



## SPRING 2023 (DRAFT) – PLAY PROGRESSION GUIDELINES – Page 1 of 3

<b>Age Level</b>	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
	<b>“CLINIC”</b>	<b>“FARM”</b>	<b>“PROSPECT”</b>	<b>“ROOKIE”</b>	<b>“MINORS”</b>	<b>“MAJORS”</b>
<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>Innings / Time Limit</b>	60 minutes <i>Recommend: 3-4 stations/skills each session</i>	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
<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	* 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 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  <i>Coaches – err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)</i>	Kid pitch from mound (46 feet)  3-inning limit per pitcher  <i>Coaches – err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)</i>	Kid pitch from mound (46 feet)  3-inning limit per pitcher  <i>Coaches – err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)</i>

**\*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. 4-inning max pitch limit (reg season and playoffs). At Juniors, BBCOR is acceptable in addition to USA Baseball and 1 piece wood bats.**



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	<i>“CLINIC”</i>	<i>“FARM”</i>	<i>“PROSPECT”</i>	<i>“ROOKIE”</i>	<i>“MINORS”</i>	<i>“MAJORS”</i>
<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  All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup
<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 needed.</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  * Batter can advance on dropped 3 <sup>rd</sup> strike by catcher
<b>Fielding</b>    <b>Baseballs/ Equipment</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 ok, but same type for both teams</b> * 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

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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> <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 <sup>nd</sup> /3 <sup>rd</sup> /home  * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 <sup>rd</sup> or back to pitcher)	* No leading * No Stealing  * Must slide on all plays at 2 <sup>nd</sup> /3 <sup>rd</sup> /home  * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 <sup>rd</sup> or back to pitcher)  Batter out on dropped 3 <sup>rd</sup> 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 <sup>rd</sup> strike	* No leading * Stealing allowed, 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)	Umpires (1 or 2)	Umpires (1 or 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, 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)
<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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