| ***Age Level*** | **Kindergarten / 6u**  ***“CLINIC”*** | **1st Grade / 7u**  ***“FARM”*** | **2nd Grade / 8u**  ***“PROSPECT”*** | **3rd Grade / 9u**  ***“ROOKIE”*** | **4th Grade / 10u**  ***“MINORS”*** | **5TH&6TH Grade / 11&12u**  ***“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 |
| ***Innings /***  ***Time Limit*** | 60 minutes  *Recommend:*  *3-4 stations/skills each session* | Appx. 60-minute game | 6 innings.. If tied, can play extras, subject to time limit below  No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below  No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below  No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below  No new inning can begin after 1:45 |
| ***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 not 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 players swing at pitched balls and not off a tee  \*\* 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 from mound (46 feet)  3-inning limit per pitcher  *Coaches – air on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)* | Kid pitch from mound (46 feet)  3-inning limit per pitcher  *Coaches – air on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)* | Kid pitch from mound  (46 feet)  3-inning limit per pitcher  *Coaches – air on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)* |
| ***Batting:***  ***Lineup*** | Minimum of 10 swings per session  N/A | \* All players bat  \* Continuous, set batting order  *(every player bats in an inning* ***if necessary*** *for fair/fun game play)*  All players have one or more opportunities to bat 1st or 2nd in lineup | \* All players bat  \* Continuous, set batting order  All players have one or more opportunities to bat 1st or 2nd in lineup | \* All players bat  \* Continuous batting order  All players have one or more opportunities to bat 1st or 2nd in lineup | \* All players bat  \* Continuous batting order  All players have one or more opportunities to bat 1st or 2nd in lineup | \* All players bat  \* Continuous batting order |
| ***Batting:***  ***Strikeouts*** | N/A | Yes – 3 strikes  \* coaches encouraged to call “foul ball” on third strikes to lengthen at bats **by up to 5; use tee if needed.** | Yes – 3 strikes  \* coaches can call “foul ball” on third strike to lengthen at bat **in first two games** | Yes | Yes | Yes  \* Batter can advance on dropped 3rd strike by catcher |
| ***Fielding***  ***Baseballs/ Equipment*** | 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  **\* Either regular or “soft” baseball fine, but same type for both teams** | \* 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 ok, but same type for both teams**  \* Bats: USA Baseball stamp or 1 piece wood | \* 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  \* Bats: USA Baseball stamp or 1 piece wood | \* Rotate to ensure each player learns an infield and an outfield position  \*Use practice to provide trials at pitcher/catcher to all interested players  \* Bats: USA Baseball stamp or 1 piece wood | \* Rotate to ensure each player learns an infield and an outfield position  \* Use practice to provide trials at pitcher/catcher to all interested players  \* Bats: USA Baseball stamp or 1 piece wood |
| ***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 2nd/3rd/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 2nd/3rd/home  \* 1 base on an overthrow, but no scoring on overthrows (i.e. to 3rd or back to pitcher) | \* No leading  \* No Stealing  \* Must slide on all plays at 2nd/3rd/home  \* 1 base on an overthrow, but no scoring on overthrows (i.e. to 3rd or back to pitcher)  Batter out on dropped 3rd 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 3rd strike | \* No leading  \* Stealing allowed, once ball crosses home plate  \* **No limits** on attempted steals of home  **\* Dropped 3rd strike is live ball** |
| ***Umpires*** | No umpires | No umpires | No umpires | Umpires (1) | 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 |