risk of being put out.
 - b. The umpire will not call a play dead just because a defensive player returns the ball to the coach/pitcher.
- 12.24 POST SEASON TOURNAMENT: The G.Y.B. Executive Board may add, amend, or delete these G.Y.B. standing rules for the post season tournament(s). Post season tournament games will be played under regular season rules except for 2 umpires during tournament play.

13.0 MUSTANG RULES (revised 2/13/08) (Pitching Rules remain unchanged 1/10/07)

- 13.1 Mustang regular season games shall be played using the most recent set of rules listed below in order of precedence:
- a. These G.Y.B. standing rules for the Mustang League (highest priority).
 - b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 13.2 8-PLAYERS: Any team may play with eight players without forfeit. The ninth batter shall always be out. If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) GYB player from within the same division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order.
NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game.
- 13.3 BALKS: A pitcher will receive two warnings prior to a balk being called. Umpires at their discretion may allow minor infractions (i.e. moving the shoulder while looking at the bases or not coming to a complete stop while in the stretch).
- 13.4 DROPPED THIRD STRIKE: 10U: During regular season play, batters MAY advance to first on a dropped third strike by the catcher. The infield fly rule is in effect. 9U: Batters MAY NOT advance to first on a dropped/missed third strike by the catcher.
- 13.5 PLAYING TIME AND AT-BATS: During regular season play, all players must bat whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine. If the player returns to the game, they must be placed back in the original batting position. Players which arrive at the game after play has started may be added to the line-up only with the opposing manager's and umpire's approval.
- a. If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction. If the out of order batter is not recognized, but questioned, the umpire's decision shall be final.
- 13.6 SUBSTITUTION: During the regular season, free substitutions are allowed except for the pitcher. When the pitcher leaves the mound, he may not return to the mound but may play anywhere else.
- 13.7 Any base runner stealing home on a swinging strike is out if the runner is within ten feet of home plate at the time the bat is swung. A bunt is not a swinging strike. If a runner is called out for attempting to steal home, the ball is dead and the pitch does not count. The intent of this rule is to protect the runner without taking away the opportunity to steal home. Anytime a runner advances from 3rd to home, and the play in progress is at the plate, the runner is required to slide.
- 13.8 Courtesy runners will not be allowed except in the case of injury or illness, or for the current pitcher or catcher with two outs. The courtesy runner used shall be the player who made the last out.
- 13.9 Players are not allowed to pass the ball "around the horn".
- 13.10 Rules specific to 9U only (not 10U). In the event a 9U team plays a 10U team, the 10U rules are in effect:
- a. Batters may not advance to first base on a dropped/missed third (3rd) strike by the catcher.
 - b. Runners cannot lead off but can advance at their own risk (steal) once a pitched ball has passed home plate.
 - 13.10.b.1 When a runner tries to advance prior to the pitched ball passing home plate, the following will apply:

- 13.10.b.2 If the runner advances safely, the umpire will call "Time" and the runner shall return to the base last legally occupied at the time of the pitch.
- 13.10.b.3 If the runner is called out, the runner is out.
- 13.10.b.4 If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
- c. Runners may not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners may not advance from third (3rd) base to home on passed balls, wild pitches or dropped/missed third (3rd) strikes by the Catcher.

13.11 EQUIPMENT:

- a. League approved helmets (helmets with two ear covers and down to the base of the skull) must be worn when a player steps into the batter's box, base coach box, or on deck circle. This includes regular games, practice games, or batting practice.
- b. Metal cleats may not be worn.
- c. Wooden, metal or graphite bats, manufactured specifically for baseball, which are round and not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches in length are acceptable.
- d. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere. Catchers must wear a protective cup.
- e. It is recommended that all Coaches enforce the wearing of athletic supporters of all players.
- f. No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.

13.12 LENGTH OF GAME: Mustangs shall play six (6) innings or 1 hour and 45 minutes. If the game is tied after 6 innings but the time limit has not expired, the teams shall play one extra inning. A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third put out of the team batting in the second half of the prior inning.

13.13 RUN LIMIT: Games will be played with a six (6) run limit per inning. The side is considered retired at the end of six runs or three outs whichever occurs first. Any half inning which ends because of the six runs, shall be counted as three consecutive outs when computing time played.

13.14 Run rule will be enforced at all times. Run rule is 15 after 3, 10 after 4 and 8 after 5. If either team is ahead by fifteen (15) runs at the end of the 3rd inning, ten (10) runs at the end of the 4th inning or 8 after the 5th inning, the team leading is declared the winner and the game is over.

13.15 START OF GAMES:

- a. First Game of the Day (or games with no proceeding game played on the field): The umpire will call a conference with the Manager or Registered Coach of each team no earlier than 15 minutes prior to the scheduled start time, but no later than 5 minutes prior to scheduled start time. The umpire will notify the coaches that the game timing will start when the umpires are in position and announce "Play Ball". The umpires will discuss any safety items and rule clarifications and answer any questions from the coaches. The umpire(s) will be in position and the home plate umpire will announce "Play Ball" at scheduled start time.
- b. Back to Back games: All subsequent games when back to back games are played will start no earlier than 15 minutes following the end of the proceeding game and no later than 30 minutes following the end of the proceeding game. The umpire will call a conference with the coaches (as explained above) no later than five minutes prior to starting the game.
- c. The official scorekeeper and home plate umpire will start the timing for the game when the home plate umpire announces "Play Ball". The head umpire will use the league provided timer (if available) displayed on the backstop.
- d. If the first pitch is not completed within 15 minutes after the plate umpire announces "Play Ball" due to one team's inability to start, then the umpire(s) will declare a forfeit and award a win to the team that is ready to play. If neither team is ready, then the umpire(s) will cancel the game. In either case, if the teams are prepared to play after this time, then they may play a practice game at the discretion of the

coaches and they must be removed from the field at least 15 minutes prior to the next scheduled game. This rule is not intended to supersede scheduled game start times.

13.16 TIME CONTROL: The umpire(s) must ensure that the game play is continued in a timely fashion and that the teams do not try to "stall". Umpire(s) will call a forfeit at the umpire(s) discretion if one team continually tries to stall the game after warnings from the umpire(s). Umpire(s) must be familiar with league rules regarding trips to the mound and offensive time outs, and should attempt to postpone all coaches questions until after the game or between innings unless it is a rule clarification question regarding a call.

13.17 PITCHING RULES:

- a. Pitchers shall not pitch in more than three (3) innings on the same calendar day.
- b. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed four (4) innings in a calendar day.
- c. Pitchers shall be allowed to pitch in no more than eight (8) innings in any one calendar week. A calendar week is from 12:01a.m. Monday through 12 midnight the following Sunday.
- d. Pitchers shall have at least 40 hours rest after pitching three (3) or more innings in the same calendar day.
- e. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
- f. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- g. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games, or suspended games, tie games or exhibition games.
- h. Any pitcher removed from the mound and/or lineup, or a pitcher who is removed from the mound and stays in the game at another position cannot return to the pitchers mound in the same game.
- i. If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with no more than twelve warm up pitches.
- j. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section Penalties.
- k. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

13.18 POST SEASON TOURNAMENTS: The G.Y.B. Executive Board may add, amend, or delete these G.Y.B. standing rules for the post season tournament(s).

13.19 POST-SEASON GYB REC TOURNAMENT PITCHING RULES:

- a. A tournament pitcher is allowed to pitch not more than six (6) innings on that calendar day.
- b. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than six (6) innings on that calendar day.
- c. In tournaments involving four or less teams, a pitcher is allowed to pitch in not more than 12 innings in a level of tournament play, regardless of the number of calendar weeks involved in that level of play.
- d. In tournaments involving five or more teams, a pitcher is allowed to pitch in not more than 12 innings in his team's first three games. After a team has played three games, all pitchers on these teams then have 12 innings of pitching eligibility remaining for that level of tournament play, provided they meet the 40 hour rest requirement. A level of play is a tournament or series of playoffs to reduce the teams assigned to that level to a winner who shall advance to the next level of play.
- e. All pitchers become eligible at each level of tournament play, provided the following 40 hour rest requirement; is met, even if it falls within the same calendar week. Pitchers must have 40 hours rest after pitching in four or more innings on the same day.
- f. Names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the "Tournament Pitching Record" form. This record shall be signed by the manager, coach or business manager of the opposing team, the official scorekeeper of the game, or the
- g. Tournament Director or his representative.

14 .0 BRONCO RULES (reviewed/not revised 1/10/07)

- 14.1 Bronco regular season games shall be played using the most recent set of rules listed below in order of precedence:
- a. These G.Y.B. standing rules for the Bronco League (highest priority).
 - b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 14.2 8-PLAYERS: Any team may play with eight players without forfeit. The ninth batter shall always be out. If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) GYB player from within the same division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. Note– The opposing coach must be made aware of the borrowed player prior to the first pitch of the game.
- 14.3 PLAYING TIME AND AT-BATS: During regular season play, all players must bat whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine. If the player returns to the game, they must be placed back in the original batting position. Players which arrive at the game after play has started may be added to the line-up only with the opposing manager's and umpire's approval.
- 14.4 If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction. If the out of order batter is not recognized, but questioned, the umpires' decision shall be final.
- 14.5 SUBSTITUTION: During the regular season, free substitutions are allowed except for the pitcher. When the pitcher leaves the mound, he may not return to the mound but may play anywhere else.
- 14.6 Any base runner stealing home on a swinging strike is out if the runner is within ten feet of home plate at the time the bat is swung. A bunt is not a swinging strike. If a runner is called out for attempting to steal home, the ball is dead and the pitch does not count. The intent of this rule is to protect the runner without taking away the opportunity to steal home. Anytime a runner advances from 3rd to home, and the play in progress is at the plate, the runner is required to slide.
- 14.7 Courtesy runners will not be allowed except in the case of injury, illness or when the catcher or pitcher is on base with two (2) outs. The courtesy runner used shall be the player who made the last out.
- 14.8 Bronco players are not allowed to pass the ball "around the horn".
- 14.9 EQUIPMENT:
- a. League approved helmets (helmets with two ear covers and down to the base of the skull) must be worn when a player steps onto the playing field in an offensive position. This includes regular games, practice games, or batting practice.
 - b. Metal cleats may not be worn.
 - c. Wooden, metal or graphite bats, manufactured specifically for baseball, which are round and not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches in length are acceptable.
 - d. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere. Catchers are required to wear a protective cup.
 - e. It is recommended that all Coaches enforce the wearing of athletic supporters and protective cups for all players.
 - f. No jewelry shall be worn by any player, except for medical identification and this should be in the form of a necklace.
- 14.10 LENGTH OF GAME:
- a. Broncos shall play seven (7) innings or 1 hour and 50 minutes. If the game is tied after 7 innings but the time limit has not expired, the teams shall play one extra inning. A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third out is called.
 - b. Run rule will be enforced at all times. Run rule is 15 after 3, 10 after 4 and 8 after 5.
- 14.11 START OF GAMES:
- a. First Game of the Day (or games with no proceeding game played on the field): The umpire will call a conference with the Manager or Registered Coach of each team no earlier than 15 minutes prior to the scheduled start time, but no later than 5 minutes prior to scheduled start time. The umpire will

notify the coaches that the game timing will start when the umpires are in position and announce "Play Ball". The umpires will discuss any safety items and rule clarifications and answer any questions from the coaches. The umpire(s) will be in position and the home plate umpire will announce "Play Ball" at scheduled start time.

- b. Back to Back games: All subsequent games when back to back games are played will start no earlier than 15 minutes following the end of the proceeding game and no later than 30 minutes following the end of the proceeding game. The umpire will call a conference with the coaches (as explained above) no later than five minutes prior to starting the game.
 - c. The official scorekeeper and home plate umpire will start the timing for the game when the home plate umpire announces "Play Ball". The head umpire will use the league provided timer (if available) displayed on the scoreboard.
 - d. If the first pitch is not completed within 15 minutes after the plate umpire announces "Play Ball" due to one team's inability to start, then the umpire(s) will declare a forfeit and award a win to the team that is ready to play. If neither team is ready, then the umpire(s) will cancel the game. In either case, if the teams are prepared to play after this time, then they may play a practice game at the discretion of the coaches and they must be removed from the field at least 15 minutes prior to the next scheduled game. This rule is not intended to supersede scheduled game start times.
- 14.12 TIME CONTROL: The umpire(s) must ensure that the game play is continued in a timely fashion and that the teams do not try to "stall". Umpire(s) will call a forfeit at the umpire(s) discretion if one team continually tries to stall the game after warnings from the umpire(s). Umpire(s) must be familiar with league rules regarding trips to the mound and offensive time outs, and should attempt to postpone all coaches questions until after the game or between innings unless it is a rule clarification question regarding a call.
- 14.13 PITCHING RULES:
- a. Pitchers shall not pitch in more than seven (7) innings on the same calendar day.
 - b. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.
 - c. Pitchers shall be allowed to pitch in no more than 10 innings in any one calendar week. A calendar week is from 12:01 AM Monday through 12 midnight the following Sunday.
 - d. Pitchers shall have at least 40 hours rest after pitching four or more innings in the same calendar day.
 - e. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
 - f. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
 - g. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games, or suspended games, tie games or exhibition games.
 - h. Any pitcher removed from the mound and/or lineup, or a pitcher who is removed from the mound and stays in the game at another position cannot return to the pitchers mound in the same game.
 - i. If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with no more than twelve warm up pitches.
 - j. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section Penalties.
 - k. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
- 14.14 POST SEASON TOURNAMENTS: The G.Y.B. Executive Board may add, amend, or delete these G.Y.B. standing rules for the post season tournament(s).
- 14.15 POST-SEASON GYB REC TOURNAMENT PITCHING RULES:
- a. A tournament pitcher is allowed to pitch seven innings on that calendar day.
 - b. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than seven innings on that calendar day.
 - c. In tournaments involving four or less teams, a pitcher is allowed to pitch in not more than 16 innings in a level of tournament play, regardless of the number of calendar weeks involved in that level of

- play.
- d. In tournaments involving five or more teams, a pitcher is allowed to pitch in not more than 16 innings in his team's first three games. After a team has played three games, all pitchers on these teams then have 16 innings of pitching eligibility remaining for that level of tournament play, provided they meet the 40 hour rest requirement. A level of play is a tournament or series of playoffs to reduce the teams assigned to that level to a winner who shall advance to the next level of play.
 - e. All pitchers become eligible at each level of tournament play, provided the following 40 hour rest requirement; is met, even if it falls within the same calendar week. Pitchers must have 40 hours rest after pitching in four or more innings on the same day.
 - f. Names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the "Tournament Pitching Record" form. This record shall be signed by the manager, coach or business manager of the opposing team, the official scorekeeper of the game, or the Tournament Director or his representative.

15.0 PONY RULES (reviewed/not revised 1/10/07)

- 15.1 Pony regular season games shall be played using the most recent set of rules listed below in order of precedence:
 - a. These G.Y.B. standing rules for the Pony League (highest priority).
 - b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 15.2 8-PLAYERS: Any team may play with eight players without forfeit. The ninth batter shall always be out.
- 15.3 If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) GYB player from within the same division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game.
- 15.4 PLAYING TIME AND AT-BATS: During regular season play, all players must bat whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine. If the player returns to the game, they must be placed back in the original batting position. Players which arrive at the game after play has started may be added to the line-up only with the opposing manager's and umpire's approval.
- 15.5 If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction. If the out of order batter is not recognized, but questioned, the umpires' decision shall be final.
- 15.6 Any late arriving player will be placed at the bottom of the lineup.
- 15.7 SUBSTITUTION: During the regular season, free substitutions are allowed except for the pitcher. When the pitcher leaves the mound, he may not return to the mound but may play anywhere else.
- 15.8 Any base runner stealing home on a swinging strike is out if a runner is within ten feet of home plate at the time the bat is swung. A bunt is not a swinging strike. If a runner is called out for attempting to steal home, the ball is dead and the pitch does not count. The intent of this rule is to protect the runner without taking away the opportunity to steal home. Anytime a runner advances from 3rd to home, and the play in progress is at the plate, the runner is required to slide.
- 15.9 Courtesy runners will not be allowed except in the case of injury, illness or when the catcher or pitcher is on base with two (2) outs. The courtesy runner used shall be the player who made the last out.
- 15.10 Players are not allowed to pass the ball "around the horn".
- 15.11 EQUIPMENT:
 - a. League approved helmets (helmets with two ear covers and down to the base of the skull) must be worn when a player steps into the batter's box, base coach box, or on deck circle. This includes regular games, practice games, or batting practice.
 - b. Metal cleats may not be worn.
 - c. Wooden, metal or graphite bats, manufactured specifically for baseball, which are round and not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part, nor more than 42 inches in length are acceptable.
 - d. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere. Catchers are required to wear a protective cup.

- e. It is recommended that all Coaches enforce the wearing of athletic supporters of all players.
 - f. No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.
- 15.12 LENGTH OF GAME:
- a. Ponies shall play seven (7) innings or 1 hour and 50 minutes. If the game is tied after 7 innings but the time limit has not expired, the teams shall play one extra inning. A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third put out of the team batting in the second half of the prior inning.
 - b. Run rule will be enforced at all times. Run rule is 15 after 3, 10 after 4 and 8 after 5.
- 15.13 START OF GAMES:
- a. First Game of the Day (or games with no proceeding game played on the field): The umpire will call a conference with the Manager or Registered Coach of each team no earlier than 15 minutes prior to the scheduled start time, but no later than 5 minutes prior to scheduled start time. The umpire will notify the coaches that the game timing will start when the umpires are in position and announce "Play Ball". The umpires will discuss any safety items and rule clarifications and answer any questions from the coaches. The umpire(s) will be in position and the home plate umpire will announce "Play Ball" at scheduled start time.
 - b. Back to Back games: All subsequent games when back to back games are played will start no earlier than 15 minutes following the end of the proceeding game and no later than 30 minutes following the end of the proceeding game. The umpire will call a conference with the coaches (as explained above) no later than five minutes prior to starting the game.
 - c. The official scorekeeper and home plate umpire will start the timing for the game when the home plate umpire announces "Play Ball". The head umpire will use the league provided timer (if available) displayed on the backstop.
 - d. If the first pitch is not completed within 15 minutes after the plate umpire announces "Play Ball" due to one team's inability to start, then the umpire(s) will declare a forfeit and award a win to the team that is ready to play. If neither team is ready, then the umpire(s) will cancel the game. In either case, if the teams are prepared to play after this time, then they may play a practice game at the discretion of the coaches and they must be removed from the field at least 15 minutes prior to the next scheduled game.
- 15.14 TIME CONTROL: The umpire(s) must ensure that the game play is continued in a timely fashion and that the teams do not try to "stall". Umpire(s) will call a forfeit at the umpire(s) discretion if one team continually tries to stall the game after warnings from the umpire(s). Umpire(s) must be familiar with league rules regarding trips to the mound and offensive time outs, and should attempt to postpone all coaches questions until after the game or between innings unless it is a rule clarification question regarding a call.
- 15.15 Scheduling or rescheduling of league games shall be the responsibility of the offices and executive committee, and shall provide not less than 12 regular season games for each team. League may play an interlocking schedule.
- 15.16 Under no condition shall a team play more than two (2) games in one day
- 15.17 No game shall begin after 9:30 p.m. and no inning should begin after 11 p.m. central time.
- 15.18 PITCHING RULES:
- a. Pitchers shall not pitch in more than seven (7) innings on the same calendar day.
 - b. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed the above maximum number of innings in a calendar day.
 - c. Pitchers shall be allowed to pitch in no more than 10 innings in any one calendar week. A calendar week is from 12:01a.m. Monday through 12 midnight the following Sunday.
 - d. Pitchers shall have at least 40 hours rest after pitching four or more innings in the same calendar day.
 - e. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.
 - f. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.

- g. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are local league games, the playoff of postponed games, or suspended games, tie games or exhibition games.
 - h. Any pitcher removed from the mound and/or lineup, or a pitcher who is removed from the mound and stays in the game at another position cannot return to the pitchers mound in the same game.
 - i. If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm up properly with no more than twelve warm up pitches.
 - j. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section Penalties.
 - k. The pitcher named in the batting order turned in prior to the start of the game, shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.
- 15.19 POST SEASON TOURNAMENTS: The G.Y.B. Executive Board may add, amend, or delete these G.Y.B. standing rules for the post season tournament(s).
- 15.20 POST-SEASON GYB REC TOURNAMENT PITCHING RULES:
- a. A tournament pitcher is allowed to pitch seven innings on that calendar day.
 - b. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than seven innings on that calendar day.
 - c. In tournaments involving four or less teams, a pitcher is allowed to pitch in not more than 16 innings in a level of tournament play, regardless of the number of calendar weeks involved in that level of play.
 - d. In tournaments involving five or more teams, a pitcher is allowed to pitch in not more than 16 innings in his team's first three games. After a team has played three games, all pitchers on these teams then have 16 innings of pitching eligibility remaining for that level of tournament play, provided they meet the 40 hour rest requirement. A level of play is a tournament or series of playoffs to reduce the teams assigned to that level to a winner who shall advance to the next level of play.
 - e. All pitchers become eligible at each level of tournament play, provided the following 40 hour rest requirement; is met, even if it falls within the same calendar week. Pitchers must have 40 hours rest after pitching in four or more innings on the same day.
 - f. Names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the "Tournament Pitching Record" form. This record shall be signed by the manager, coach or business manager of the opposing team, the official scorekeeper of the game, or the Tournament Director or his representative.

16.0 COLT AND VARSITY LEAGUE (revised 8/16/06)

- 16.1 Colt regular season games shall be played using the most recent set of rules listed below in order of precedence:
 - a. GYB standing rules for the Colt/Varsity league (highest priority).
 - b. The North Texas Baseball Association (NTBA) standing rules for the Colt League (highest priority).
 - c. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 16.2 AA season games shall be played using the most recent set of rules listed below in order of precedence:
 - a. North Texas Baseball Association (NTBA).
 - b. Note: AA will play under USSSA rules, with two exceptions:
 - The entire lineup will bat, except during tournament play.
 - Free substitutions except for the pitcher.
- 16.3 "OFFICIAL BASEBALL RULES" published by The Sporting News.
- 16.4 As of January 2001, GYB AA teams shall be assembled in the following manner:
 - a. AA Baseball Committee will be established consisting of the AA coach and league commissioners.
 - b. All players trying out for a position on the AA team must attend at least one scheduled tryout, where they will be graded by the Committee on various skills, attitude, chemistry, etc.
 - c. The AA Committee will convene at the end of tryouts and tally scores. A base score will be established and all players at or above that base score may be contacted for an additional tryout in which positions for the teams will be filled.
 - d. Coaches will have been selected by the GYB Board prior to the first tryout.
 - e. In subsequent seasons, all players will go through the tryout process. This is to ensure that GYB continually puts the best players on the field.

- f. Umpires will be provided for AA games played at Oak Grove Park.

17.0 Select League Rules (AA/AAA/Major) (revised 11/14/07)

- 17.1 The GYB Select program is designated for players and families who want to play in a more competitive environment. The program requires a long-term commitment that is expected by both player and the parents. The Select programs are for players who have demonstrated a higher level of skills and maturity. There are typically additional costs associated with the program that requires fundraising or out of pocket expenses. There can be significant time commitments for families due to additional practices and tournaments. The time commitment can be expected throughout the summers depending on the teams/coaches.
- 17.2 Major teams will play by the Official Baseball rules published by The Sporting news or any "NEW" Association's standing rules that GYB has decided to play under.
- a. The NTI or Bear Creek Baseball or any "NEW" Association's standing rules for AAA teams playing in respective league.
- 17.3 **AAA** teams will be governed by the following:
- a. The NTI or Bear Creek Baseball or any "NEW" Association's standing rules for AAA teams playing in respective league.
- b. "OFFICIAL BASEBALL RULES" published by The Sporting News.
- c. Pitching rules will follow NTI or Bear Creek or "NEW" Association guidelines
- d. Pitching guidelines for tournaments will be determined by the tournaments entered.
- 17.4 AA shall be governed by the following most recent set of rules listed:
- a. North Texas Interlock (NTI) Association or any "NEW ASSOCIATION" GYB has affiliated with.
- b. Note: AA will play under USSSA rules, with the additions:
- Pitching guidelines will follow the North Texas Interlock (NTI) "or NEW ASSOCIATION" rules
 - Pitching guidelines for tournaments will be determined by the tournaments interned.
 - "OFFICIAL BASEBALL RULES" published by The Sporting News
- 17.5 Select Coach requirements
- To be considered to coach a GYB select team, an applicant must meet the following requirements:**
- a. Head coaches are required to hold a current NYSCA certification.
- b. Head coaches are required to attend the GYB coaches' clinic in its entirety; all coaches are requested to attend. Failure to attend coach's clinic can lead to dismissal as team coach by GYB Executive Board.
- c. Head coach must have coached for one full season in GYB prior to applying for a select position.
- d. Coaches must submit a GYB Coaching Application. Applications will be accepted through October 7th for the next years spring and fall seasons. They should be submitted to the league secretary. This is a one year commitment.
- e. Coaches must pass an annual background check prior to being approved as a coach.
- 17.6 Selection of Coaches
- a. Selection of Coaches will be made by a Coach Selection Committee comprised of GYB Board members—as determined by the GYB Board Vice President. The committee will determine the number of select teams in each division that best meets GYBS requirements for that year. The head coaches will be selected to fill those team positions for a TERM of ONE YEAR. This term must include a Spring and Summer team and the coach must make a good faith attempt to field a fall team. Head coaches will be chosen in part based on how they meet the following criteria. The Selection committee has the final say on who is nominated to coach. If a Board member submits an application, then he/she may not be on the Coach Selection Committee for the age group Board Member is applying for.
- b. Criteria:
- Coaches must be able to demonstrate the ability to effectively coach and mentor youth players.
 - Coaches must have a proven track record of establishing competitive teams within GYB.
 - Coaches must be in good standing with league and GYB Board.
 - Coach must have the ability to effectively communicate with parents.
- c. The Head Coach selects the team's Assistant Coaches. Assistant coaches must submit a coach's application and pass a background check prior to being approved to coach.

- d. After the selection committee makes their choices, the GYB Board approves coaches prior to the first tryout. If there is no scheduled Board meeting, the Executive Board may approve coaches, but must notify the entire Board.
 - e. In addition to coaching their respective select teams, coaches will be required to have their teams available and be prepared to assist in making the GYB tournaments occur. This could include working the concession stand, emptying trash, preparing fields, or other duties deemed necessary by the board.
- 17.7 AAA League/Major teams
- a. Teams are subject to GYB Board rules at all times during the year and during all tournaments.
 - b. Teams are subject to Board approval prior to joining GYB
 - c. Teams are subject to GYB registration fees. AAA/Major teams' registration fees are modified fees and will be determined by GYB Executive Board.
 - d. League dues will be paid by GYB on behalf of AAA team.
 - e. Umpires will be provided by GYB for AAA games played at Oak Grove Park provided that is what the NTI or Bear Creek "or NEW ASSOCIATION" agreement calls for.
 - f. AAA team will be responsible for all tournament fees, equipment, and uniform costs except that GYB will, upon request, provide one standard equipment bag and set of equipment and the same number of balls that are distributed to other GYB teams.
 - g. AAA teams must meet the GYB % residency requirement as established by the board of directors.
 - h. AAA teams are subject to GYB tryout rules.
 - i. Must play in APPLICABLE GYB HOSTED tournaments.
 - j. AAA team names will be subject to the GYB board's decision regarding a "branding strategy" before the season.
 - k. All sponsorship monies collected by an AAA team will be designated directly to that team. The full financial record's of the team, including income and expenditures, is subject to review by the GYB Board at any time.
- 17.8 AA League teams
- a. Teams are subject to GYB Board rules at all times during the year and during all tournaments.
 - b. Teams are subject to Board approval prior to joining GYB.
 - c. Umpires will be provided for AA games played at Oak Grove Park under the NTI or any "NEW" agreement.
 - d. AA team registration fees are modified fees that will be determined by the GYB board.
 - e. Select team must play in APPLICABLE GYB HOSTED tournaments.
 - f. AA teams will be responsible for all Tournament fees, equipment and uniform costs except that GYB will, upon request, provide one standard equipment bag and set of equipment and the same number of balls that are distributed to other GYB teams.
 - g. AA team names will be subject to the GYB board's decision regarding a "branding strategy" before the season.
 - h. All sponsorship monies collected by an AA team will be designated directly to that team. The full financial record's of the team, including income and expenditures, is subject to review by the GYB Board at any time.
- 17.9 AAA/AA Player selection:
- a. The objective is to promote from within and have GYB rec players move up. Players represent GYB at all times. Their conduct is the responsibility of the coaching staff and parents. Coaches will do everything possible to correct and handle conflicts on the team. In the event that it cannot be handled by the team, the coach will need to notify their GYB Select Commissioner and the GYB Board.
 - b. All players must attend at least one tryout specific for desired team. Players will be selected by the team's Head Coach and Assistants. Players may tryout for more than one team; however player will be required to attend tryouts for each team. GYB will post 2 tryout dates on the GYB website as determined by the Board. Head coaches may also set additional tryout dates for their teams. These additional dates must also be posted on the GYB website, with a minimum of 2 weeks advance notice. Players are committing to a select team for the entire season. If a player quits a select team, the player will not be eligible to join another GYB select team until start of next select season.
 - c. Head Coach and Assistant Coaches will determine number of players on team. Each team is required to have a minimum of 10 players and a maximum of 12.
 - d. A maximum of 2 non-GYB residents can play on an AA or AAA select team. GYB resident is defined as a player who 1) lives in the City of Grapevine, 2) is a GCISD student or resident of the GCISD district,

- 3) has played rec ball in GYB (this does not extend to a player who joined GYB as a "non resident" and has played a season or more for a GYB Select team—a player who starts in select as a "non-resident" will remain a "non-resident" until such time that they reside in Grapevine and/or becomes a GCISD district resident/student.
- e. Final roster selection is the sole responsibility of head coach based on tryouts, skill sets, attitude, commitment, game experience and knowledge and positional needs of the team.
 - f. Final rosters need to be announced prior to the regular league registration. These will be posted on the GYB website. This policy will allow non selected players to participate in recreation baseball. Select coaches will be responsible for their team's registration. It is recommended that the selected players be directed by the coaches to participate in the GYB online registration process. If a player cannot complete the online registration, it will be the coach's responsibility to collect registration forms and league fees from those players. Coaches will need to submit their team roster and registration fees to the Select commissioner at least a week before the first day of that season's regular registration. Rosters will be subject to the review and approval of the Select Commissioner, the Executive Board, or the entire GYB Board at the beginning of each season. Coaches are not permitted to remove any player from a Select team roster without the prior and express approval of the GYB Board of Directors. It is the Head Coaches responsibility to ensure that his team is fully compliant with all GYB rules and any other association or tournament rules in which the team chooses to play.
 - g. If player is injured or cannot participate on a team for a significant period of time, the coach can ask the Select Commissioner for approval to add a replacement player to their roster.
 - h. Guest players – In the event that a select team is in need of a temporary player, teams may use a "guest player." who must be a GYB registered player. Player must relinquish the spot when replaced player returns. If player does not return, guest player would be eligible for roster spot on team. This would allow teams to take a look at rec players and for rec players to get exposure to select games.

18.0 Game Ejection

- 18.1 Coaches represent GYB at all times. They are responsible for the well being of each team member. All coaches will demonstrate proper demeanor while representing GYB. Failure to do so may result in probation or loss of coaching privileges. The GYB Board reserves the right to remove any coach from a team for cause.
- 18.2 Any Manager, Registered Coach, Player or Player's Parent who has been ejected from a game will be ejected for two games. Two games will be considered the game in which the initial ejection occurred and the next scheduled game. All ejections can be appealed to the CCC and/or the Executive Board. The CCC will convene within 24 hours of appeal and the Executive Board within 48 hours of the Appeal.
- 18.3 If an ejection happens in the first game of a double header, the player or coach who is ejected for the current game and, subject to head coach's determination, is able to participate in the second game. This is so an appeal process can happen. If the player or coach is found guilty in the appeal process, then they will be suspended for the next game.
- 18.4 Coach may request appeal to be handled by CCC. Coach should contact commissioner within 72 hours of occurrence and commissioner will convene with Vice President and CCC to review. CCC will have final say in suspension of coach.

19.0 Purchasing

Only specific persons have been granted purchasing authority by the G.Y.B. Board.

WHO TO CALL

G.Y.B. Main Number	817-329-5505 x 1
G.Y.B. Rain-Out Number.....	817-329-5505 x 2
G.Y.B. Umpire Information.....	817-329-5505 x 3
G.Y.B. President	817-329-5505
Fund Raising – Donna Vickers	817-329-5505
Equipment - New & Replacement – Troy Flud	817-329-5505
Uniforms – Denise Bayes.....	817-329-5505

LEAGUE COMMISSIONERS

Blastball (3 & 4 year old) Commissioner	Amy Gravitt & Renee Marron
T-Ball (5 & 6 year olds) Commissioner	John Merigold & Greg Parsons
Coach Pitch (7 & 8 year olds) Commissioners	Tom Bayes & Charlie King
Mustang (9 & 10 year olds) Commissioners	Scott Thomas & Al Townsend
Bronco (11 & 12 year olds) Commissioners	Bryon Batchelor & Chuck Wheeler
Pony (13 & 14 year olds) Commissioner	Mike Osborn & Francisco Porras
Colt/Varsity (15-18 year olds) Commissioners	Lee Haggard & Danny Adams
Select Commissioners	Rich Ziober & Mark Balas