

WEST MICHIGAN YOUTH BASEBALL ASSOCIATION

2026 Peewee League Rules (8U)

1. Participating members: Fruitport, Mona Shores, North Muskegon, Ravenna, Holton and Orchard View.
2. The WMYBA Peewee League games will be played in accordance with these rules. Peewee League players must be 8 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 1.5 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.** The teams who finish outside of the top 8 will play a separate “Tier II” single elimination tournament.
7. Visitors will take infield practice at 5:30 PM. The home team will take infield at 5:45 PM.
8. A Wilson 1074 Ball, or equivalent, will be used. The home team will supply 1 new ball and the visitor will supply 1 playable ball.
9. The home team will designate dugout assignment.
10. A complete game is constituted by completing 4 innings.
11. An inning will be limited to 3 outs or 5 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 5th run crosses the plate, the inning is over.
12. Fifteen run rule applies after 4 innings. Ten run rule applies after 5 innings.
13. 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.
14. The umpire can call games because of weather or darkness with the input of the coaches. The umpire will make the final determination.

15. The defense will consist of ten (10) players. Six (6) players on the infield and four (4) players in the outfield. All infielders will play in a typical infield position. Outfielders will play equally spaced from right field to left field.
16. Free substitution is allowed.
17. A legal lineup shall consist of 7 players.
18. A player arriving late to a game will be added to the bottom of the lineup.
19. 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.
20. Conferences will be allowed between the coach, pitcher and 1 player only.
21. Base stealing is not allowed and base runners shall not "lead off" from a base.
22. You may pinch run for the catcher at any time. The pinch runner will be the last player in the lineup that has made an out.
23. 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.
24. All dropped 3rd strikes result in the batter being out. A batter cannot advance to 1st base on a dropped 3rd strike.
25. Chattering is allowed by all players except the catcher. The players cannot use the batters 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.
26. A rocket roster will be used (all players bat).
27. No infield fly rule.
28. Teams will use spring-loaded pitching machines for the entire season. There will be no live pitching ("kid pitch") at this level. Coaches will operate the machine while their team is at bat. The batter will have 5 pitches to either put the ball into play or get three (3) swinging strikes, at which point the batter is out. The machine cannot walk a batter and a batter will not be allowed to take a base if hit by a machine pitch. If the 5th pitch of the at bat is not put in play or fouled off, the batter will be out. Foul balls will extend the at bat as long as the batter keeps fouling off pitches.
29. During the course of play, if an overthrow at any one of the 3 bases or home plate occurs, the play is immediately stopped and ruled dead, and **runners shall only advance if they are at least halfway to the next base**. Additional overthrows cannot occur because the play is ruled dead until a new pitch is thrown.

30. When a batted ball to the outfield is returned to the infield (in the hands of an infielder), the runners can continue to their next base, but cannot advance beyond it.

31. NO METAL CLEATS

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.



32. 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.