



2026 – 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, U11, U13, U15 and U18. Our league has combined the U17 and U19 divisions into U18 to better meet our needs.
- c) Baseball divisions are 9U, 11U, 13U, 15U, and 18U.
- 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 deadline before the end of April.
 - 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 extra time revising the schedules.

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 must be selected from the Ramp database.
 1. Ensure your association diamonds are listed in our database.
- b) 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.
 - 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 are no LMBL rules, follow the BBA or SBA rules.

3. REGISTRATION & PLANNING

- a) Team Registrations
 - i. Team & diamond availability is required at least 2 weeks prior to season



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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. WEEKEND SCHEDULES & TOURNAMENTS

Weekend	Game Scheduling Guidelines	2026	2027	2028	2029	2030
1	NO League Games	May 1 to 3	May 7 to 9	May 5 to 7	May 4 to 6	May 3 to 5
2	League (District) - 13s & 18s	May 8 to 10	May 14 to 16	May 12 to 14	May 11 to 13	May 10 to 12
3	NO League Games (May Long)	May 15 to 17 (18 th)	May 21 to 23 (24 th)	May 19 to 21 (22 nd)	May 18 to 20 (21 st)	May 17 to 19 (20 th)
4	League (District) - 9s, 11s, & 15s	May 22 to 24	May 28 to 30	May 26 to 28	May 25 to 27	May 24 to 26
5	League (Crossover) – 13s & 18s	May 29 to 31	June 4 to 6	June 2 to 4	June 1 to 3	May 31 to June 2
6	League (Crossover) – 9s, 11s, & 15s	June 5 to 7	June 11 to 13	June 9 to 11	June 8 to 10	June 7 to 9
7	League Tiered Finals – 18U & U18	June 12 to 14	June 18 to 20	June 16 to 18	June 15 to 17	June 14 to 16
8	League Tiered Finals – 9s to 15s	June 19 to 21	June 25 to 27	June 23 to 25	June 22 to 24	June 21 to 23
9	NO GAMES (Canada Day)	June 26 to 28	July 2 to 4	June 30 to July 2	June 29 to July 1	June 28 to 30

- a) Weekend games only.
 - i. 8 league games required (4 District Games and 4 Crossover games) plus tiered finals.
 - ii. Teams must play both weekends (8 games) in order to qualify for the Finals. This will be enforced by LM<BL. The grace period is over.



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- iii. If rainouts occur during the weekend crossovers, rescheduling games is the responsibility of each team manager.
 - iv. Reminder for new managers to check with your association for the reschedule procedures to avoid double booking diamonds and to ensure that your game diamonds are prepped and an umpire is scheduled.
 - v. Please send info about rescheduled games to games@LMBL.ca
 - vi. All Rescheduled games must be completed within 1 week of the crossover weekend to allow finals planning and tiering.
- b) Umpire Payments for Crossover & Finals Tournaments
- i. Teams will split evenly the cost of travel and then half the cost of umpires fees of all games they play in.
 - ii. The host will be issuing the invoices and receipts.
 - 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 fees will be taken from the bond. Associations will not be allowed to enter teams in the league subsequent seasons until the bond is topped up to \$1000.

5. TOURNAMENTS – METHODS, ROLES, & RESPONSIBILITIES

Please refer to the website for game times & contact the 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 runs 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
 - c. Determine what each team can do to assist that weekend.
 - 6. Diamond Maintenance
 - a. ‘Home’ team manager is responsible and collaborates with the host site coordinator and visiting team manager.
 - b. Two (2) parents from each team – rake & chalk lines after each game



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- c. Host is responsible to ‘float or drag’ the diamonds as required.
- b. Managers
 - i. Connect before the first night and get alignment
 - ii. Organize the parent volunteers for the diamonds. The more people the better.
 - iii. Create communication between each other.
 - iv. Create a google sheet and a group text chat.
- 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 – 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 championship tournament games – The start of the game begins after the plate meeting concludes for softball and when the first pitch is thrown for baseball. The umpire shall state the time and it is recorded by the official scorekeeper.

- iii. Game Balls: New for 2026 - **Host associations will supply game balls. The Host association will invoice the league for balls based on games played.**

- b) Player & Coach Staff Rosters
 - i. Each team must submit a completed official roster to the LMBL board each year. Teams can only play with your official rosters on the LMBL website.
 - ii. Official rosters must be entered into the LMBL.ca website prior to league play beginning.
 - iii. Underage players may play “Up” as long as they are rostered on the LMBL website with their regular respective teams. No affiliation is required.
 - iv. Please ensure accuracy and upload your team (player & coach staff) rosters with all names, jersey numbers, overage (O/A), and affiliate (A/P) players.
 - v. If found playing with illegal/illegible players – LMBL will follow BBA discipline policy.



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- c) 9U / U9 Finals Weekend
 - i. Modified - District finals with focus on less travel while balancing group sizes. Two games (2) in one day.
 - 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 finals with focus on less travel while balancing group sizes.
 - ii. Modified tiering based on location, win percentage (WIN%) first, and then points. Tiered groups of 4 to 6 teams.
 - iii. Already played several other teams during the crossover weekend.
 - iv. Several Friday night 6:30pm games (played at HOME diamond, unless the host).
 - 1. 9am, 11:30am, 2:00pm, 4:30pm game times per diamond.
 - 2. No new innings after 2-hour game duration for baseball.
 - 3. No new innings after 90 minutes of game duration for softball.
 - 4. Except for the final medal game which is a six (6) inning game.
 - v. Partially competitive – with modified rules during the league play season.
 - vi. Medals Awarded – 2 x (Gold & Silver) per modified tiered grouping.

- e) 13U / U13, 15U / U15, 18U / U18 - Finals Weekend
 - i. True tiered finals – tiered groups of 4 to 6 teams.
 - ii. Tiering based on win percentage (WIN%) first, points, and then run differential (DIFF).
 - iii. All LMBL rules are set in place, including mercy & NO open innings.
 - iv. Already played several other teams during the crossover weekend.
 - v. Several Friday night 6:30pm games (played at HOME diamond, unless the host).
 - 1. 9am, 11:30am, 2:00pm, 4:30pm game times per diamond.
 - 2. No new innings after 2-hour game duration for baseball.
 - 3. No new innings after 90 minutes of game duration for softball.
 - 4. Except for the final medal game which is a seven (7) inning game.
 - vi. Medals Awarded – 2 x (Gold & Silver) per modified tiered grouping.

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 team doesn't complete the 8 league games, the team is not eligible to participate in the FINALS.

- f) Baseball Tiebreaking Guidelines (As per BBA)



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- 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).

OR

Baseball Tiebreaking Guidelines (LMBL)

- 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. Two (2) Team Tie
 - a. The initial procedure for a two-team tie would be to use the head-to-head match results. The team that beats the other team shall be declared the winner.
 - b. If you are running a double round robin and the two teams split the series, you should use the point differential between the two matches. Run differential between the teams based on the games played against each other only. The team that has the larger run differential would be declared the winner.
- iv. Three (3) or More Team Tie
 - a. Depending on the number of teams, you may also run into a situation way you have three (3) or more teams finish with the same record. In this instance you should:
 - (i) Check the record of each team against the other teams that have tied. If one team has a better head-to-head record, they would be declared the winner. If there is still at tie, move to step 2.
 - (ii) Tally up the run differential in each match against the other tied teams. The team that has the largest run differential should be declared the winner. If there is still at tie, move to step 3.
 - (iii) Use total runs scored against the other tied teams. If there is still at tie, use total runs scored against all teams. If there is still a tie, move to step 4.
 - (iv) At this point, just pull out a coin and do it the old-fashioned way. Flip-the-coin.