## Spring 2023 (draft) - Play Progression Guidelines - Page 1 of 3

| Age Level | Kindergarten / 6u "CLINIC" | $1^{\text {st }} \text { Grade } / 7 \mathrm{u}$ <br> "FARM" | $\mathbf{2}^{\text {nd }}$ Grade / 8u <br> "PROSPECT" | $\begin{gathered} 3^{\text {rd }} \text { Grade / 9u } \\ \text { "ROOKIE" } \end{gathered}$ | $4^{\text {th }} \text { Grade } / 10 u$ <br> "MINORS" | $5^{\mathrm{TH}} \& 6^{\mathrm{TH}} \text { Grade } / 11 \& 12 \mathrm{u}$ <br> "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 / <br> 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 <br> No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below <br> No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below <br> No new inning can begin after 1:45 | 6 innings.. If tied, can play extras, subject to time limit below <br> 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 ( $\mathrm{n} / \mathrm{a}$ 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 <br> * Optional, if a team has one, "Slingshot" pitching devices may be used for continuity of hittable strikes <br> 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 <br> ** 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) <br> 3 -inning limit per pitcher <br> Coaches - err 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) <br> 3-inning limit per pitcher <br> Coaches - err 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) <br> 3-inning limit per pitcher <br> Coaches - err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well) |

* $7^{\text {th }} \& 8^{\text {th }}$ Grade $/ \mathbf{1 3 \& 1 4 u}$ ("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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| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Batting: <br> Lineup | Minimum of 10 swings per session N/A | * All players bat <br> * Continuous, set batting order (every player bats in an inning if necessary for fair/fun game play) <br> All players have one or more opportunities to bat $1^{\text {st }}$ or $2^{\text {nd }}$ in lineup | * All players bat * Continuous, set batting order <br> All players have one or more opportunities to bat $1^{\text {st }}$ or $2^{\text {nd }}$ in lineup | * All players bat <br> * Continuous batting order <br> All players have one or more opportunities to bat $1^{\text {st }}$ or $2^{\text {nd }}$ in lineup | * All players bat <br> * Continuous batting order <br> All players have one or more opportunities to bat $1^{\text {st }}$ or $2^{\text {nd }}$ in lineup | * All players bat <br> * Continuous batting order |
| Batting: <br> Strikeouts | N/A | Yes - 3 strikes <br> * coaches encouraged to call "foul ball" on third strikes to lengthen at bats by up to 5 ; use tee if needed. | Yes - 3 strikes <br> * coaches can call "foul ball" on third strike to lengthen at bat in first two games | Yes | Yes | Yes <br> * Batter can advance on <br> dropped 3 ${ }^{\text {rd }}$ strike by catcher |
| Fielding <br> Baseballs/ <br> Equipment | Players experience all drills/stations | * Players alternate infield/outfield each inning, if possible ** fielders return ball to "pitcher", not the coach pitching <br> * Catchers play 1 inning at a time Recommendation: - bat catcher 1st so asst. coach can help w/gear <br> * 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 coachpitcher <br> * Catchers at all times <br> * Either regular or "soft" baseball are ok, but same type for both teams <br> * Bats: USA Baseball stamp or 1 piece wood | * Rotate to ensure each player learns an infield and an outfield position <br> * Use practice to provide trials at pitcher/catcher to all interested players <br> * Regular baseballs <br> * Bats: USA Baseball stamp or 1 piece wood | * Rotate to ensure each player learns an infield and an outfield position <br> *Use practice to provide trials at pitcher/catcher to all interested players <br> * Bats: USA Baseball stamp or 1 piece wood | * Rotate to ensure each player learns an infield and an outfield position <br> * Use practice to provide trials at pitcher/catcher to all interested players <br> * Bats: USA Baseball stamp or 1 piece wood |

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| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Base Running \& Stealing | Practice: <br> * Running through <br> first base <br> *Running on contact <br> * Stopping ON second/third base | * No leading <br> * No stealing <br> * Must slide on all plays at $2^{\text {nd }} / 3^{\text {rd }} /$ 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 <br> * No stealing <br> * Must slide on all plays at $2^{\text {nd }} / 3^{\text {rd }} /$ home <br> * 1 base on an overthrow, but no scoring on overthrows (i.e. to $3^{\text {rd }}$ or back to pitcher) | * No leading <br> * No Stealing <br> * Must slide on all plays at $2^{\text {nd }} / 3^{\text {rd }} /$ home <br> * 1 base on an overthrow, but no scoring on overthrows (i.e. to $3^{\text {rd }}$ or back to pitcher) <br> Batter out on dropped $3^{\text {rd }}$ strike | * No leading <br> * Stealing allowed, once ball crosses home plate <br> *Attempted steal of home plate limited to 1 time per inning <br> Batter out on dropped $3^{\text {rd }}$ strike | * No leading <br> * Stealing allowed, once ball crosses home plate <br> * No limits on attempted steals of home <br> * Dropped ${ }^{\text {rd }}$ 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 <br> Winning team has obligation to report score, via TeamSnap <br> (Unreported scores will count as a loss for playoff seeding) | Yes - Scorekeeping <br> Winning team has obligation to report score, via TeamSnap <br> (Unreported scores will count as a loss for playoff seeding) | Yes - Scorekeeping <br> Winning team has obligation to report score, via TeamSnap <br> (Unreported scores will count as a loss for playoff seeding) |
| Playoffs | No | No | No | Yes - Top 8 make the playoffs in 2023 <br> Seeding is based on: <br> 3 points for Win <br> 2 points for Tie <br> 1 point for Loss | Yes - Top 8 make the playoffs in 2023 <br> Seeding is based on: <br> 3 points for Win <br> 2 points for Tie <br> 1 point for Loss | Yes - BUT ONLY the top (8) teams make the playoffs <br> Seeding is based on: <br> 3 points for Win <br> 2 points for Tie <br> 1 point for Loss |

* $7^{\text {th }} \& 8^{\text {th }}$ Grade $/ 13 \& 14$ ("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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