



## Utah's Premier Game Baseball Weekday Baseball – Spring 2026

9u, 10u, 11u, 12u, & 13u

8u and 14u info is found on additional flyers.

### Weekday League

Most league games will be played on Mondays.

All teams need to be available for Wednesday & Friday games.

We are excited to continue offering a weekday competitive league in Utah County. This will be our 16th season.

We will offer Seven age groups; 9u, 10u, 11u, 12u & 13u Offering AA & AAA.

8 teams per division.

8u and 14u info is found on additional flyers.

Games will be played in Salem, Springville, Spanish Fork, Lehi, Pleasant Grove, Payson Nephi and Heber. (vary by division)

Two umpires will be provided for 10u and above. 8u & 9u will have 1 umpire. 8u & 9u will play 1 hr 30 minute game times.

10u up Game times will be 1 hr and 45 minutes. Innings will be completed. Standings will be kept. 10u plays leadoffs.

#### Games

All teams will begin play **April 13th**. Teams will play on Mondays and at Times Wednesdays & Fridays. Most games will be played on Mondays. No Tuesday or Thursday games.

All teams **MUST PLAN MONDAY** play.

All age groups will play High School rules: 10u will play pickoffs and leadoffs.

**12 Games: One set night of games, \$1400.  
Weekday league of 18 games, \$2000.00**

**There is no longer a post season tournament for UPG League. Teams will be scheduled for the game count they sign up for.**

Team payment must be received in-order to be listed on the schedule. **Teams may request a spot now, no payment is required.**

*Pay early... Online or mail in option.*

Team payment is due March 1st. Teams that have not paid by the 1st will be removed from the teams list. Spots will be re-opened.

**Payment after March 1st will be  
\$1450.00 and \$2050.00**



USSSA bat standards. No retooled bats.

**You may e-mail us** to be added to the teams committed list. Once you have paid your team will be included on the schedule. We will take 8 teams in each division. 16 teams in most age groups.

[matt@upgbaseball.com](mailto:matt@upgbaseball.com) or [Coleman@upgbaseball.com](mailto:Coleman@upgbaseball.com)

8u information is found on the Monday league flyer.

**14u information is found on the Hard 90's flyer.**

**Note: Two divisions** will be offered. Double and Triple A. You may suggest what division you desire. Teams that have not played on a Triple A level are be encouraged to play in the Double A division.

**The season will conclude:** Final Monday game will be scheduled for June 8th, baring multiple rainouts. **Your league game schedule will show 12 or 18 games.**

Players may only play for one team in UPG league per age division.

Once a player has played a game with a team, that will be his team of record.

**League game requests.** You may submit the request with your payment. Requests are limited to 1 or 2 bad nights for your team. If you have a large request list, this league is not for you. Once the schedule is written changes will cost your team a game per request. Request after the schedule is posted cause conflicts for many more people (teams) than just your team.

It is not the goal of UPG to make changes to the schedule once it is completed. However, changes happen. **Teams should verify their schedule each week.**

**High Maintenance Parents:** We are pleased to be part of the youth baseball experience. Each team has a coach or manager. All communication will be done with that representative. Every season we have 4 or 5 over the top parents that think they are responsible to contact our office weekly... That is not how this works. Please leave contact and issues to be worked out between our staff and your team management. Thank you.

**Other play opportunities:**

March 6<sup>th</sup> & 7<sup>th</sup> - **First pitch**

April 9<sup>th</sup> - 11<sup>th</sup> - **Salem Pizza Factory Training Tournament**

June 26<sup>th</sup> – 27<sup>th</sup> – **UPG Travel Ball Tournament** – Held in Salem & Payson

October 2<sup>nd</sup> & 3<sup>rd</sup> **Wood bat - Fall Classic**

**Tournament games will be played in South Utah County**

