



SPRING 2025 (DRAFT) – PLAY PROGRESSION GUIDELINES (9U – 14U)

Age Level	3 rd Grade / 9u "ROOKIE"	4 th Grade / 10u "MINORS"	5 TH & 6 TH Grade / 11 & 12u "MAJORS"	7 TH & 8 TH Grade / 13 & 14u "JUNIORS"
Game Day(s)	WED / SAT	TUES / FRI	WED / SAT	THURS / SAT
Number of Games	12	12	12	12
Innings / Time Limit	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
Outs	3 outs or switch after 5 runs scored (n/a in final at bat)	3 outs	3 outs	3 outs
Mercy Rule	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)
Pitching	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>
Batting:	* All players bat, continuous order	* All players bat, continuous order	* All players bat, continuous order	* All players bat, continuous order
Lineup	All players have one or more opportunities to bat 1 st or 2 nd in lineup	All players have one or more opportunities to bat 1 st or 2 nd in lineup		
Batting:	Yes	Yes	Yes	Yes
Strikeouts	* Batter cannot advance on dropped 3 rd strike by catcher	* Batter cannot advance on dropped 3 rd strike by catcher	* Batter can advance on dropped 3 rd strike by catcher	* Batter can advance on dropped 3 rd strike by catcher



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Fielding	<ul style="list-style-type: none"> * Rotate to ensure each player learns an infield + outfield position 	<ul style="list-style-type: none"> * Rotate to ensure each player learns an infield + outfield position 	<ul style="list-style-type: none"> * try your best to rotate between infield + outfield 	<ul style="list-style-type: none"> * try your best to rotate between infield + outfield
Baseballs/ Equipment	<ul style="list-style-type: none"> * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood 	<ul style="list-style-type: none"> *Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood 	<ul style="list-style-type: none"> * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood 	<ul style="list-style-type: none"> * Regular baseballs *Bats: BBCOR, USA Baseball and 1 piece wood bats all OK
Base Running & Stealing	<ul style="list-style-type: none"> * 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 	<ul style="list-style-type: none"> * No leading * Stealing allowed, once ball crosses home plate * Attempted steal of home plate limited to 1 time per inning, which would include steals, rundowns, pass balls, and overthrows Batter out on dropped 3rd strike 	<ul style="list-style-type: none"> * No leading * Stealing allowed, once ball crosses home plate * No limits on attempted steals of home * Dropped 3rd strike is live ball 	<ul style="list-style-type: none"> Regular baseball (normal leading and stealing) * No limits on attempted steals of home * Dropped 3rd strike is live ball
Umpires	Umpires (1)	Umpires (1)	Umpires (1 or 2)	Umpires (2)
Scorekeeping and Score Reporting	<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>
Playoffs	<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>