

Waupun Youth Baseball Association (WYBA)

New to Minors Division Rules – 2026 Season

All league games follow the rules set by the **National Federation of State High School Associations (NFHS)**. The local rules outlined below take precedence over NFHS rules.

THE GAME

- **Field Dimensions:** Pitching distance is 46 feet; base paths are 60 feet.
- **Game Length:** A regulation game consists of 6 innings (unless the time limit is reached).
- **Run Rules: 10-Run Rule:** In effect after 4 completed innings.
 - **6 Runs per Inning:** A half-inning ends immediately either when the defense records the third out or when the offensive team scores **six (6) runs**, regardless of the number of outs. Runners remaining on base when the 6th run scores do not count toward the total.
 - **Unlimited "Last Inning":** The run limit is lifted during the last inning (either the 6th inning or an inning declared as the "Last Inning" by the umpire).
- **Time Limit:** Games are intended to last no more than 1 hour and 30 minutes.
 - Once the 1 hour and 10 minute mark is reached and at the start of the next new inning, the umpire will declare the next inning the "Last Inning."
 - A new inning begins the moment the 3rd out of the previous bottom-half inning is recorded.
- **Ties:** Regular season games may end in a tie. Playoff games will use the **California Tie-Breaker:** Each half-inning starts with 1 out and the player who made the last out on second base.

PITCHING

- **Location:** All pitchers must pitch from flat ground. Pitchers must start in the set position with both feet in the brown pitching circle in line with home plate and the field's installed pitching rubber.. We encourage pitchers to pitch from the field's installed pitching rubber if they are capable.
- **Pitching Limits:** Maximum of 2 innings per game and 3 innings per day. One pitch constitutes an inning.
- **Age Restriction:** Players aged 9 (on or before April 30) are **NOT** permitted to pitch in this division for safety reasons.
- **Mound Visits:** A pitcher must be removed on the second charged mound visit in a single inning.
- **No Walks Rule:** There are no walks. If a player-pitcher throws four balls:
 1. The batter's strike count remains, and the umpire remains behind the plate to call strikes.
 2. The offensive coach enters to pitch to their own batter for a maximum of three (3) pitches that qualify as a strike. The following qualify as a strike:
 - A pitched ball that the batter swings at and misses. Counts towards their strike count.
 - A pitched ball that the batter chooses not to swing at but is called a strike by the umpire. Counts towards their strike count.
 - A pitched ball that is hit into foul territory. Counts toward their strike count except on strike three.
 3. **Result:** The batter either puts the ball in play, or strikes out once they reach strike three.
 4. **Foul Ball Exception:** A batter cannot strike out on a foul ball. If the third strike is a foul ball, the batter receives an additional pitch, even after reaching the coach's 3rd qualified strike. This continues as long as the batter continues to foul off the "third strike" pitch.

THE TEAM & EQUIPMENT

- **Defense:** 10 players (4 outfielders must start each pitch with both feet in the natural grass). All players must play at least 6 defensive outs.
- **Roster:** Continuous batting order. A minimum of 8 players is required to start.
- **Bats:** Must be permanently stamped with either the **USA** or **USSSA** mark.
- **Catcher Safety:** Must wear full protective gear including a throat guard and protective cup. Anyone under 18 must wear a mask when warming up a pitcher.
- **Helmets:** Must be worn at all times by the offense while inside the fence.

More on the back.

BASERUNNING

- **Leading/Stealing:** Runners must stay on the base until the ball is hit or crosses the plate.
- **Steal Limit:** Runners may steal **one base per at-bat** (including wild pitches/passed balls).
- **Stealing Home:** Not allowed.
- **Overthrows:** On a steal attempt, runners may not advance further on an overthrow.
- **Sliding:** Feet-first only when being played upon. Head-first is only permitted when returning to a base.
- **Safety:** A runner who jumps over a player will be called out (regardless of contact).
- **Courtesy Runner:** May be used for the catcher at any time (must be the player who made the last out).

PHILOSOPHY

REMEMBER: This is a recreational league. Coaches are expected to be role models, prioritizing player development and sportsmanship above winning.

CONTACT INFORMATION

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