



SPRING 2021 (DRAFT) – PLAY PROGRESSION GUIDELINES – Page 1 of 4

| Age Level | Kindergarten / 6u | 1 st Grade / 7u | 2 nd Grade / 8u | 3 rd Grade / 9u | 4 th Grade / 10u | 5 TH &6 TH Grade / 11&12u |
|--------------------------|--|--|--|---|---|---|
| | “CLINIC” | “FARM” | “PROSPECT” | “ROOKIE” | “MINORS” | “MAJORS” |
| Game Day(s) | TBD | MON / SAT | TUES / FRI | WED / SAT | TUES / FRI | WED / SAT |
| Number of Games | n/a | 10 | 10 | 10 – 12 <i>(10 in 2021)</i> | 12 | 12 |
| Time/ Innings | 60 minutes <i>Recommend: 3-4 stations/skills each session</i> | Appx. 60-minute game | 6 innings/ cannot start new inning after 90 minutes, whichever comes 1st | Little League Rules 6 innings | Little League Rules 6 innings | Little League Rules 6 innings |
| Outs | 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 |
| Mercy Rule | 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) |
| Pitching | Batting Tee and/or Coach Pitch | * Coach-pitch from as close as necessary (and may be underhand) so that players swing at pitched balls and <u>not</u> off a tee ** Optional, if a team has one, “Slingshot” pitching devices may be used for continuity of hittable strikes *** Teach pitching w/o live batters as a station/team activity at <u>practices</u> | * In April, coach pitch so that players swing at pitched balls and not off a tee (note, the optional slingshot device still applicable) ** In May, 3 innings of player pitch / 3 innings of coach pitch, with the option to have a pre-game ‘pitching contest’ (no live batters) in lieu of player pitch if the coaches agree | Kid pitch 3-inning limit per pitcher | Kid pitch 3-inning limit per pitcher | Kid pitch 3-inning limit per pitcher |

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



SPRING 2021 (DRAFT) – PLAY PROGRESSION GUIDELINES – Page 3 of 4

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

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|------------------|--------------------------------------|---|---|---|---|--|
| Playoffs | 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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