



LAKELAND MINOR BALL LEAGUE

2025 League Highlights & Information

1. SOFTBALL & BASEBALL

- a) Note that the U is BEFORE the number for Softball and AFTER the number for baseball.
- b) Softball divisions are U9 (formerly Mite), U11 (formerly Squirt), U13 (formerly Peewee), U15 (formerly Bantam) and U18 (formerly Midget). Our league has combined the U17 and U19 divisions into U18 to better meet our needs.
- c) Baseball divisions are 9U (formerly Rookie), 11U (formerly Mosquito), 13U (formerly Peewee), 15U (formerly Bantam) and 18U (formerly Midget).
- d) Please check with your home association executive or softball/baseball directors if you have questions.
 - i. Many of the questions that have been sent to the league executive are things that have already been explained at the league meeting or in emails to the association leadership.
 - ii. It is the association presidents' responsibility to pass league information along to coaches/managers.
- e) It is so important for players to register by their association's deadline so that an accurate number of teams is entered into the league by the mid-April deadline.
 - i. The league cannot provide a schedule while the teams are changing, and it is very burdensome on the league volunteers to have to spend hours and hours revising the schedules over and over.
 - ii. The schedules have had to be revised several times due to late entries or withdrawals. This ongoing rework is not acceptable and causes delays to all other teams.

2. WEBSITE & TEAM LOGINS

- a) Managers should have received their team login from their association executive.
 - i. Ensure you have an accurate roster, complete with jersey numbers, posted for your team **BEFORE THE FIRST LEAGUE GAME**
 - ii. Ensure your team staff (manager/coaches) are also listed. There should be contact information for the manager and one coach at minimum
 - iii. The home team enters the game scores within 24 hours after the game. Away team verifies within 48 hours of the game.
 1. There is a how to guide posted under the League Documents menu tab.
 - iv. The game locations on the schedule have to be selected from the Ramp database.
 1. Ensure your association diamonds are listed in our database.
- b) PLEASE CONFIRM the game location with the home team manager.
 - i. If your opponent does not have any manager or coach contact information posted, reach out to the association contact(s) listed under the Associations menu tab.
- c) League rules are posted under the Rules menu tab.
 - i. The softball and baseball rules each begin with a set of general rules and then carry on to rules for specific divisions.



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- ii. U9/9U have their own set of modified rules.
- iii. Our league rules take precedence over Baseball Alberta or Softball Alberta rules. Where there is no LMBL rules, follow the BBA or SBA rules.

3. REGISTRATION & PLANNING

- a) Team Registrations
 - i. Team & diamonds availability are required at least 2 weeks prior to season commencement for planning & scheduling purposes.
- b) Player Rosters
 - i. Associations are responsible for entering team rosters on the LMBL.ca website. Please keep up to date on the website.
 - ii. Team login info will be provided to association contacts when they register their team numbers.

4. SCHEDULING & TOURNAMENTS

- a) Season Start
 - i. Season begins on May 5th with league games.
 - ii. Monday/Wednesday - All softball and 15U baseball
 - iii. Tuesday/Thursday - All baseball except 15U
- b) Game Days
 - i. Managers should be in contact prior to the game to confirm the date and diamond location.
 - ii. If the games are going to be cancelled due to rainouts, the away team should be notified by 4 pm so they can let their parents know before starting to travel.
 - iii. If your teams are closer together, you might be able to wait until 5 pm.
 - iv. Any rescheduling of games after the final schedules are posted is the responsibility of the team managers.
 - 1. Teams are permitted to reschedule games if both sides agree. You do not need permission from the league.
 - 2. Please attempt to reschedule rainouts.
 - 3. **Send info about rescheduled games to games@LMBL.ca** to have it changed on the website calendar.
 - 4. Please include your DIVISION (U9, 13U, etc) and the names of the teams involved (e.g. Bonnyville Team 2 vs Elk Point).
 - 5. There are over 500 games and over 100 teams in the league!
 - 6. **REMINDER for new managers to check with your association** to reschedule procedures to avoid double booking diamonds and to ensure that your game diamond is prepped and an umpire is scheduled.
- c) Crossover Tournament
 - i. U9/9U, U11/11U, and U13/13U: First weekend FOLLOWING May Long.
 - 1. 2025 = May 23rd to 25th.
 - ii. U15/15U, and U18/18U: Second weekend FOLLOWING May Long



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1. 2025 = May 30th to June 1st.
 - iii. Host locations & draws will be posted on the website.
 - iv. This CROSSOVER TOURNAMENT assists greatly with our tiering and minimizing weeknight travel.
 - v. Please discuss the importance of these league games with your managers, coaches, and parents so they understand the value of this weekend resulting in full team participation.
 - vi. If your teams don't participate in the Crossover tournament, they will not be eligible to play in the Finals.
- d) Final Tournament
- i. U9/9U, U11/11U, U13/13U and U15/15U = Weekend BEFORE July long.
 1. 2025 - June 20th to 22nd.
 - ii. U18/18U will be scheduled during the week.
 - iii. Host locations will be posted on the website.
 - iv. NO LEAGUE GAMES scheduled past June 15th. That is, any games rescheduled for after June 15 WILL NOT COUNT in the standings.
- e) Umpire Payments for Crossover & Final Tournaments
- i. Teams will split evenly the cost of travel and then half the cost of umpires of all games they play in.
 - ii. Host will be issuing the invoices and receipts if required.
 - iii. Payment is made directly to the host association.
 - iv. Umpire fees to be paid during the tournament weekend or within one week of the end of the tournament
 - v. Associations who do not pay their umpire fees will be held "not in good standing" and will not be allowed to enter teams in the league subsequent seasons until the fees are paid.

5. TOURNAMENTS – METHODS, ROLES, & RESPONSIBILITIES

Please refer to the website for game times & contact host site tournament coordinator for further directions and confirmation of diamond assignments.

a) Roles & Responsibilities

- i. Host site tournament coordinator
 1. Site coordinator post draws, and run Master Pitch Count summary.
 2. Draws should be made – so they have a view of all the games.
 3. To contact LMBL Medal Coordinator – Margaret Bayduza (780-210-0518) to have the medals transported up to the location.
 4. Host team coordinator – run the pitch count.
 - a. Pro-active communication on pitch count.
 - b. Post at the diamond
 5. Visiting Teams – Introduction
 - a. Work with all team managers
 - b. More people to help that weekend the better



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- c. Determine what each team can do to assist that weekend.
- 6. Diamond Maintenance
 - a. 'Home' team manager is responsible and collaborates with host site coordinator and visiting team manager.
 - b. Two (2) parents from each team – rake & chalk lines after each game
 - c. Host is responsible to 'float or drag' the diamonds as required.
- b. Managers
 - i. Meet on first night and get alignment
 - ii. Organize the parent volunteers for the diamonds
 - iii. Put them on to help. More people the better.
 - iv. Create communication between each other.
 - v. Create a google sheet.
- c. Scores
 - i. Home team manager to provide scores to coordinator & put scores on the website.
 - ii. Visitor team manager is to ensure that the final score is verified.
- d. Head Coach
 - i. Responsible - Players, spectators of their team.
 - ii. Home team – on scorecard is ultimately accountability for all actions.
 - iii. Lineup cards - 13U's & Ups.
- e. Umpires & Game Balls
 - i. Umpire is responsible for on the field rules & regulations.
 - ii. Umpire is responsible to determine the "official start time of game".
Interpretation: To clarify time limit rules for the crossover and champion tournament games – The start of the game begins when the first pitch is thrown. The umpire shall state the time and it is recorded by the official scorekeeper.
 - iii.
 - iv. Game Balls: Every team manager to provide to:
 - 1. Softball: 2 x "new" balls per team per game – any balls left should be given to the Association host site coordinator at the end of the weekend as a small 'gift' of appreciation.
 - 2. Hardball: 1 x box of "new" ball to host coordinator upon arrival – any balls left should be given to the Association host site coordinator at the end of the weekend as a small 'gift' of appreciation.
 - a. Applies to: All categories
 - i. Except 9U – Home team provides the 'bucket' of balls for their game).



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3. This 'gift' is towards the host site for allowing us all to enjoy their facilities and utilize their materials & equipment (ie. Chalk, bases, drag/float, etc.)

b) Player Rosters

- i. Can only play with your official rosters on the LMBL website.
- ii. No moving players for the finals.
 2. All players SHALL be registered with Baseball Alberta.
 3. Each team must submit a completed *official roster* to LMBL board each year. *Official rosters* must be entered on the LMBL.ca website prior to league play beginning.
 4. Each team must carry an *official roster* with them to each game.
- iii.
 - 1) A team can play with 7 or 8 players without the 9th position being an automatic out.
- iv. If found playing with illegal/illegible players - will follow BBA discipline policy.
 - 1st Occurrence - Forfeit Loss Assigned to team in Question and Three (3) Game Suspension of Head Coach as
- vi. Listed on Approved Roster

c) 9U / U9 Finals Weekend

- i. Modified - District finals with focus on less travel while balancing group sizes.
- ii. Non-competitive – coach pitch, everyone bats, everyone plays every position.
- iii. Play close to home so family & friends can attend to watch the kids play.
- iv. Already played several other teams during the crossover weekend.
- v. Medals awarded – every player in attendance receives a medal.

d) 11U / U11 Finals Weekend

- i. Modified Western & Eastern Finals with focus on less travel while balancing group sizes
- ii. Partially competitive – with modified rules during the league play season.
- iii. Play closer to home to support family & friends to attend and watch the kids play.
- iv. Already played several other teams during the crossover weekend.
- v. Medals Awarded – 2 x (Gold & Silver) per modified tiered grouping.
- vi. Modified tiering based on location, win percentage (WIN%) first, and then points.

e) 13U / U13 & 15U / U15 - Finals Weekend

- i. True tiered finals – tiered groups of 4 to 5.
- ii. Competitive ball – rules are set in place.
- iii. Already played several other teams during the crossover weekend.
- iv. Medals Awarded – 2 x (Gold & Silver) per modified tiered grouping.
- v. Tiering based on win percentage (WIN%) first, points, and then run differential (DIFF).

f) 18U / U18 Finals – Weeknights



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- i. True tiered finals.
- ii. Already played several other teams during the crossover weekend.
- iii. Medals Awarded – 2 x (Gold & Silver) per modified tiered grouping.
- iv. Tiering based on win percentage (WIN%) first, points, and then run differential (DIFF).

Please contact the manager/coach of the host team as the Tournament Lead contacts for any questions that may arise from the Tournaments. Secondly, contact the applicable host association board member prior to contacting the league representatives.

If your association doesn't plan to participate in the FINALS for any reason, please also contact the League ASAP.

g) Baseball Tiebreaking Guidelines (As per BBA)

- i. The following order will be utilized to rank teams and break ties following each round of League Finals tournament play. Once a team is removed from the tie, the remaining teams will continue from that point forward through the remainder of the rules to break any remaining ties.
- ii. Winning Percentage = per round(s) of play or round robin portion.
- iii. Head-to-head game(s) = results between the tied teams.
- iv. Runs Formula from Games between tied teams = Total Runs For (RF) divided (/) by Offensive Outs minus (-) Total Runs Against (RA) divided (/) by Defensive Outs.
- v. Defensive Runs Formula from Games Between Tied Teams = Total Runs Against (RA) divided (/) by Defensive Outs.
- vi. Runs Formula from All Games in Round(s)
- vii. Defensive Runs Formula from All Games in Round(s).