

WEST MICHIGAN YOUTH BASEBALL ASSOCIATION

2026 Minor League Rules (10U)

1. Participating members: Fruitport, Mona Shores, North Muskegon, Ravenna, Holton, and Orchard View.
2. The WMYBA Minor League games will be played in accordance with these rules. Minor League players must be 10 years of age or younger as of 7/1.
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 below and **include 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 6:00 PM and last approximately 2 hours in length. Forfeit time is 6:15 PM. Games will be no longer than 6 innings unless tied. No new inning will start after 8:00 PM. If the top half of an inning starts before 8:00 PM, the bottom half will also be played if necessary. 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. Tiebreaker 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 or number or any derogatory or demeaning comments. Players can use the word swing. No chatter directed to the pitcher. All chatter stops when wind up starts
8. No infield fly rule.
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 making an attempt 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 the second time the same batter throws his bat.
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. Stealing home is NOT allowed.

12. A base runner shall not advance more than 1 base on a pitch or a passed ball. If one team holds an 8 run advantage, the team leading by score will not be allowed to steal any more bases. If the lead is decreased to less than 8 runs, stealing may resume.
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 the pitcher is removed from pitching, he cannot be re-entered as a 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 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. Coach is allowed 1 trip to the mound per pitcher, per inning. If a second trip to the mound is made the pitcher must be removed.
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.
20. Conferences will be allowed between the pitcher, 1 player, and the coach.
21. A rocket roster will be used.
22. A player arriving late to a game will be added to the bottom of the lineup.
23. The coach can designate any one to warm up the pitchers between innings or coach the bases. If a youth coaches the bases they will wear a helmet, and if a youth warms up the pitcher they will 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 6:00 PM. Visitors will take infield practice at 6:30 PM. The home team will take infield at 5:45 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 6 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 6th run crosses the plate, the inning is over. No more than 6 runs an inning will be scored UNLESS a player hits an over the fence homerun. *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 NOT allowed.

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 9-10 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.

39. No outs will be recorded for #8 and/or #9 batter when short players

- Can pull from a team in the same division during the regular season or run short.
- During playoffs Subs must be from a lower division.

40. If the catcher attempts to throw out a runner trying to steal a base, runners cannot advance to any other base and the play is dead.

41. The home team will designate dugout assignment.