

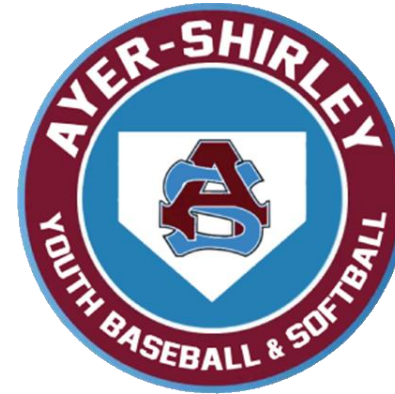
# 2025 MAC League Coaches Meeting

Fall Season  
September 3, 2025





LUNENBURG



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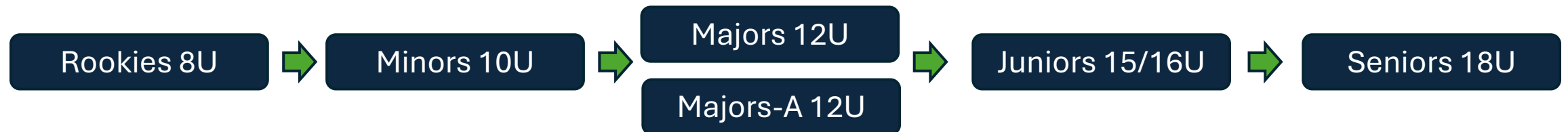
# Summer & Fall Seasons

- 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

- September 7      Games begin
- October 26      Final day of the season (there are no playoffs)
- Game starts –
  - Rookie – 9am
  - Minors – 12pm
  - Majors – 3pm
- Important – all games are on Sundays. Coaches may work with other coaches to reschedule games as needed.
- There is a single Majors game at the end of the season that had to be at 9am instead of 3pm because of a field conflict.



# Fall Goals

- The goal of fall is simply to give the kids more opportunities to play baseball. Some kids will be trying the next level at this time for the first time, some will be continuing their growth from their Spring seasons, some only play in the fall season.
- There are no records and no playoffs.
- The games are for fun! Do what you got to do to have games, it's less serious than the Spring season.



# Player Participation

- Teams need to field at least 8 players within 15 minutes after start time. If a team is unable to field 8, borrow from the other team and get the game in. Grab a kid from the stands, sibling, whatever it takes to play them game.
- Standard call up rules for offseason play is suspended. Get call up players from lower or across. Whatever you can do to get the games in.



# 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.
- In Minors, there's a four-run max per inning, except for 6th or last inning, which allows unlimited runs.





# 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.
- 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 continues to its natural end with two run max per inning.



# 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

- During Summer & Fall Seasons, each player is limited to 3 innings pitched per game. These do not need to be reported on the MAC site.
- Pitch Counts are not used in Summer or Fall.
- In the Rookie division, players will be pitching during the entire season.



# Pitching (continued)

- 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 in Majors, not allowed in Minors/Rookies
- Balks are always warnings in Majors during summer/fall.
- 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

- In Majors, the ball is always live.
- In Minors, 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.
- In Minors, 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, Majors – no limit.
- In Minors, runners can attempt to steal after the ball passes home plate.
- In Minors, no delayed steals are allowed. Once the runner has stopped forward movement they must return to the previous base.



# Infield Fly Rule (Majors Only)

- 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 (Majors Only)

- 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.
- During summer & fall unpatched umpires can be used at both Minors & Majors levels.
- Patched Major Umpires are to be paid \$90 before the game starts.
- Unpatched Umpires
  - Single Unpatched Minors - \$40
  - Single Unpatched Majors - \$60
  - 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.
- Remember to notify umpires of any schedule changes.



# 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.



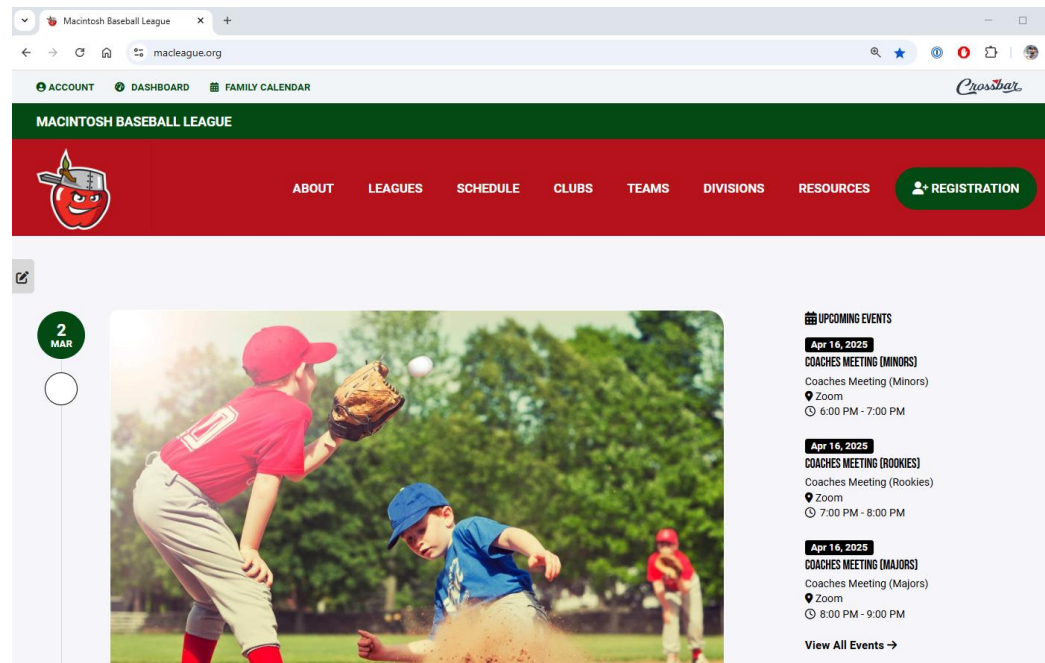
# Field Information

- 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?