



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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Game Day(s)	TBD	MON / SAT 10	TUES / FRI 10
Number of Games Innings / Time Limit	n/a 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
Outs	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)
Mercy Rule	N/A	N/A	N/A
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 ** 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.
Batting:	Minimum of 10 swings per session	* All players bat * Continuous, set batting order (every player bats in an inning if necessary for fair/fun game play)	* All players bat * Continuous, set batting order
Lineup	N/A	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:	N/A	Yes – 3 strikes	Yes – 3 strikes



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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Strikeouts		* coaches encouraged to call "foul ball" on third strikes to lengthen at bats <u>by up to 5; use tee if needed.</u>	* coaches can call "foul ball" on third strike to lengthen at bat in first two games
Fielding	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 * 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 coach-pitcher * Catchers at all times
Baseballs/ Equipment			* Either regular or "soft" baseball are ok, but same type for both teams * Bats: USA Baseball stamp or 1 piece wood
Base Running & Stealing	Practice: * Running through first base * Running on contact * Stopping ON second/third base	* No leading * No stealing * Must slide on all plays at 2 nd /3 rd /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 nd /3 rd /home * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 rd or back to pitcher)
Umpires	No umpires	No umpires	No umpires
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
Playoffs	No	No	No



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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Game Day(s)	TBD	MON / SAT	TUES / FRI
Number of Games	n/a	10	10
Innings / 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 No new inning can begin after 1:45
Outs	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)
Mercy Rule	N/A	N/A	N/A
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 ** 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.
Batting:	Minimum of 10 swings per session	* All players bat * Continuous, set batting order	* All players bat * Continuous, set batting order
Lineup	N/A	(every player bats in an inning if necessary for fair/fun game play) All players have one or more opportunities to bat 1st or 2nd in lineup	All players have one or more opportunities to bat 1st or 2nd in lineup
Batting:	N/A	Yes – 3 strikes	Yes – 3 strikes



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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Strikeouts		* coaches encouraged to call "foul ball" on third strikes to lengthen at bats by up to 5; use tee if needed.	* coaches can call "foul ball" on third strike to lengthen at bat in first two games
Fielding	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 * 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 coach-pitcher * Catchers at all times
Baseballs/ Equipment			* Either regular or "soft" baseball are ok, but same type for both teams * Bats: USA Baseball stamp or 1 piece wood
Base Running & Stealing	Practice: * Running through first base * Running on contact * Stopping ON second/third base	* No leading * No stealing * Must slide on all plays at 2 nd /3 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 * No stealing * Must slide on all plays at 2 nd /3 rd /home * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 rd or back to pitcher)
Umpires	No umpires	No umpires	No umpires
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
Playoffs	No	No	No



TWO RIVER
LITTLE LEAGUE
EST. 2003

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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Game Day(s)	TBD	MON / SAT	TUES / FRI
Number of Games	n/a	10	10
Innings / 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 No new inning can begin after 1:45
Outs	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)
Mercy Rule	N/A	N/A	N/A
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 ** 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.
Batting:	Minimum of 10 swings per session	* All players bat * Continuous, set batting order (every player bats in an inning if necessary for fair/fun game play)	* All players bat * Continuous, set batting order
Lineup	N/A	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:	N/A	Yes – 3 strikes	Yes – 3 strikes



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

Age Level	Kindergarten / 6u "CLINIC"	1 st Grade / 7u "FARM"	2 nd Grade / 8u "PROSPECT"
Strikeouts		* coaches encouraged to call "foul ball" on third strikes to lengthen at bats by up to 5; use tee if needed.	* coaches can call "foul ball" on third strike to lengthen at bat in first two games
Fielding	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 * 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 coach-pitcher * Catchers at all times
Baseballs/ Equipment			* Either regular or "soft" baseball are ok, but same type for both teams * Bats: USA Baseball stamp or 1 piece wood
Base Running & Stealing	Practice: * Running through first base * Running on contact * Stopping ON second/third base	* No leading * No stealing * Must slide on all plays at 2 nd /3 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 * No stealing * Must slide on all plays at 2 nd /3 rd /home * 1 base on an overthrow, but no scoring on overthrows (i.e. to 3 rd or back to pitcher)
Umpires	No umpires	No umpires	No umpires
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
Playoffs	No	No	No



SPRING 2024 (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 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) 3-inning limit per pitcher 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) 3-inning limit per pitcher 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 (60 feet) 4-inning limit per pitcher Coaches – err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)
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



SPRING 2024 (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"
Fielding	* Rotate to ensure each player learns an infield + 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 + outfield position * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Regular baseballs * Bats: BBCOR, USA Baseball and 1 piece wood bats all OK
Baseballs/ Equipment	* 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)	* 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	* No leading * Stealing allowed, once ball crosses home plate * No limits on attempted steals of home	- Regular baseball (normal leading and stealing) * No limits on attempted steals of home
Base Running & Stealing	Batter out on dropped 3 rd strike Umpires (1)	Batter out on dropped 3 rd strike Umpires (1)	* Dropped 3 rd strike is live ball Umpires (1 or 2)	* Dropped 3 rd strike is live ball Umpires (2)
Umpires	Yes – Scorekeeping	Yes – Scorekeeping	Yes – Scorekeeping	Yes – Scorekeeping
Scorekeeping and Score Reporting	Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)
Playoffs	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes- all teams make the playoff. Playoffs will have a TRLL bracket and non-TRLL bracket... Same seeding methodology



SPRING 2024 (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 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) 3-inning limit per pitcher 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) 3-inning limit per pitcher 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 (60 feet) 4-inning limit per pitcher Coaches – err on side of caution with pitch counts (no consecutive days and be aware of kids pitching on travel teams as well)
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



SPRING 2024 (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"
Fielding	* Rotate to ensure each player learns an infield + 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 + outfield position * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Regular baseballs * Bats: BBCOR, USA Baseball and 1 piece wood bats all OK
Base Running & Stealing	* 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)	* 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	* No leading * Stealing allowed, once ball crosses home plate * <u>No limits</u> on attempted steals of home	- Regular baseball (normal leading and stealing) * <u>No limits</u> on attempted steals of home
Umpires	Batter out on dropped 3 rd strike Umpires (1)	Batter out on dropped 3 rd strike Umpires (1)	* Dropped 3rd strike is live ball Umpires (1 or 2)	* Dropped 3rd strike is live ball Umpires (2)
Scorekeeping and Score Reporting	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)
Playoffs	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes- all teams make the playoff. Playoffs will have a TRLL bracket and non-TRLL bracket... Same seeding methodology



SPRING 2024 (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



SPRING 2024 (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"
Fielding	* Rotate to ensure each player learns an infield + 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 + outfield position * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Regular baseballs * Bats: BBCOR, USA Baseball and 1 piece wood bats all OK
Baseballs/ Equipment	* 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)	* 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	* No leading * Stealing allowed, once ball crosses home plate * <u>No limits</u> on attempted steals of home	- Regular baseball (normal leading and stealing) * <u>No limits</u> on attempted steals of home
Base Running & Stealing	Batter out on dropped 3rd strike	Batter out on dropped 3rd strike	* Dropped 3rd strike is live ball	* Dropped 3rd strike is live ball
Umpires	Umpires (1)	Umpires (1)	Umpires (1 or 2)	Umpires (2)
Scorekeeping and Score Reporting	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)
Playoffs	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes- all teams make the playoff. Playoffs will have a TRLL bracket and non-TRLL bracket... Same seeding methodology



SPRING 2024 (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



SPRING 2024 (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"
Fielding	* Rotate to ensure each player learns an infield + 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 + outfield position * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield * Use practice to provide trials at pitcher/catcher to all interested players * Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* try your best to rotate between infield + outfield
Baseballs/ Equipment	* Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* Regular baseballs * Bats: USA Baseball stamp or 1 piece wood	* Regular baseballs * Bats: BBCOR, USA Baseball and 1 piece wood bats all OK
Base Running & Stealing	* 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)	* 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	* No leading * Stealing allowed, once ball crosses home plate * No limits on attempted steals of home	- Regular baseball (normal leading and stealing) * No limits on attempted steals of home
Umpires	Batter out on dropped 3 rd strike Umpires (1)	Batter out on dropped 3 rd strike Umpires (1)	* Dropped 3rd strike is live ball Umpires (1 or 2)	* Dropped 3rd strike is live ball Umpires (2)
Scorekeeping and Score Reporting	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)	Yes – Scorekeeping Either coach can report the score (always via TeamSnap), but winning coach has the obligation (Unreported scores will count as a loss for playoff seeding)
Playoffs	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes – Top 8 make the playoffs Seeding is based on: 3 points for Win, 2 Tie, 1 Loss	Yes- all teams make the playoff. Playoffs will have a TRLL bracket and non-TRLL bracket... Same seeding methodology