

# EDINA BASEBALL ASSOCIATION



## Late Summer League 2025

*Grades K/1 season is August 4 - September 21*

*Grades 2/3 season is August 5 - September 28*

*Grade 4 season is August 4 - September 28*

*Grades 5/6 season is August 11 - September 21*

### Sponsored:



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Website: [www.edinabaseball.org](http://www.edinabaseball.org)

Facebook: Edina Baseball Association

Contact: Matt Kiemen

Email: [info@edinabaseball.com](mailto:info@edinabaseball.com)

## Welcome

Thank you for taking the time to coach! The success of the league and development of our players starts with you! If you are a new coach, welcome, and thank you to all the returning coaches as well. You are much appreciated.

The spirit of the league is to get as many kids (and families) as possible to learn and enjoy the game of baseball. The Summer league continues to have increased registration and thanks to your efforts, all the teams and baseball fields are full to the max again.

Kid pitch starts in 3rd grade and leadoffs start in 4th and 5th grades. We will start with practices during the first few weeks of the season and sprinkle them in throughout the season. For Kindergarten, 1<sup>st</sup>, and 2<sup>nd</sup> grade teams, equipment is stored at the field sheds and for 3/4/5/6<sup>th</sup> grade teams will have equipment bags. Please read the rest of the manual and please contact me with any questions.

Thanks again for coaching and we are looking forward to a fun and successful inaugural season!

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## League Objectives

- Create a fun and an engaging environment to build passion for the game
- Introduction to baseball basics such as throwing, catching, hitting, running the bases, positions on the field, and fielding during practices and games.
- Player and Team development

## Role of the Coaches

- 1) Develop and support all players to improve skills
- 2) Create a fun and engaging baseball environment
- 3) Foster Trust and Teamwork
- 4) Show good sportsmanship
- 5) Maintain a positive attitude
- 6) Encourage all players
- 7) Teach baseball skills and strategies
- 8) Celebrate success appropriately
- 9) Help the team learn from adversity
- 10) Prepare players for next level
- 11) Keep all communication between parties respectful
- 12) 24 Hour Rule – encouraged to wait 24 hours following a game before engaging with other coaches, parents, and players

## League Format

Teams are organized based on such factors as schools and efforts are made to match play-with request, although this is not always possible. Teams are led by a parent coach; it is ideal to have 2-3 coaches per team.

## Practices and Games

### **Practices:**

- Practices will be the first week of the season.
- Practices dates and times will be loaded on website ([www.edinabaseball.org](http://www.edinabaseball.org))
- 45 minutes for K/1/2/3 grades; 1 hour for 4/5/6 grades
- If you need to contact the scheduler please email [info@edinabaseball.com](mailto:info@edinabaseball.com)

### **Games:**

- Games will start the second week of the season.
- Location: See team schedule on EBA website ([www.edinabaseball.org](http://www.edinabaseball.org)). Be sure to check the game schedule online a day or two before the actual game to be sure nothing changed.
- Games will be played against other Edina teams in same age group
- Games will be pre-scheduled, see the EBA website for team schedules
  
- K and 1<sup>st</sup> Grades:
  - 60-minute games
  - Teams practice for the first 15-20 minutes before starting the game.
  - No new inning to start after approx 40 minutes (based on when practice part ends).
  - No ump's; coaches will need to volunteer.
  
- 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5/6<sup>th</sup> Grades:
  - 75-minute games
  - No new inning to start after 1 hour
  - Welcome to come early before game to warm up
  - No umpires for 2nd grade
  - Every attempt will be made to supply umpires to each game starting in 3rd grade. In the case no umpire shows, coaches should call games from behind the pitcher's mound.

## **Kindergarten – Game Rules**

### Pitching:

- Kindergarten will hit off a tee
  - Toward the end of the season coaches may pitch 5 (hittable) pitches to the batter, but only if the batter is capable of hitting coaches pitch and it doesn't slow down the game. If the kid doesn't get a hit, move to a tee or rotate players.
  - If the coach pitches, we recommend pitching from a knee or sitting on a bucket so that the pitch is more at the player's eye level
- No strike outs

### Baserunning:

- No lead offs
- No Steals
- Overthrows – no extra base

### Fielding:

- Require 2 innings in the infield and 2 innings in the outfield
- Rotate positions each inning

### Runs:

- Max 4 runs an inning

Before the game starts, coaches have the flexibility to make changes as they seem appropriate.

## **1<sup>st</sup> Grade – Game Rules**

### Pitching:

- 1<sup>st</sup> Grade hit off the tee/Coach pitch
  - After the first couple of games coaches may pitch 5 (hittable) pitches to the batter, but only if the batter is capable of hitting coaches pitch and it doesn't slow down the game. If the kid doesn't get a hit, more to a tee or rotate players.
  - If the coach pitches, we recommend pitching from a knee or sitting on a bucket so that the pitch is more at the player's eye level
- No strike outs

### Hitting:

- Continuous batting order
- Each player should get roughly average the same number of at-bats per game for the season
- Goal is to have each player bat 2 or more times in a game

### Baserunning:

- No lead offs
- No Steals
- Overthrows – no extra base

### Fielding:

- Require 2 innings in the infield and 2 innings in the outfield
- Rotate positions each inning

### Runs:

- Max 4 runs an inning

Before the game starts, coaches have the flexibility to make changes as they seem appropriate.



## **2nd Grade – Game Rules**

### Pitching:

- Machine pitch – Coach will need to set up before the game, the recommended setting is 4-4-3 and about 3-4 inches in front of the pitching rubber.
  - Max 5 pitches, if the batter doesn't hit the ball in play after 5 pitches, a tee is used
  - A ball far outside the plate will be considered "no pitch" and not counted
  - If the machine isn't working, then the coach can pitch 5 pitches, we recommend pitching from a knee or sitting on a bucket so that the pitch is more at the player's eye level
- No walks or strike outs
- Outs only registered on fielding plays (ex: pitcher to 1<sup>st</sup> on ground ball)

### Baserunning:

- No lead offs
- No Steals
- Overthrows – no extra base

### Hitting:

- Continuous batting order
- Each player should get roughly average the same number of at-bats per game for the season
- Goal is to have each player bat 2 or more times in a game

### Fielding:

- Require 2 innings in the infield and 2 innings in the outfield
- Rotate positions each inning

### Runs:

- Half inning ends after one full rotation of lineup, 3<sup>rd</sup> outs or 4 runs

Before the game starts, coaches have the flexibility to make changes as they seem appropriate.

## **3rd Grade – Game Rules**

Pitching: Combination of Kid/Coach pitch

- Yes, strike outs
- Expanded strike zone
- Coach pitch after the kid pitcher walks two batters and coach pitches the remainder of the inning. A coach can strike out a batter but can't walk a batter
- BOTH kid pitcher and coach pitcher are required to pitch from the 46 ft. mound.
- Max 2 innings pitched per game, 4 innings per week. A week is Sunday through Saturday.
- Kid pitcher can pitch up to two innings per game regardless of coach intervention.
- No curve balls, first time is a dead ball, second time is a change in pitcher
- Encourage all players to attempt pitching

Baserunning:

- No lead offs
- No Steals
- Overthrows – no extra base

Hitting:

- Continuous batting order
- Each player should get roughly average the same number of at-bats per game for the season
- Goal is to have each player bat 2 or more times in a game

Fielding:

- Require 2 innings in the infield and 2 innings in the outfield
- Rotate positions each inning

Runs:

- Max 4 runs an inning

Before the game starts, coaches have the flexibility to make changes as they seem appropriate.

## 4 and 5/6 Grade – Game Rules

### Pitching:

- Max 2 innings pitched per game, 4 innings per week (a week is Sunday to Saturday)
- Expanded strike zone
- No curve balls, first time is a dead ball, second time is a change in pitcher
- Walks allowed (2 per inning) – Coach Pitch for 4th grade only thereafter, 5/6th continue with pitcher in the game(No coach pitch)
- Encourage all players to attempt pitching

### Baserunning:

- A player may lead off and steal after the ball crosses the plate during kid pitch.  
During kid pitch:
  - A player on 3<sup>rd</sup> base can **only** advance home on a batted ball or walk.
  - They cannot score from 3<sup>rd</sup> on any throws/overthrows to the pitcher or any bases. (including 3<sup>rd</sup>) Therefore a catcher throwing to second or third base is welcome, since the runner can't score from 3<sup>rd</sup> base.
- During a parent pitch, the runner can lead off after the ball crosses the plate but can't steal

### Hitting:

- Continuous batting order
- Each player should get roughly average the same number of at-bats per game for the season
- Goal is to have each player bat 2 or more times in a game

### Fielding:

- Require 2 innings in the infield and 2 innings in the outfield
- Rotate positions each inning

### Runs:

- Max 4 runs an inning

## **PLAYER DEVELOPMENT**

- Player Development is a TOP PRIORITY for the Edina Baseball Association. Our focus is to improve ALL players. While competitiveness and winning are important, and we strive to do so, but not at the expense of player development
- Summer baseball is an opportune time to play kids at all positions
- All players will rotate between infield and outfield positions – catcher is considered an outfield position
- All players should have the opportunity to pitch
- No player should play more than one inning more than any other player
- If team is short players, allow players on the other team to play defense

## **Safety Reminder**

Baseball is a fun sport but the coaches should make sure the players and coaches are being safe. Some safety reminders:

- During practices remind players are throwing a baseball to another player and coach and that the other player knows the ball is coming
- During games all players watch the ball
- Consider putting a player who is good at catching at 1<sup>st</sup> base
- No swinging bats in the dugout
- Make sure players have plenty of space for practice swings
- Coaches use a L screen if pitching from a close distance
- Baserunners keep helmets when on the bases
- Make sure the kids drink plenty of water

## Uniforms and Equipment

- 1) Shirts and baseball caps will be available before the first game
- 2) Players are expected to provide their own baseball pants, baseball glove, and wear non-metal cleats or sneakers.
- 3) Equipment
  - Equipment for kindergarten, 1<sup>st</sup> and 2<sup>nd</sup> grade will be stored at the field sheds
    - Coaches will get the lock codes and will get and put back equipment each game or practice.
    - 2<sup>nd</sup> grade coaches will set up and put away pitching machines. The recommended setting is 4-4-3 and about 3-4 inches in front of the pitching rubber
    - Equipment bag for grades 3, 4, 5/6 include:
      - (i) Bats and helmets – Players are encouraged to bring their own bat
      - (ii) Baseballs
- 4) While not required, players should begin wearing a protective cup by age 9 or 10
- 5) Players should bring a water bottle and label everything including cap and bat.

## Rainouts

- Emails will be sent out if fields are closed last minute for weather/etc.
- Check the EBA website at [www.edinabaseball.org](http://www.edinabaseball.org)
- Games/practices are NOT rescheduled for rainouts.

## Scores Submission

Grades 2-5 coaches submit game results to SportsEngine. While standings aren't perfect they do provide a framework for our end of season tournament bracket.

## **Contact Information**

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