

Instructional Coach Pitch 8U

OBJECTIVES

The 8U coach pitch level provides a structured league for instructional play with a focus on sportsmanship, skill development, and teamwork. 8U practices progress to include position training and strategies of the game in preparation for player-pitch leagues. The primary objectives of the leagues are to teach/improve the following basic baseball skills: swinging at a pitched ball, throwing, catching, base running, knowledge of softball rules, and cooperation/good sportsmanship among a team.

The 8U coach pitch league shall be comprised of seven- (7) year old and eight- (8) year old girls. The league age is determined by the child's age as of December 31st of the previous year.

GAME RULES (unless otherwise noted, USSSA Fastpitch rules should be applied to 8U)

Base Path:

60 feet

Pitcher's Mound:

Throw-down pitching rubbers shall be placed 35 feet from the back of home plate. Players in the pitcher position should remain with at least one foot on the pitching rubber until the ball is put into play; the coach may stand closer to deliver the pitch.

Innings:

6-inning maximum, 3 outs or 5-run maximum per half-inning (8U)

Time Limit:

Ninety (90) minutes from the scheduled start time. No new inning will begin after 1 hour and 15 minutes. 6 innings maximum or time limit, whichever comes first.

8U Rules:

Infield fly, lead-offs, stealing, walks or hit by pitch, bunts or half-swings are NOT allowed

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield and 4 in the outfield and a catcher. A minimum of 8 players is required to play a game. When fielding eight (8) players, there will be only two outfielders. When a right hand hitting batter is at bat, right field will be considered foul territory, with the opposite applying to a left hand batter. The umpire shall be the sole judge of whether a ball is considered a foul or a fair ball. No ball called foul in the vacated field will be in play and cannot be caught for an out.

Line-ups:

Team line-ups may be exchanged before the game, but is not required. Late players may be added to the end of the line-up and there are no outs reported for injured players leaving the game or players leaving early. The batting line-up will include all players on the roster regardless if playing in the field or not.

All participants must be scheduled to have played 2 innings by the third inning and 2 consecutive innings by the 4th inning. Once a player enters for their two consecutive innings of play, they may not be removed for any reason other than injury or illness, until they have completed the two innings of play. All players will sit the bench no more than 2 innings per 6 inning game (exception would be for a player arriving late). Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1game suspension.

Players should be moved around in their positions so that no player is in the same position for more than 2 innings per game with the exception of a Pitcher or catcher who may play all game at the same position. No player will play more than 2 consecutive innings at an infield or outfield position. It is expected that all coaches will make a good faith effort to rotate players evenly between infield and outfield positions, and bench

rotations. The rotation rules are considered an appeal play. Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1 game suspension.

An unlimited number of substitutions are allowed on the playing field. If enough players are in attendance, each player should sit out defensively at least once. Late arriving players should be played in proportion to the inning of arrival.

Game Umpires:

The manager for the defensive team will be the official umpire for each ½ inning that their team is on the field defensively. The coach who is pitching will umpire home plate and announce “play ball” after confirming that all defensive players are set and ready for the delivery of a pitch.

Batters:

Each batter will receive a maximum of 8 underhand pitches (including foul balls) from a minimum pitching distance of 25 feet from the back of home plate. If the 8th pitch is not put in play, the batter is out.

Base Running:

For infield hits, the runners may advance one base at a time. For outfield hits, a ball hit hard enough to reach the grass on the outfield side of the infield will entitle that batter to advance two (2) bases and all runners on base to advance two (2) bases. The coach who is pitching is responsible for calling “time” and stopping the runner at the appropriate base.

Runners may not advance on any overthrow regardless of whether the ball remains in or exits the field of play.

To ensure a timely transition between innings, a pinch runner should be inserted for the catcher if the catcher is on base with 2 outs or nearing 5 runs for the inning.

Runners impeded by defensive players not fielding the ball will be awarded the base they are running to.

Players running out of the baseline are out if they are doing so to avoid a tag. Players running out of the baseline to avoid a collision are not out.

Runners may slide feet first to avoid collision, however, a runner will not be called out for failure to slide. Runners may not slide into a player to break up the play or in any way interfere with the fielder trying to make a play.

Catcher:

The catcher shall stand at least 10 feet behind the batter, or at the backstop, whichever is further, until the batter swings. Managers/coaches should ensure that catchers are wearing all catchers’ gear properly and are in a safe position before the batter starts to swing at a pitch. An adult should be placed behind home plate to help retrieve passed balls.

Fielders:

10 defensive players are allowed on the field. Outfielders should be positioned far enough back so they do not interfere with infielders making plays. Depending on field size, outfielders should be positioned on the edge of the outfield grass or stand on or behind a line drawn in the dirt by coaches that is a minimum of 10 feet behind the baselines. Outfielders must throw the ball to a base or infielder and cannot make an out by tagging a runner or stepping on a base. Infielders should stand in front of the base paths and must stay out of base paths to avoid collisions.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/markings the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT**Game Balls:**

An age-appropriate softball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wood, aluminum, fiberglass, graphite or composite bats are allowed as long as they are sanctioned by a national organization. There are no restrictions on bat drop except that the bat cannot be longer than 29 inches, the barrel cannot exceed 2 1/4 inches in diameter, and cannot exceed the 1.20 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear GCYBSA issued facemask-helmets. Players cannot take their helmet off until they have returned to the dugout. Any player choosing to use their own facemask-helmet must do so at their own risk and should not share non-GCYBSA approved helmets with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, tee, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots cannot be worn by players or coaches.

CANCELLATIONS

Rain-Outs: Weather information is available by calling 734-394-5489.

Make-Up Games: The GCYBSA Commissioner of Softball or League Director will determine the dates/times of any make-up games.

Prep Softball 10U

OBJECTIVES

The 10U kid pitch level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork.

GAME RULES (unless otherwise noted USSSA Fastpitch rules should be applied to 10U)

Base Path:

60 feet

Pitcher's Mound:

35 feet

Innings:

6-inning maximum, 3 outs or 5-run maximum per half-inning

The maximum run differential rule is 10 runs after 4 full innings or 6 runs after 5 full innings, the game can be terminated only by the trailing team's manager. This is to be a determination made only by the trailing team's manager, and shall not be subject to appeal or criticism by the opposing manager or team.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

- Time limit is reached

- At least 4 full innings are played and time limit was not reached due to uncontrollable circumstances

- The maximum run differential rule conditions are met

- At least 3 full innings are played and game cannot be completed on the same day due to weather

Transition time between innings should be no more than 2 minutes.

Time Limit:

One hour and thirty minutes from the scheduled start time or a maximum of 6 innings.

No new inning will begin 80 minutes after the scheduled start time. However, an inning that begins prior to 80 minutes will be completed regardless of the one hour and thirty minute game time limit. After 80 minutes of play, managers/coaches cannot make mound visits and the pitcher may only be replaced one time unless a pitcher is injured.

Playoffs:

The League Director will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

10U Rules:

Infield fly not used

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield and 4 in the outfield and a catcher. A minimum of 8 players is required to play a game. When fielding eight (8) players, there will be only two outfielders. When a right hand hitting batter is at bat, right field will be considered foul territory, with the opposite applying to a left hand batter. The umpire shall be the sole judge of whether a ball is considered a foul or a fair ball. No ball called foul in the vacated field will be in play and cannot be caught for an out. If a team has less than 8 players in attendance, they forfeit the game. It is strongly suggested if you know you will be short players contact League Director and have players called up from a younger GCYBSA league.

Line-ups:

Team line-ups will be exchanged 5 minutes prior to the beginning of the game. It will be mandatory for managers to submit starting line-ups, prior to the game, to the manager of the opposing team. Line-up must include the names and number of all players including absent players, (absent players recorded last and notated they are absent). Late players will be added to the end of the line-up and will play in proportion to the inning in which they arrive.

If a participant has to leave a game for any reason except for illness or injury the next time they would have been up to bat will be scored as one out. All subsequent at bats for that person are simply passed by, no out is scored. There are no penalties for leaving the game for illness or injury. Once a player leaves a game for illness she will not be permitted to reenter for the remainder of the game. In the case of injury, they may return and resume the same position in the batting order without penalty.

Teams must maintain a minimum of eight (8) players to continue the game. If a team goes below eight (8) players after starting the game, the score will revert to the previous complete inning score, if at least four (4) innings have been played by the trailing team. If less than four (4) innings have been played, the game will be suspended at that point and resumed at a later date, with the same number of players as were in the lineup for the suspended game. The Division Manager will have the authority to settle any disputes arising out of the suspension or calling of the game, and the resumption of the game.

Batting out of order, as defined in USSSA Fastpitch Softball rules, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire (10U)

All participants must be scheduled to have played 2 innings by the third inning and 2 consecutive innings by the 4th inning. Once a player enters for their two consecutive innings of play, they may not be removed for any reason other than injury or illness, until they have completed the two innings of play. All players will sit the bench no more than 2 innings per 6 inning game (exception would be for a player arriving late). Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1 game suspension.

Players should be moved around in their positions so that no player is in the same position for more than 2 innings per game with the exception of a Pitcher or catcher who may play all game at the same position. No player will play more than 2 consecutive innings at an infield or outfield position. It is expected that all coaches will make a good faith effort to rotate players evenly between infield and outfield positions, and bench rotations. The rotation rules are considered an appeal play. Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1 game suspension.

Game Umpires:

1 umpire will be provided by GCYBSA for a 10U game.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Base Running:

Stealing is permitted. The runner cannot leave the base until after the ball passes the plate. Runners may only steal one base at a time. There is no advancing on an over thrown ball attempting to throw out the runner stealing. There is no stealing of home. Unintentional stepping off the base should be overlooked. However, the umpire can warn the team's manager if it is felt that the runner is trying to gain unfair advantage by getting off the base early. The umpire can call the runner(s) out on any further occurrences by that team.

Sliding is required when a tag is imminent at the base the runner is advancing to or player may give themselves up. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. **NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE.** A fielder may not block the path of the runner if a tag is not imminent.

Dropped 3rd strike rule does NOT apply, the batter is out.

Courtesy runners may be used for the pitcher and catcher at anytime and must be used for the pitcher and catcher if they are on base with 2 outs. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score. If a ball is overthrown on fields where fences contain the ball, the ball remains "live" inside the fence and runners may advance at their own risk

When play has come to a stop and the ball is being returned to the pitcher for the purpose of delivering the next pitch, base runners may not advance if the ball is overthrown.

Pitching:

There are no limits to how many innings or pitches a pitcher can throw.

A maximum of five pitchers per game can be used. Three warm up pitches from the mound or one (1) pitch to a batter constitutes a pitcher being used. A pitcher can be removed from the pitchers position and be returned once any time during the game to the pitchers position. If the same player is returned once to the pitchers position, it counts as two (2) pitchers used.

Only underhand modified pitch is permitted. There is no windmill pitching allowed. Pitches can be a flat or arced pitch. The pitchers arm must not go above the shoulder on the backward or forward motion. The pitcher must position both their feet on the ground and in contact with the pitching rubber. The pivot foot (pitching hand side) must remain in contact with the pitching rubber throughout the pitch. The opposite foot's first motion must be forward. After assuming the pitching position, the pitcher must present the ball in front of her body, for at least one second, in the pitching hand before starting the delivery motion. The first direction of the pitching hand must be backward.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

Bunting:

Bunting allowed (10U).

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT**Game Balls:**

An age-appropriate softball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wood, aluminum, fiberglass, graphite or composite bats are allowed as long as they are sanctioned by a national organization. The bat cannot be longer than 34 inches, may not exceed 38 oz. or 2 ¼ inches in diameter, and cannot exceed the 1.20 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear GCYBSA issued facemask-helmets. Players cannot take their helmet off until they have returned to the dugout. Any player choosing to use their own facemask-helmet must do so at their own risk and should not share non-GCYBSA approved helmets with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, ice packs, scorebooks, measuring tape, bats, balls, tee, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots cannot be worn by players or coaches.

CANCELLATIONS

Rain-Outs: Weather information is available by calling 734-394-5489.

Make-Up Games: The GCYBSA Commissioner of Softball or League Director will determine the dates/times of any make-up games.

Junior Softball 14u

OBJECTIVES

The 14U level is to provide a structured league for competitive play combined with sportsmanship, skill development, and teamwork..

GAME RULES (unless otherwise noted USSSA Fastpitch rules should be applied to 14U)

Base Path:

60 feet

Pitcher's Mound:

40 feet

Innings:

6-inning maximum, 3 outs or 5-run maximum per half-inning

The maximum run differential rule is 10 runs after 4 full innings or 6 runs after 5 full innings, the game can be terminated only by the trailing team's manager. This is to be a determination made only by the trailing team's manager, and shall not be subject to appeal or criticism by the opposing manager or team.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

- Time limit is reached

- At least 4 full innings are played and time limit was not reached due to uncontrollable circumstances

- The maximum run differential rule conditions are met

- At least 3 full innings are played and game cannot be completed on the same day due to weather

Transition time between innings should be no more than 2 minutes.

Time Limit:

One hour and thirty minutes from the scheduled start time or a maximum of 6 innings.

No new inning will begin 80 minutes after the scheduled start time. However, an inning that begins prior to 80 minutes will be completed regardless of the one hour and thirty minute game time limit. After 80 minutes of play, managers/coaches cannot make mound visits and the pitcher may only be replaced one time unless a pitcher is injured.

Playoffs:

The League Director will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

14U Rules:

Infield fly used.

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield and 4 in the outfield and a catcher . A minimum of 8 players is required to play a game. When fielding eight (8) players, there will be only two outfielders. When a right hand hitting batter is at bat, right field will be considered foul territory, with the opposite applying to a left hand batter. The umpire shall be the sole judge of whether a ball is considered a foul or a fair ball. No ball called foul in the vacated field will be in play and cannot be caught for an out. If a team has less than 8 players in attendance, they forfeit the game. It is strongly suggested if you know you will be short players contact League Director and have players called up from a younger GCYBSA league

Line-ups:

Team line-ups will be exchanged 5 minutes prior to the beginning of the game. It will be mandatory for managers to submit starting line-ups, prior to the game, to the manager of the opposing team. Line-up must include the names and number of all players including absent players. Late players will be added to the end of the line-up and will play in proportion to the inning in which they arrive.

If a participant has to leave a game for any reason except for illness or injury the next time they would have been up to bat will be scored as one out. All subsequent at bats for that person are simply passed by, no out is scored. There are no penalties for leaving the game for illness or injury. Once a player leaves a game for illness she will not be permitted to reenter for the remainder of the game. In the case of injury, they may return and resume the same position in the batting order without penalty.

Teams must maintain a minimum of eight (8) players to continue the game. If a team goes below eight (8) players after starting the game, the score will revert to the previous complete inning score, if at least four (4) innings have been played by the trailing team. If less than four (4) innings have been played, the game will be suspended at that point and resumed at a later date, with the same number of players as were in the lineup for the suspended game. The Division Manager will have the authority to settle any disputes arising out of the suspension or calling of the game, and the resumption of the game.

Batting out of order, as defined in USSSA Fastpitch Softball rules, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire (14U)

All participants must be scheduled to have played 2 innings by the third inning and 2 consecutive innings by the 4th inning. Once a player enters for their two consecutive innings of play, they may not be removed for any reason other than injury or illness, until they have completed the two innings of play. All players will sit the bench no more than 2 innings per 6 inning game (exception would be for a player arriving late). The participation rules are considered an appeal play. Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1 game suspension.

Players should be moved around in their positions so that no player is in the same position for more than 2 innings per game with the exception of a Pitcher or catcher who may play all game at the same position. No player will play more than 2 consecutive innings at an infield or outfield position. It is expected that all coaches will make a good faith effort to rotate players evenly between infield and outfield positions, and bench rotations. The rotation rules are considered an appeal play. Penalty for deliberate breach of this rule could result in forfeiture of the game and a 1 game suspension.

Game Umpires:

1 umpire will be provided by GCYBSA for a 14U game.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Base Running:

Stealing is permitted. The runner cannot leave the base until after the ball passes the plate. Runners may only steal one base at a time. There is no advancing on an over thrown ball attempting to throw out the runner stealing. There is no stealing of home. Unintentional stepping off the base should be overlooked. However, the

umpire can warn the team's manager if it is felt that the runner is trying to gain unfair advantage by getting off the base early. The umpire can call the runner(s) out on any further occurrences by that team.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. **NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE.** A fielder may not block the path of the runner if a tag is not imminent.

Dropped 3rd strike rule does NOT apply, the batter is out.

Courtesy runners may be used for the pitcher and catcher at anytime and must be used for the pitcher and catcher if they are on base with 2 outs. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score. If a ball is overthrown on fields where fences contain the ball, the ball remains "live" inside the fence and runners may advance at their own risk

When play has come to a stop and the ball is being returned to the pitcher for the purpose of delivering the next pitch, base runners may not advance if the ball is overthrown.

Pitching:review

There are no limits to how many innings or pitches a pitcher can throw.

A maximum of five pitchers per game can be used. Three warm up pitches from the mound or one (1) pitch to a batter constitutes a pitcher being used. A pitcher can be removed from the pitchers position and be returned once any time during the game to the pitchers position. If the same player is returned once to the pitchers position, it counts as two (2) pitchers used.

Only underhand modified pitch is permitted. There is no windmill pitching allowed. Pitches can be a flat or arced pitch. The pitchers arm must not go above the shoulder on the backward or forward motion. The pitcher must position both their feet on the ground and in contact with the pitching rubber. The pivot foot (pitching hand side) must remain in contact with the pitching rubber throughout the pitch. The opposite foot's first motion must be forward. After assuming the pitching position, the pitcher must present the ball in front of her body, for at least one second, in the pitching hand before starting the delivery motion. The first direction of the pitching hand must be backward.

GCYBSA reserves the right to use alternative pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

Bunting:

Bunting and slapping allowed.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT**Game Balls:**

An age-appropriate softball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wood, aluminum, fiberglass, graphite or composite bats are allowed as long as they are sanctioned by a national organization. The bat cannot be longer than 34 inches, may not exceed 38 oz. or 2 ¼ inches in diameter, and cannot exceed the 1.20 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear GCYBSA issued facemask-helmets. Players cannot take their helmet off until they have returned to the dugout. Any player choosing to use their own facemask-helmet must do so at their own risk and should not share non-GCYBSA approved helmets with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, tee, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots cannot be worn by players or coaches.

CANCELLATIONS

Rain-Outs: Weather information is available by calling 734-394-5489.

Make-Up Games: The GCYBSA Commissioner of Softball or League Director will determine the dates/times of any make-up games.