



What Division Should My Child Be Registered In?

If you're not sure where you should be registering your child, the information below can help you make that determination.

Divisions:

<u>AGE</u>	<u>DIVISION</u>	<u>AGE</u>	<u>DIVISION</u>
RALLY CAP	3-6 YEARS OLD	PEEWEE	12 & 13 YEARS OLD
ROOKIE	7-9 YEARS OLD	BANTAM	14 & 15 YEARS OLD
MOSQUITO	10 & 11 YEARS OLD	MIDGET	16-18 YEARS OLD

Levels:

LBA offers 3 different levels that try to accommodate everyone from the competitive athlete to the athlete that enjoys the game, wants to have fun and be active. Below is a breakdown of the level.

Recreational Teams:

This is a developmental and recreational league for players, coaches & umpires. Players will learn proper throwing, hitting, catching and fielding techniques. Having fun as well as development of individual and team social skills are priority to ensure everyone involved enjoys their baseball experience.

"A" Competitive Level:

New for the 2019 season, LBA is introducing A level teams. The Mosquito to Midget A level teams will consist of 12-13 players and are designed for those players with a strong desire for the game and wish to extend their playing season past the 3rd week of June and engage in competitive Baseball in July. The A level teams require strong commitment and participation. It is required that all players and coaches commit to their team until A Provincials on the 3rd weekend of July.

"AA" Competitive Level:

The primary objective at this level will be competing at the highest tier possible in the Baseball Alberta AA League with the end goal of representing Alberta in the Western Canadian Championship. The AA level is a 100% commitment and participation. Typically the AA teams will practice 2 -3 times during the week. Weekends will generally be for league games and tournament play in different locations in the province.

For more information on the 3 levels above please consult the respective level information sheet on the LBA website.

Learn it Live it Love it – Leduc Giants Baseball