



## SPRING 2020 – PLAY PROGRESSION GUIDELINES – Page 1 of 4

Age Level	Kindergarten / 6u	1 <sup>st</sup> Grade / 7u	2 <sup>nd</sup> Grade / 8u	3 <sup>rd</sup> Grade / 9u	4 <sup>th</sup> Grade / 10u	5 <sup>TH</sup> &6 <sup>TH</sup> Grade / 11&12u
	<i>“CLINIC”</i>	<i>“FARM”</i>	<i>“PROSPECT”</i>	<i>“ROOKIE”</i>	<i>“MINORS”</i>	<i>“MAJORS”</i>
<b>Game Day(s)</b>	TBD	MON / SAT	TUES / FRI	WED / SAT	TUES / FRI	WED / SAT
<b>Number of Games</b>	n/a	10	10	12	12	12
<b>Time/ Innings</b>	60 minutes <i>Recommend: 3-4 stations/skills each session</i>	Appx. 60-minute game	6 innings/90 minutes, whichever comes 1st	Little League Rules 6 innings	Little League Rules 6 innings	Little League Rules 6 innings
<b>Outs</b>	N/A	3 outs, or every player bats in an inning	3 outs, or every player bats in an inning	3 outs or switch after 5 runs scored (n/a in final at bat)	3 outs	3 outs
<b>Mercy Rule</b>	N/A	N/A	N/A	10 runs (after trailing team has batted 4x's)	10 runs (after trailing team has batted 4x's)	10 runs (after trailing team has batted 4x's)
<b>Pitching</b>	Batting Tee and/or Coach Pitch	<p><b>* OPTIONAL</b> <b>“Slingshot” pitching devices may be used for continuity of hittable strikes (with devices to be provided to the respective 5 towns by TRLL)</b></p> <p>** Coach-pitch from as close as necessary (and may be underhand) so that players swing at pitched balls and <b>not</b> off a tee</p> <p>*** Teach pitching w/o live batters as a station/team activity <b>at practices</b></p>	<p><b>* “Slingshot” pitching devices to be used for continuity of hittable strikes (with devices to be provided to the respective 5 towns by TRLL)</b></p> <p>** Pre-game pitching contest between teams (3 pitchers per side) <b>without</b> live batters to begin to initiate pitchers to throwing off the mound with something at stake – <b>more information to follow at Coaches’ Meeting</b></p>	<p>Kid pitch</p> <p>3-inning limit per pitcher</p>	<p>Kid pitch</p> <p>3-inning limit per pitcher</p>	<p>Kid pitch</p> <p>3-inning limit per pitcher</p>

**\*7<sup>th</sup> & 8<sup>th</sup> Grade / 13&14u (“Juniors”) play by the full rules of the game (7 innings) and will play games on Thursdays / Saturdays**

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	<b>“CLINIC”</b>	<b>“FARM”</b>	<b>“PROSPECT”</b>	<b>“ROOKIE”</b>	<b>“MINORS”</b>	<b>“MAJORS”</b>
<b>Batting:</b>  <b>Lineup</b>	Minimum of 10 swings per session     N/A	* All players bat * Continuous, set batting order <i>(every player bats in an inning if necessary for fair/fun game play)</i>  All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup	* All players bat * Continuous, set batting order  All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup	* All players bat * Continuous batting order  All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup	* All players bat * Continuous batting order  All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup	* All players bat * Continuous batting order
<b>Batting:</b>  <b>Strikeouts</b>	N/A	Yes – 3 strikes * coaches encouraged to call “foul ball” on third strikes to lengthen at bats <b>by up to 5; use tee if necess.</b>	Yes – 3 strikes * coaches can call “foul ball” on third strike to lengthen at bat <b>in first two games</b>	Yes	Yes	Yes  <b>* Batter can advance on dropped 3<sup>rd</sup> strike by catcher</b>
<b>Fielding</b>	Players experience all drills/stations	* Players alternate infield/outfield each inning, if possible ** fielders return ball to “pitcher”, not the coach pitching * Catchers play 1 inning at a time Recommendation: - bat catcher 1st so asst. coach can help w/gear * <b>Either regular or “soft” baseball fine, but same type for both teams</b>	* Players alternate infield/outfield each inning, if possible ** fielders return ball to “pitcher”, not coach-pitcher * Catchers at all times  * <b>Either regular or “soft” baseball are fine, but same type for both teams</b>	* Rotate to ensure each player learns an infield and an outfield position  * Use practice to provide trials at pitcher/catcher to all interested players	* Rotate to ensure each player learns an infield and an outfield position  * Use practice to provide trials at pitcher/catcher to all interested players	* Rotate to ensure each player learns an infield and an outfield position  * Use practice to provide trials at pitcher/catcher to all interested players

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<b>Base Running &amp; Stealing</b>	Practice:  * Running through first base * Running ON contact * Stopping ON second/third base	* No leading * No stealing  * Must slide on all plays at 2 <sup>nd</sup> /3 <sup>rd</sup> /home * Station to station, <i>unless an obvious extra base hit</i> - avoid possibility of a throw hitting runner and/or collision at any base	* No leading * No stealing  * Must slide on all plays at 2 <sup>nd</sup> /3 <sup>rd</sup> /home * 1 base on an overthrow - coach discretion to stop taking extra base on overthrows - no scoring on overthrows	* No leading * No Stealing  * Must slide on all plays at 2 <sup>nd</sup> /3 <sup>rd</sup> /home  * 1 base on an overthrow - no scoring on overthrows	* No leading * Stealing permitted, once ball crosses home plate  * Attempted steal of home plate limited - 1 time per inning * On catcher overthrow to 3 <sup>rd</sup> base, runner cannot advance home	* No leading * Stealing permitted, once ball crosses home plate  * No limits on attempted steals of home  * Dropped 3 <sup>rd</sup> strike is live ball
<b>Umpires</b>	No umpires	No umpires	No umpires	Umpires (1 or 2)	Umpires (Usually 2)	Umpires (Usually 2)
<b>Scorekeeping and Score Reporting</b>	Up to the coaches, but no score reporting needed	Up to the coaches, but no score reporting needed	Up to the coaches, but no score reporting needed	Yes – Scorekeeping  Winning team has obligation to report score  (Teams may be "docked" one point for late score reporting)	Yes – Scorekeeping  Winning team has obligation to report score  (Teams may be "docked" one point for late score reporting)	Yes – Scorekeeping  Winning team has obligation to report score  (Teams may be "docked" one point for late score reporting)

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<b>Playoffs</b>	No	No	No	Yes – All teams make the playoffs  Seeding is based on:  3 points for Win 2 points for Tie 1 point for Loss	Yes – All teams make the playoffs  Seeding is based on:  3 points for Win 2 points for Tie 1 point for Loss	Yes – BUT ONLY the top (8) teams make the playoffs  Seeding is based on:  3 points for Win 2 points for Tie 1 point for Loss

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