

# 2026 MAC League Coaches Meeting

Minors Division

April 16, 2026





LANCASTER  
YOUTH BASEBALL AND SOFTBALL





# Summer & Fall Seasons

- The MAC league is also hosting a Summer and Fall league for all divisions of play!
- The rules will be identical to that of our spring season. This should help avoid confusion for players with different rulesets in the different seasons.
- In Summer & Fall Season, towns outside of the core MAC towns are welcome to participate. This means some additional travel, but more opportunities for the kids to play ball.



# Important Dates

- April 27                      Games begin
  - June 7                         Final day of the regular season
  - June 8-19                    Single Elimination Playoffs
  - June 20                        All star games
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- Weekday games start at 5:45pm.
  - Weekend games start at 3pm or 5:45pm.



# All Star Games – June 20th

- Majors-A Bolton @6pm
  - Majors North Groton @6pm
  - Majors South Maynard/Stow @3pm
  - Minors North vs West Pepperell @6pm
  - Minors South vs East Maynard/Stow @6pm
  - Rookies Townsend @6pm
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- The number of players sent per team is based on the end of season seeding. Each team will send 1 coach, and the top seeds will be the head coaches.
  - Players that are selected do not need to be the “most talented” players. Each town has their own selection criteria. Reach out to your local league for the criteria for your town.



# MAC Rules

All coaches should be familiar with the all the rules our league uses.

- **MAC General Rules** - <https://www.macleague.org/coaching-resources/general-rules/67967>
- **MAC Minors Rules** - <https://www.macleague.org/coaching-resources/minors-rules/10771>
- **MAC Playoff Rules** - <https://www.macleague.org/coaching-resources/playoff-rules/10900>
- **Babe Ruth Rules** - <https://coacheducation.humankinetics.com/products/brl-2025-baseball-rules-and-regulations-pdf>
  - *MAC Rules take precedent over any conflicting Babe Ruth rule.*
- **Rule Clarifications** – during the season, if the MAC board feels that a rule needs to be changed or clarified, it will be announced in email to all coaches, and the rules pages will be updated. Rule clarifications are effective immediately.



# 2026 Rule Changes

- After the schedule is released, if a team is unable to play on a scheduled date, they can work with the coach of the opposite team on a proposed new date. In the event that the two coaches cannot reach an agreed upon date, the original date stands. If a team is unable to play on the original date, they would be required to forfeit the game.
- Towns are allowed and recommended to use a double safety bag at first base. This will be required for all towns in Spring of 2027.
  - This is now a requirement for High School programs across the country, and we want our players to be ready for the change.
- At the start of any extra innings a runner is now placed on second base. The runner will be the last recorded batter of the previous inning.
  - This is a new rule directly from Babe Ruth.
- Solid one-piece wood bats are permitted for use in all divisions and must conform to Babe Ruth Rule 1.10. No laminated or experimental bats shall be used in a game.
- There are significant rule changes to the playoffs this year. Please make sure you read through them on the website. (We will walk through this on the website walkthrough)



# Player Participation

- Teams need to field at least 8 players within 15 minutes after start time or else forfeit
- Forfeits are entered in MAC Site as 6-0 victory for the non-forfeiting team
- Teams can call up players from Rookies division to get to a game day maximum of 10 players. Cross division call-overs are not allowed.
- Call ups can pitch – *their pitch counts get counted against their original team.*
- Calls ups should be placed at the bottom of the order.
- Call ups must play the minimum 6 defensive outs but otherwise a rostered player should not be sitting while a call up is in the field.
- Call ups should not be used to “make your team better”. They are there to make it so that you can actually have games.



# Games & Scoring

- No new inning can be started two hours after the official start of the game as determined by the umpire (not the scheduled start time).
- Umpires in collaboration with the two head coaches make the call to stop play before time limit due to weather or darkness.
- Home team pays umpire BEFORE the game and provides at least two game balls.
- In Minors, there's a four-run max per inning, except for 6th or last inning, which allows unlimited runs.



# Games & Scoring (continued)

- Minors Mercy Rule – a victory must be conceded to the winning team if:
  - At the end of the 3rd inning, one team has a lead of twelve (12) runs.
  - At the end of the 4th inning or the end of the top of the 4th inning if the home team is ahead, one team has a lead of eight (8) runs or more.
  - During the bottom of the 4th if the home team goes up by eight (8) runs the game is immediately conceded.
- Play should continue to its natural end with two run max per inning.
- Any pitching after mercy rule is still reported on MAC Site.
- Both teams reports game results on MAC Site within 24 hours of game. *Preferable while you are in the parking lot after the game.*



# Games Not Played

- Games should only be rescheduled due to weather, not lack of players or a coach's conflict.
- Rainouts should be rescheduled as close to the original date as possible using either team's field as needed.
- Home team is responsible for determining whether field is playable.
- Must contact opposing coach and umpire no sooner than two hours prior to game time if cancelled.
- A game is official after four innings or 3 ½ if home team is ahead.
- Games postponed before end of first inning will be restarted.
- Games postponed after the second inning but not official will be resumed as of the stoppage of play.
- If lightning occurs play is stopped until no further lightning is observed for at least 15 minutes. If either of the head coaches or the umpire see lightning, any of the three can now put the game on the temporary hold. Additionally, any time that the game is delayed will be added to the max time limit for the game.



# Pitching

- Pitching is tracked by pitch counts rather than innings pitched.
- [MLB Pitch Smart Guidelines](#) dictate the max number of pitches per day and minimum days of rest before pitching again.

| Age    | Daily Max | No Rest | 1 Days Rest | 2 Days Rest | 3 Days Rest | 4 Days Rest |
|--------|-----------|---------|-------------|-------------|-------------|-------------|
| MINORS | 75        | 1 – 20  | 21 – 35     | 36 – 50     | 51 – 65     | 66+         |
| MAJORS | 85        | 1 – 20  | 21 – 35     | 36 – 50     | 51 – 65     | 66+         |

- Example: Player throws 36 pitches Tuesday – can't pitch again until Friday (Wed. and Thurs. are rest days).
- You cannot finish a batter and go into the next days rest category. If your pitcher is at 35 pitches in the middle of an at bat, pull them out, because if they go to 36, they now have two days rest instead of 1.
- Pitchers may finish a batter when hitting their maximum pitches for a day.



# Pitching (continued)

- Pitches can be tracked using a smartphone app or manual pitch counter. If there is a conflict, the coach using a smartphone app (i.e. GameChanger) will have their stats take precedent.
- During the pregame meeting with the umpire, coaches will disclose ineligible pitchers for their team.
- Coaches from both teams should track pitches for their own as well as opposing pitchers and reconcile counts between innings.
- Enter pitch counts on MAC Site within 24 hours after game.
- New pitchers get 6 warmups, returning pitchers get 4.
- If pitcher beans 4 players total in a game, they must be removed from pitching for the remainder of the game.
- Coaches are allowed one mound visit per inning. Second visit can only be to remove pitcher.



# Batting

- On deck batters are allowed behind the 3rd or 1st base coaches (limited fields), or outside the field of play. Coaches will be responsible for understanding where on deck batters are allowed to warm up. Many facilities do not allow on field warmups.
- Players must use a certified USABat (no BBCOR or USSSA bats).
- If batter has contact with the ball with a foot outside the batter's box, they will be called out.
- Any player throwing a bat or helmet with malice will be given warning for first offence. Second offense will require ejection from game. An umpire can eject on the first offense if it is egregious enough in their opinion.



# Baserunning

- No limit on how many bases runner may advance on error.
- No Contact Rule – The slide or avoid rule is in effect. It is mandatory that a base runner slides or avoids when there is an imminent play at second (2nd), third (3rd) base or home plate. The base runner, at the sole discretion and judgment of the umpire, should be called out for not sliding or avoiding or if contact is made.
- No headfirst sliding (except returning to a base)
- There is no leading allowed.
- There are no balks called.
- If there are two outs a courtesy runner for a catcher should be used so they can get ready for the next inning. The player who made the last out is the required courtesy runner.



# Base Stealing

- Base stealing is allowed in a modified format. These rules include:
  - An unlimited number of steals is allowed in each inning.
  - Individual players may steal more than 1 base in an inning, but not more than 1 per play per runner.
  - A player may not advance to another base on a catching overthrow.
    - Catchers are encouraged to try to throw out a player stealing. As there are no extra bases allowed on an error/overthrow for throw downs, there is no downside to teaching kids to throw the ball.
- A player is allowed to steal home on either a passed ball or a wild pitch. This is allowed up to two times per inning per team.
- Runners can attempt to steal after the ball passes home plate.
- No delayed steals are allowed. Once the runner has stopped forward movement they must return to the previous base.



# Umpires

- Umpires are to be scheduled by the home league.
- Either two unpatched umpires (\$30 each), one unpatched umpire (\$40) or one patch umpire (\$60) will be used in the minors division.
  - Coaches need to work with the unpatched umpires to help ensure the game is run smoothly.
  - Coaches should remind spectators that these are unpatched umpires who might have little to no experience.
  - Unpatched umpires must do their best to remain unbiased. It is required that they not wear clothing/hats that supports one team over another.
- Umpires are to be paid before the game starts.
- Remember to notify umpires of any schedule changes.
- FOR PLAYOFFS - The championship game and the semifinal games will require two patched umps at the same rate as the regular season, all other tournament games require one. **In the playoffs both coaches bring half the cost of the umpires to every game.**



# Sportsmanship

- When any player, coach or spectator raises their voice/argues at/with an umpire, the umpire will call over both coaches, and have the coaches issue a warning to the offending person. If the behavior continues, the umpire will again call over both coaches, and the coaches will eject that person from the game. That person will then serve a minimum of a one-game suspension that will be enforced at the town level. If after being suspended once, that person is ejected again, it will be recommended to the town that they be suspended for the remainder of the season
- We expect and encourage that the kids chant and get loud cheering their teammates on during their teams at bats. These chants should never be negative towards anyone on the other team, and chanting/cheering is not the same as screaming.  
**The moment a pitcher starts his wind up; all noise must immediately stop.**
- Be patient with umpires!
- Umpire issues should be brought to the attention of your local MAC league representative who will handle the issue. If deemed necessary the local MAC league rep, will bring it up to the MAC board.



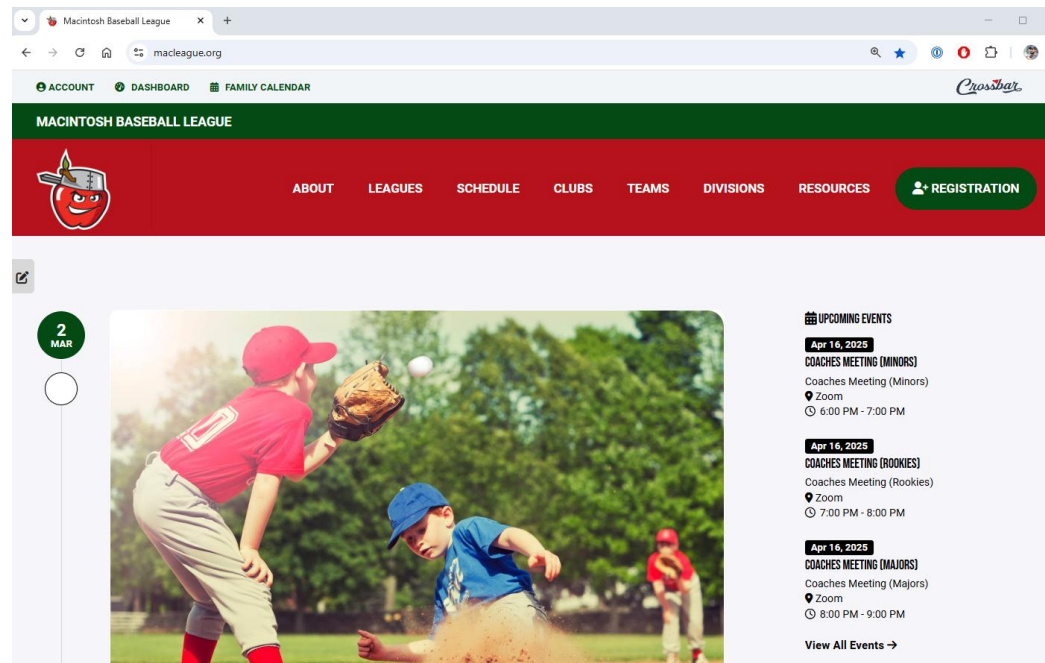
# Field Information

- Make sure you understand the safety rules of the fields you are visiting. Their rules, regardless of the MAC or your local rules take precedent.
- Most fields do not allow dogs to be brought to their fields.
- No fields allow smoking, vaping, chewing tobacco or drug use.
- No alcohol is to ever be brought to or consumed at any of our games.
- If any rule is suspected of being broken, the umpire will put the game on hold until the offending rule is rectified.
- Treat all fields as if they were your own. Make sure to cleanup your dugout and your spectator area before you and your families leave.



# Website Walkthrough

- <https://www.macleague.org>





Questions?