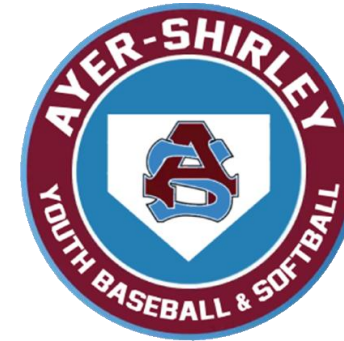


2025 MAC League Coaches Meeting

Majors Division

April 16, 2025







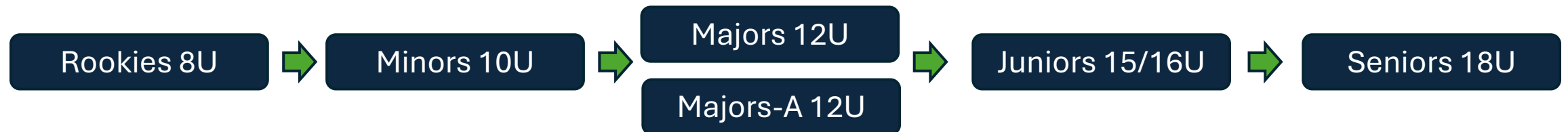
Summer & Fall Seasons

- This year the MAC league is now hosting the summer season that was previously provided by the MIB League out of Westford.
- This means that this summer, 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.
- MAC will again have our Fall Season program as we have done in previous seasons.
- In Summer & Fall Season, towns outside of the core MAC towns will be welcome to participate. This means some additional travel, but more opportunities for the kids to play ball.



New Divisions!

- The MAC League now officially is hosting the Rookies division. At this time, only a handful of towns are participating at this level.
- The MAC League is now officially hosting a Juniors & Seniors division (Babe Ruth Big Diamond Ball!). This means that all the same towns you have been playing are now playing together in the highest levels of youth baseball. Using a consistent set of rules, governed by the same consistent board.





Important Dates

- April 28 Games begin
 - June 8 Final day of the regular season
 - June 9-20 Single Elimination Playoffs
 - June 21 All star games
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- Important - all weekday games now start at 5:45pm. This was to help try to get games in during the early season with the darkness.



All Star Games – June 21st

- Majors-A Townsend @6pm
 - Majors North Ayer Shirley @6pm
 - Majors South Harvard @6pm
 - Minors North Groton Dunstable @6pm
 - Minors South Bolton @6pm
 - Rookies Townsend @3:30pm
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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.



2025 Important Changes

- There is no longer a Major/60 and Major/70 division. There are now two divisions with the same rules (mostly) – Majors & Majors A.
- Both Majors & Majors A, play on 70-foot base paths with a 50-foot pitching distance.
- The ball is always live, and leading is allowed.
- Majors has a per-inning run limit of 5. Majors A has no limit.
- In Majors all balks are warnings. In Majors A, the first balk is a warning, and any subsequent balks, the runners will be awarded a base.
- The goal of this change was to help prepare the kids for the next level of play and to bring the FUN back into baseball!



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
- Majors A teams can call up players from Majors teams, and Majors teams can call up players from Minors team. No team with callups can have more than 10 players.
- 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 Majors, there's a five-run max per inning, except for 6th or last inning, which allows unlimited runs. There is no limit for Major A.



Games & Scoring (continued)

- Majors 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 fifteen (15) runs or more.
 - 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 ten (10) runs or more.
 - During the bottom of the 4th if the home team goes up by ten (10) runs the game is immediately conceded.
- Score *at time the mercy rule is applied*, is reported on MAC Site.
- Play continues 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.



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. (New for 2025) 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 40 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.



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.
- Pitchers are allowed finish at bat if they reach daily limit during an at bat.
- 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). No torpedo's 😊
- 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)
- Leading is allowed.
- Balks are always warnings in Majors, in Majors A, only a single warning per pitcher.
- If there are two outs a courtesy runner for a catcher should be used so they can get ready for the next inning.



Base Stealing

- The ball is always live.
- No limit on number of steals per inning.
- Stealing of home on pass balls is permitted.



Infield Fly Rule

- Applies with runners on first and second or bases loaded with less than two outs.
- If flyball in infield that can be caught with “ordinary effort”, umpire will call “infield fly” and batter is out regardless whether ball is caught.
- Ball is still live, and runners can try to advance at their own peril.
- The umpire must call “infield fly” immediately while the ball is in the air. If it is not called, the play will run as normal. A play cannot be changed to an infield fly after it has been completed.



Dropped Third Strike

- Batter may try to reach first if the catchers drops the third strike, and first base is unoccupied.
- If first base is occupied with less than two outs batter is out and cannot advance to first.
- If first base occupied with two outs batter may advance to first. In this situation runners on first / first and second / first second and third would have to advance and can be tagged or forced out.
- **As soon as a player steps out of the dirt circle, they will be called out. Until they step into the grass, they can turn and run to first on a drop third strike.**



Umpires

- Umpires are to be scheduled by the home league.
- One patched umpire needed at Majors level. No unpatched umpires permitted at Majors level.
- Umpires are to be paid \$90 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.



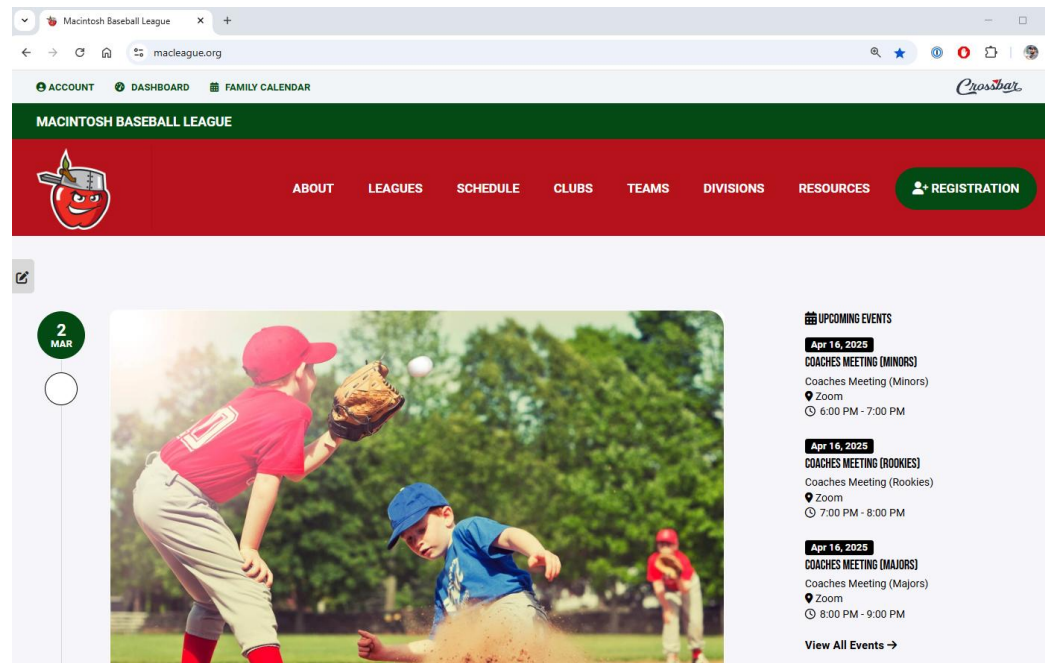
Field Information

- 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?