

WEST MICHIGAN YOUTH BASEBALL ASSOCIATION 2024 Major League Rules (12U)

1. Participating members: Fruitport, Mona Shores, North Muskegon, Ravenna, Holton, Orchard View
2. The WMYBA Major League games will be played in accordance to these rules. Major League players must be 12 years of age or younger as of 8/31/2024.
3. Standings at each level (Majors, Minors, Peewee) will be compiled by one of the participating organizations. That organization will provide an individual email address to report game scores for the level they are managing. Please email the score using the following format including **game date, level, team names (and numbers), and score.**

5/21 - Major League
Mona Shores 2 – 7 runs
Fruitport 1 – 3 runs

4. West Michigan Youth Baseball Association strongly suggests the catcher wear a hard cup.
5. Games will be played Monday through Friday. All games will start at 6:30 PM and last approximately 2 hours in length. Forfeit time is 6:45 PM. All games will be 6 innings unless tied. **No new inning will start after 8:30 PM.** If the top half of an inning starts before 8:30PM – the bottom half will also be played if necessary – even after 8:30PM. Extra innings will start with a runner on 2nd base. The runner will be the last batter from the previous inning.
6. The season will consist of 12 games. League Champion will be determined by an 8 team, single elimination tournament held at the conclusion of the season. Top 8 teams will be seeded by record. Tie Breaker for seeding when records are equal is fewest runs against. ***There is no benefit to running up the score of any game.**
7. Chattering is allowed by all players except the catcher. The players cannot use the Batter's name, number or any derogatory or demeaning comments. Players can use the word swing.

8. Infield fly rule will be in effect. The infield fly rule applies only when there are fewer than two outs, and there is a force play at third (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is hit that, in the umpire's judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight. The rule is that the umpire is supposed to announce, "Infield fly, if fair." If the ball will be almost certainly fair, the umpire will likely yell, "Infield fly, batter's out!" or just "Batter's out!" Umpires also must raise one arm straight up to signal to everyone that the rule is in effect. *If for some reason the umpire does not announce the Infield fly rule during the play, the play continues as normal and the result of the play stands as is. The play will NOT be overturned after the fact despite an umpire's error.

9. If a runner is approaching home and malicious contact is made by the runner, and the runner does not attempt to slide, the runner is out, and ejected. There must be a play attempt by the catcher or covering player at the plate. The ball must be past the pitcher's mound and not be more than a long stretch by the covering player to be considered a play at home. A play at the plate does not require the runner to slide. Often, it is a safer play to run through home plate without sliding. However, any malicious contact (i.e. lowering the shoulder, or not attempting to avoid significant contact by sliding) will result in an out and immediate ejection. "Malicious contact" is a judgment call by the umpire.

10. If a batter throws the bat he will get 1 warning. An automatic out is called anytime after that. This is a team warning.

11. Stealing: A runner may not leave base until the ball has crossed home plate. First offense runner is sent back to the base runner came from, along with a team warning. Second team offense is an automatic out.

12. A base runner shall advance at his own risk on a pitch or a passed ball.

13. Bunting is allowed.

14. You may pinch run for the pitcher and catcher at any time. The pinch runner will be the last player in the lineup that has made an out.

15. Free substitution is allowed, except once a pitcher is removed from pitching, he cannot be put back in as pitcher.

16. Pitchers will be limited to 3 innings a game and 6 innings per week during the regular season. This rule does not apply to the tournament play. If your team is playing in a tournament game, you are allowed to pitch a pitcher that has already fulfilled his pitching limit for the week. It still stands that the pitcher can only pitch 3 innings in that game. Pitchers will throw from a mound forty-six (46') from home plate. An appearance by a pitcher in an inning will count as an inning pitched, regardless of how many pitches he delivers.

17. Pitchers shall be removed from pitching upon the second coach trip to the mound.

18. If a pitcher hits 3 batters in one inning they will be removed from the position of pitcher for the remainder of that game, but may play a different position on the field.
19. A legal lineup shall consist of a minimum of 7 defensive players and maximum of 9 defensive players.
20. Conferences will be allowed between the coach, pitcher, and 1 player only.
21. A rocket roster will be used. (all players bat in consistent order)
22. A player arriving late to the game will be placed at the bottom of the lineup.
23. The coach can designate any one to warm up the pitcher between innings or coach the bases. If a youth coaches the bases they will wear a helmet, and if warming up the pitcher, they shall wear a face mask.
24. Batters and base runners must keep helmets on at all times while on the field of play. First offense is a team warning. Second offense is an automatic out. Face masks are optional.
25. Games will start at 6:30 PM. Visitors will take infield practice at 6:00 PM. The home team will take the Infield at 6:15 PM.
26. The umpire can call games because of weather or darkness with the input of the coaches. The umpire will make the final determination.
27. A Wilson 1074 ball, or equivalent, will be used (no soft safety balls). The home team will supply 1 new ball and the visitor will supply 1 playable ball.
28. Fifteen run rule applies after 4 innings. Ten run rule applies after 5 innings.
29. An inning will be limited to 3 outs or 7 runs. If runners are on the bases and an over the fence home run occurs all runs will be counted. If there are runners on base and a base hit, walk or hit batter occurs and the 7th run crosses the plate the inning is over. Except in the last inning you may have unlimited batters and runs, until 3 outs occur.
30. Once a runner is checked, he must return to the base. If a play is made at a different base, the checked runner is alive again. A checked runner is one whose forward motion has stopped and a step backwards toward the base he came from is made.
31. Stealing home is allowed. (Rule 11 still applies)
32. Only bats certified with the "USA Baseball" stamp can be used. 1st offense, the batter is automatically out. 2nd offense during a game will result in a forfeit.



33. All dropped 3rd strikes result in the batter being out. A batter cannot advance to 1st base on a dropped 3rd strike.
34. Breaking balls and Junk pitches are allowed. However they are NOT recommended by WMYBA. Protecting the arms of 11-12 year olds should be a priority for every coach.
35. A complete game is constituted by completing 4 innings. (3 ½ if the Home team is leading)
36. The defense will consist of nine (9) players. Six (6) players on the infield and three (3) players in the outfield. All outfielders will play in a typical outfield position.
37. NO METAL CLEATS
38. If a team has too few players to field a team, fill-in players can be used. Players must be registered to another team in your organization and meet the age requirement of the level where they are filling in. The fill-in players must bat at the bottom of the order and must play outfield.