



LAKELAND MINOR BALL LEAGUE

BASEBALL RULES

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Revision History

Section	Date	Details	Revision	Contributions By	Approved By
All	May 5, 2023	Initial Document from previous rules	00	D'Arcy Evans Margaret Bayduza	Dennell Anderson
All	April 28, 2024	Edits to 2023 Rules via Motion 2024-007 Formatting Edits	01	Alain Mahe Dennell Anderson Kim Gauthier Margaret Bayduza Real Bourbeau	Justin Blackburn Chris Moser

LAKELAND LEAGUE – BASEBALL RULES

BASEBALL RULES APPLYING TO ALL DIVISIONS

1. Lakeland Minor Ball League (“LMBL”) rules apply first, and all other Baseball Alberta rules apply thereafter.
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.
5. Home team will provide game balls, umpires, and prepared diamonds. If the home team cannot supply an umpire, they may access umpires from other communities.
6. Home team must provide the *official scorebook* which must be shared between the two teams. The official score that is sent to the league is what is recorded in the *official scorebook*.
7. All players are in the batting order, must be on the *official roster*, and written in the *official scorebook*.
8. Teams cancelling games due to reasons OTHER THAN INCLEMENT WEATHER (AQI, rain, etc.) must do so a minimum of 24 hours prior to game time.
 - 1) Games cancelled within this time limit will result in no points awarded to either team and may be re-scheduled.
 - 2) Games cancelled with less than 24 hours notice for reasons other than weather will result in the cancelling team forfeiting the two points to the other team. If both teams agree, the game can be re-scheduled for exhibition play.
9. All weeknight games start at 6:30 pm.
10. No innings will start after 8:30 pm. Games may continue beyond 8:30 pm if mutually agreed upon by each head coach and umpires.
11. There will be NO open innings.
12. All players coaching 1st or 3rd base must wear a helmet.
13. We want to encourage all kids to play. The related Baseball Alberta rules DO NOT apply:
 - 1) A team can play with 7 or 8 players without the 9th position being an automatic out.
 - 2) Players are allowed to pitch and catch in the same game.
 - 3) Substitutions are unlimited.
14. Teams are allowed 3 overage players on the field at one time.
 - 1) Can only play if they do not have a team to play on at their own level in their community.
 - 2) Overage players must be from one year older than the team they are playing on.
 - 3) Overage players must be indicated on team line up PRIOR to game.

- 4) Overage players must be marked O/A on the lmbll.ca rosters as well.
15. Overage players cannot pitch or catch at any time except for 18U Boys. 18U Boys can have two 19-year-old players on the team provided they do not turn 20 in the current year. They may catch or Pitch.
16. Female athletes have the option to play one year overage at each division of play and compete at Provincial Championships (11U, 13U, 15U in A, AA or AAA categories).

Interpretation: To clarify the rules on overage female players, Lakeland League officially adapted Baseball Alberta overage female playing rule on March 3, 2020. A one-year overage female player may participate without any overage player restrictions (pitching, catching, number of players on field). The player does not count towards the teams 3 overage player limit.

PITCHING RULES FOR REGULAR SEASON WEEKNIGHT GAMES

17. 11U players are only allowed to pitch one inning per game during all regular season weeknight games.
18. 13U, 15U, and 18U players may pitch two consecutive innings per regular season weeknight games.

Interpretation: Any appearance in an inning by a player will be an inning pitched regardless of the number of pitches thrown, runs scored, or outs recorded. This rule is meant to promote the development of pitching at every age level by allowing a different player to throw in every inning.

19. NO WALKS Modified Rule of 11U Baseball Only

- 1) **Purpose** – to encourage players to hit rather than waiting it out for a walk, to prevent innings resulting in a long series of walks and keep the game moving.
- 2) This rule shall not apply for the May Crossover and June Final weekend tournaments, whereas the pitch count rules shall apply.
- 3) If a pitcher reaches a count of four (4) balls, the coach will come on field and pitch the remaining strikes. No pitched walks. Hit by pitch still takes a base.
- 4) The coach must be from the hitting team and must NOT interfere with the play when the ball is hit.
- 5) The pitcher on the field stays in the pitching position and will continue to pitch for the next batter.
- 6) If a coach comes in to throw the remainder of strikes, they must throw overhand pitches from the pitching rubber or up to 2 steps in front of the rubber.

Interpretation: No matter the pitch count, a MAX of three (3) pitches (regardless of coach accuracy). They must NOT throw over that, if the batter is unable to hit the pitch(es) that is thrown by the coach, they are out. No stolen bases are permitted during the coach pitch phase.

RULES FOR CROSSOVER AND CHAMPIONSHIP TOURNAMENTS

20. No new inning to start after 2 hours and 15 minutes of play unless the game is tied.

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.

21. 11U*, 13U, 15U, and 18U pitching rules for the tournaments will follow Alberta Baseball Provincial Championship Play Pitch Count rules.

- 1) * = 11U pitch count limits will be raised by 5 pitches.

Interpretation: To clarify the pitch count rules are taken from the Baseball Alberta Handbook.

9U: PLEASE REFER TO THE 9U & U9 MODIFIED RULES DIVISIONAL PACKAGE BOOKLET

11U: BASES @ 60', POINT OF HOME PLATE TO FRONT OF PITCHER'S PLATE – 44'.

1. Maximum of 5 Runs Scored per Half Inning: Once the 5th run of the half inning is scored the inning automatically stops no matter how many outs there are, and that half inning is over. This rule will apply to League Play and Championship play.
2. Maximum of 6 innings per game.
3. No breaking balls or knuckleballs permitted.
4. Stealing permitted when ball crosses plate. No leading off.
5. Three (3) strikes and player is out. Player is not permitted to run to 1st even if catcher does not catch ball on third (3rd) strike.
6. Bunting is permitted.

13U: BASES @ 70', POINT OF HOME PLATE TO FRONT OF PITCHER'S PLATE – 48'.

1. Maximum of 5 Runs Scored per Half Inning: Once the 5th run of the half inning is scored the inning automatically stops no matter how many outs there are, and that half inning is over. This rule will apply to League Play and Championship play.
2. Maximum of 7 innings per game.
3. No breaking balls or knuckleballs permitted.

15U: BASES @ 80', POINT OF HOME PLATE TO FRONT OF PITCHER'S PLATE – 54'.

1. Maximum of 7 Runs Scored per Half Inning: Once the 7th run of the half inning is scored the inning automatically stops no matter how many outs there are, and that half inning is over. This rule will apply to 15U/18U League Play and Championship play.
2. Maximum of 7 innings per game.
3. Ten (10) run mercy rule after 5 innings is in effect.
4. Allowed to use a -5 or -3 BBCOR bats.

18U: BASES @ 90', POINT OF HOME PLATE TO FRONT OF PITCHER'S PLATE – 60'6".

1. Maximum of 7 Runs Scored per Half Inning: Once the 7th run of the half inning is scored the inning automatically stops no matter how many outs there are, and that half inning is over. This rule will apply to 15U/18U League Play and Championship play.
2. Maximum of 7 innings per game.
3. Ten (10) run mercy rule after 5 innings is in effect.
4. Only BBCOR bats.