



## SPRING 2024 (DRAFT) – PLAY PROGRESSION GUIDELINES (9U – 14U)

Age Level	3 <sup>rd</sup> Grade / 9u "ROOKIE"	4 <sup>th</sup> Grade / 10u "MINORS"	5 <sup>TH</sup> & 6 <sup>TH</sup> Grade / 11 & 12u "MAJORS"	7 <sup>TH</sup> & 8 <sup>TH</sup> Grade / 13 & 14u "JUNIORS"
<b>Game Day(s)</b>	<b>WED / SAT</b>	<b>TUES / FRI</b>	<b>WED / SAT</b>	<b>THURS / SAT</b>
<b>Number of Games</b>	12	12	12	12
<b>Innings / Time Limit</b>	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	7 innings.. If tied, can play extras, subject to time limit below  No new inning can begin after 2:00
<b>Outs</b>	3 outs or switch after 5 runs scored (n/a in final at bat)	3 outs	3 outs	3 outs
<b>Mercy Rule</b>	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)	10 runs (after trailing team has batted 5x's)
<b>Pitching</b>	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>	Kid pitch from mound (60 feet)  4-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>
<b>Batting:</b>	* All players bat, continuous order	* All players bat, continuous order	* All players bat, continuous order	* All players bat, continuous order
<b>Lineup</b>	All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup	All players have one or more opportunities to bat 1 <sup>st</sup> or 2 <sup>nd</sup> in lineup		
<b>Batting:</b>	Yes	Yes	Yes	Yes
<b>Strikeouts</b>	* Batter <b>cannot</b> advance on dropped 3 <sup>rd</sup> strike by catcher	* Batter <b>cannot</b> advance on dropped 3 <sup>rd</sup> strike by catcher	* Batter <b>can</b> advance on dropped 3 <sup>rd</sup> strike by catcher	* Batter <b>can</b> advance on dropped 3 <sup>rd</sup> strike by catcher



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<b>Fielding</b>	<ul style="list-style-type: none"> <li>* Rotate to ensure each player learns an infield + outfield position</li> <li>* Use practice to provide trials at pitcher/catcher to all interested players</li> <li>* Regular baseballs</li> <li>* Bats: USA Baseball stamp or 1 piece wood</li> </ul>	<ul style="list-style-type: none"> <li>* Rotate to ensure each player learns an infield + outfield position</li> <li>* Use practice to provide trials at pitcher/catcher to all interested players</li> <li>* Regular baseballs</li> <li>* Bats: USA Baseball stamp or 1 piece wood</li> </ul>	<ul style="list-style-type: none"> <li>* try your best to rotate between infield + outfield</li> <li>* Use practice to provide trials at pitcher/catcher to all interested players</li> <li>* Regular baseballs</li> <li>* Bats: USA Baseball stamp or 1 piece wood</li> </ul>	<ul style="list-style-type: none"> <li>* try your best to rotate between infield + outfield</li> <li>* Regular baseballs</li> <li>* Bats: BBCOR, USA Baseball and 1 piece wood bats all OK</li> </ul>
<b>Baseballs/ Equipment</b>	<ul style="list-style-type: none"> <li>* No leading, no stealing</li> <li>* Must slide on all plays at 2<sup>nd</sup>/3<sup>rd</sup>/home</li> <li>* 1 base on an overthrow, but no scoring on overthrows (i.e. to 3<sup>rd</sup> or back to pitcher)</li> <li>Batter out on dropped 3<sup>rd</sup> strike</li> </ul>	<ul style="list-style-type: none"> <li>* No leading</li> <li>* Stealing allowed, once ball crosses home plate</li> <li>* Attempted steal of home plate limited to 1 time per inning, which would include steals, rundowns, pass balls, and overthrows</li> <li>Batter out on dropped 3<sup>rd</sup> strike</li> </ul>	<ul style="list-style-type: none"> <li>* No leading</li> <li>* Stealing allowed, once ball crosses home plate</li> <li>* <b>No limits</b> on attempted steals of home</li> <li>* <b>Dropped 3<sup>rd</sup> strike is live ball</b></li> </ul>	<ul style="list-style-type: none"> <li>Regular baseball (normal leading and stealing)</li> <li>* <b>No limits on attempted steals of home</b></li> <li>* <b>Dropped 3<sup>rd</sup> strike is live ball</b></li> </ul>
<b>Base Running &amp; Stealing</b>	<ul style="list-style-type: none"> <li>* No leading, no stealing</li> <li>* Must slide on all plays at 2<sup>nd</sup>/3<sup>rd</sup>/home</li> <li>* 1 base on an overthrow, but no scoring on overthrows (i.e. to 3<sup>rd</sup> or back to pitcher)</li> <li>Batter out on dropped 3<sup>rd</sup> strike</li> </ul>	<ul style="list-style-type: none"> <li>* No leading</li> <li>* Stealing allowed, once ball crosses home plate</li> <li>* Attempted steal of home plate limited to 1 time per inning, which would include steals, rundowns, pass balls, and overthrows</li> <li>Batter out on dropped 3<sup>rd</sup> strike</li> </ul>	<ul style="list-style-type: none"> <li>* No leading</li> <li>* Stealing allowed, once ball crosses home plate</li> <li>* <b>No limits</b> on attempted steals of home</li> <li>* <b>Dropped 3<sup>rd</sup> strike is live ball</b></li> </ul>	<ul style="list-style-type: none"> <li>Regular baseball (normal leading and stealing)</li> <li>* <b>No limits on attempted steals of home</b></li> <li>* <b>Dropped 3<sup>rd</sup> strike is live ball</b></li> </ul>
<b>Umpires</b>	Umpires (1)	Umpires (1)	Umpires (1 or 2)	Umpires (2)
<b>Scorekeeping and Score Reporting</b>	<p>Yes – Scorekeeping</p> <p>Either coach can report the score (always via TeamSnap), but winning coach has the obligation</p> <p>(Unreported scores will count as a loss for playoff seeding)</p>	<p>Yes – Scorekeeping</p> <p>Either coach can report the score (always via TeamSnap), but winning coach has the obligation</p> <p>(Unreported scores will count as a loss for playoff seeding)</p>	<p>Yes – Scorekeeping</p> <p>Either coach can report the score (always via TeamSnap), but winning coach has the obligation</p> <p>(Unreported scores will count as a loss for playoff seeding)</p>	<p>Yes – Scorekeeping</p> <p>Either coach can report the score (always via TeamSnap), but winning coach has the obligation</p> <p>(Unreported scores will count as a loss for playoff seeding)</p>
<b>Playoffs</b>	<p>Yes – Top 8 make the playoffs</p> <p>Seeding is based on: 3 points for Win, 2 Tie, 1 Loss</p>	<p>Yes – Top 8 make the playoffs</p> <p>Seeding is based on: 3 points for Win, 2 Tie, 1 Loss</p>	<p>Yes – Top 8 make the playoffs</p> <p>Seeding is based on: 3 points for Win, 2 Tie, 1 Loss</p>	<p>Yes- all teams make the playoff.</p> <p>Playoffs will have a TRLL bracket and non-TRLL bracket... Same seeding methodology</p>