



## SPRING 2024 (DRAFT) – PLAY PROGRESSION GUIDELINES (8U and Below)

Age Level	Kindergarten / 6u "CLINIC"	1 <sup>st</sup> Grade / 7u "FARM"	2 <sup>nd</sup> Grade / 8u "PROSPECT"
<b>Game Day(s)</b>	<b>TBD</b>	<b>MON / SAT</b>	<b>TUES / FRI</b>
<b>Number of Games</b>	n/a	10	10
<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
<b>Outs</b>	N/A	3 outs, or every player bats in an inning (whichever comes first)	3 outs, or every player bats in an inning (whichever comes first)
<b>Mercy Rule</b>	N/A	N/A	N/A
<b>Pitching</b>	Batting Tee and/or Coach Pitch	<p>* 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</p> <p>** Optional, if a team has one, "Slingshot" pitching devices may be used for continuity of hittable strikes</p> <p>*** Teach pitching w/o live batters as a station/ team activity <u>at practices</u></p>	<p>* In April - coach pitch so players swing at pitched balls and not off a tee</p> <p>** 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.</p>
<b>Batting:  Lineup</b>	Minimum of 10 swings per session  N/A	<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 1<sup>st</sup> or 2<sup>nd</sup> in lineup</p>	<p>* All players bat * Continuous, set batting order</p> <p>All players have one or more opportunities to bat 1<sup>st</sup> or 2<sup>nd</sup> in lineup</p>
<b>Batting:</b>	N/A	Yes – 3 strikes	Yes – 3 strikes



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<b>Strikeouts</b>		* coaches encouraged to call "foul ball" on third strikes to lengthen at bats <b><u>by up to 5; use tee if needed.</u></b>	* coaches can call "foul ball" on third strike to lengthen at bat <b>in first two games</b>
<b>Fielding</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
<b>Baseballs/ Equipment</b>			
<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)
<b>Umpires</b>	No umpires	No umpires	No umpires
<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
<b>Playoffs</b>	No	No	No