



SPRING 2022 (DRAFT) – PLAY PROGRESSION GUIDELINES – Page 1 of 3

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	12	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 1:45, whichever comes 1st	6 innings / cannot start new inning after 1:45, whichever comes 1st	6 innings / cannot start new inning after 1:45, whichever comes 1st	6 innings/ cannot start new inning after 1:45, whichever comes 1st
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 practices	* In April - coach pitch so that players swing at pitched balls and not off a tee (note, sling-shot can be used) ** In May - to keep games moving, we suggest keeping coach pitch (unless mutual agreement b/w teams to have kids pitch for 1 or 2 innings). In lieu of kids pitching in the game, we encourage pre-game ‘pitching contests’ (no batters), or extra pitching work off the mound at practice to get reps.	Kid pitch 3-inning limit per pitcher Pitching from mound (46 feet)	Kid pitch 3-inning limit per pitcher Pitching from mound (46 feet)	Kid pitch 3-inning limit per pitcher Pitching from mound (46 feet)

***7th & 8th 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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	“CLINIC”	“FARM”	“PROSPECT”	“ROOKIE”	“MINORS”	“MAJORS”
Batting: Lineup	<p>Minimum of 10 swings per session</p> <p style="text-align: center;">N/A</p>	<p>* All players bat * Continuous, set batting order <i>(every player bats in an inning if necessary for fair/fun game play)</i></p> <p>All players have one or more opportunities to bat 1st or 2nd in lineup</p>	<p>* All players bat * Continuous, set batting order</p> <p>All players have one or more opportunities to bat 1st or 2nd in lineup</p>	<p>* All players bat * Continuous batting order</p> <p>All players have one or more opportunities to bat 1st or 2nd in lineup</p>	<p>* All players bat * Continuous batting order</p> <p>All players have one or more opportunities to bat 1st or 2nd in lineup</p>	<p>* All players bat * Continuous batting order</p>
Batting: Strikeouts	N/A	<p>Yes – 3 strikes * coaches encouraged to call “foul ball” on third strikes to lengthen at bats by up to 5; use tee if needed.</p>	<p>Yes – 3 strikes * coaches can call “foul ball” on third strike to lengthen at bat in first two games</p>	Yes	Yes	Yes * Batter can advance on dropped 3 rd strike by catcher
Fielding Baseballs	<p>Players experience all drills/stations</p>	<p>* 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 * Either regular or “soft” baseball fine, but same type for both teams</p>	<p>* Players alternate infield/outfield each inning, if possible ** fielders return ball to “pitcher”, not coach-pitcher * Catchers at all times * Either regular or “soft” baseball are fine, but same type for both teams</p>	<p>* Rotate to ensure each player learns an infield and an outfield position * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs</p>	<p>* Rotate to ensure each player learns an infield and an outfield position * Use practice to provide trials at pitcher/catcher to all interested players</p>	<p>* Rotate to ensure each player learns an infield and an outfield position * Use practice to provide trials at pitcher/catcher to all interested players</p>

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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, unless an obvious extra base hit - avoid possibility of a throw hitting runner and/or collision at any base	* No leading * No stealing * Must slide on all plays at 2 nd /3 rd /home * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 rd or back to pitcher)	* No leading * No Stealing * Must slide on all plays at 2 nd /3 rd /home * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 rd or back to pitcher) Batter out on dropped 3 rd strike	* No leading * Stealing allowed, once ball crosses home plate * Attempted steal of home plate limited to 1 time per inning Batter out on dropped 3 rd strike	* No leading * Stealing allowed, 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 (1 or 2)	Umpires (1 or 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 (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Winning team has obligation to report score, via TeamSnap (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Winning team has obligation to report score, via TeamSnap (Unreported scores will count as a loss for playoff seeding)
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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