



8U Offensive Exhibitions

Basic Game Rules

Area	Explanation
Players <i>18 Players in 6 groups of 3</i>	<ul style="list-style-type: none"> - Group 1 – Defense - Group 2 – Defense - Group 3 – Pickle - Group 4 – Cage/Coach Hitting Work - Group 5 – On-deck hitting group - Group 6 – Live Hitting
Innings	- 12 (2 “Rotations” through all 6 groups)
Pitch Delivery	- Coach Side Toss – 1 Live (fair ball) hit per Hitter
Hitters	<ul style="list-style-type: none"> - Hitter 1: Live - Hitter 2: On deck - Hitter 3: Practice swings - Groups rotate after Hitter 3 - Must keep 1 foot in the batter’s box at all times
Hitter Count	- No count: All batted balls are played live
Base Stealing	- None
Defensive Players	<ul style="list-style-type: none"> - Players will rotate all 6 Defensive positions – 1B, 2B, CF, SS, 3B, P (Coach will assume C position) - Coaches rotate Defensive positions by Group rotations (no player should play the same position twice)
Umpire	- Behind Mound
Coach’s Timeouts	- 3 per game (Cannot use more than 1 per inning)
Mound Visits	- None
Pace of Play Bonus	- If Group has rotated to next location within 20 of rotation, group will receive an extra “non-live” (i.e. hitter doesn’t run to first) swing in their next Offensive inning



10U Offensive Exhibitions

Basic Game Rules

Area	Explanation
Players 24 Players in 6 groups of 4	<ul style="list-style-type: none"> - Group 1 – Defense - Group 2 – Pickle - Group 3 – Coach’s Instruction/Player Observation - Group 4 – Cage/Coach Hitting Work - Group 5 – On-deck hitting group - Group 6 – Live Hitting
Innings	- 12 (2 “Rotations” through all groups)
Pitch Delivery	- Coach Side Toss – 1 Live (fair ball) hit per Hitter
Hitters	<ul style="list-style-type: none"> - Hitter 1: Live - Hitter 2: On deck - Hitter 3: Practice swings - Hitter 4: Base running (see Base Running)
Hitter Count	- No count: All (fair) batted balls are played live
Base Running	<ul style="list-style-type: none"> - 1st Rotation: Hitter 4 starts on 1st - 2nd Rotation: Hitter 4 starts on 2nd
Base Stealing	- None
Defensive Players	<ul style="list-style-type: none"> - 4 - Rotation 1: SS, 3B, CF, LF – Hitters must hit ball to the left side of the field/up the middle - Rotation 2: 2B, SS, CF, RF – Hitters must hit ball to the right side of the field/up the middle - Coach can serve as pitcher (use player defensive player if more than 4 players in group)
Umpire	- Behind mound
Coach’s Timeouts	- 3 per game (Cannot use more than 1 per inning)
Pace of Play Bonus	- If Group has rotated to next location within 20 seconds of rotation, group will receive an extra “non live” (i.e hitter doesn’t run to first) swing in their next Offensive inning



12U Offensive Exhibitions

Basic Game Rules

Area	Explanation
Players	- 2 teams of 12 players (can modify if different number of players)
Innings	- 6 innings
Pitch Delivery	- Coach Front Toss with L-Screen (Ball that hits L-Screen is automatic single)
Hitters	- 1 Live (fair) hit per Hitter <ul style="list-style-type: none"> - Max hitters per inning: 9 - Must keep 1 foot in the batter's box at all times - 2 Outs per Offensive inning
Hitter Count	- No Count - All batted balls in fair play are played live (3 missed balls in play = next Hitter, but not a recorded Out)
Base Stealing	- None
Defensive Players	- 9 - <u>Defensive Objective – Record 2 Outs</u> - Successful Double Play scores <u>1 Point</u> for the Defensive team
Umpire	- Behind home plate
Coach's Timeouts	- 3 per game (Cannot use more than 1 per inning)
Mound Visits	- None
Pace of Play Bonus	- If Defensive Players are in position within 20 seconds of inning ending, team will receive an extra "Out" (i.e. Defense must record <u>3</u> outs vs 2) in their next Offensive inning



14U Offensive Exhibitions

Basic Game Rules

Variable	Explanation
Innings	<ul style="list-style-type: none"> - 7 innings (or, at least 2 at-bats for each player – may lead to additional innings played) - Each inning scored as an individual game <ul style="list-style-type: none"> - Team with most runs at the end of an inning receives 1 point (no points awarded if tied) - Final game score equates to which team has won the most innings <ul style="list-style-type: none"> - Ex: Inning 1: Team A scores 4, Team B scores 3 – Team A receives 1 point for that inning - Inning 2: Team A scores 1, Team B scores 1 – No points awarded - Inning 3: Team A scores 2, Team B scores 5 – Team B receives 1 point <ul style="list-style-type: none"> - Game score after 3 innings is tied 1-1 heading into the 4th inning
Pitch Delivery	Tee – 1 Live (fair) hit per Hitter
Hitters	<ul style="list-style-type: none"> - 1 Out - Max hitters per inning: 9 - Must keep 1 foot in the batter's box at all times
Hitter Count	- No count: All batted balls are played live (2 missed balls in play = next Hitter, but not a recorded Out)
Base Runners	<ul style="list-style-type: none"> - Innings 1-2: None - Innings 3-4: Start with runner on 1st - Innings 5-6: Start with runners on 1st and 2nd - Inning 7: Bases Loaded
Base Stealing	- None
Defensive Players	<ul style="list-style-type: none"> - 9 - <u>Defensive Objective – Record 1 Out</u>
Umpire	- Behind home plate
Coach's Timeouts	- 2 per game (cannot use more than 1 per inning)
Mound Visits	- None



18U Offensive Exhibitions

Basic Game Rules

Variable	Explanation
Innings	<ul style="list-style-type: none"> - 7 innings (or, at least 2 at-bats for each player – may lead to additional innings played) - Each inning scored as an individual game <ul style="list-style-type: none"> - Team with most runs at the end of an inning receives 1 point (no points awarded if tied) - Final game score equates to which team has won the most innings <ul style="list-style-type: none"> - Ex: Inning 1: Team A scores 4, Team B scores 3 – Team A receives 1 point for that inning - Inning 2: Team A scores 1, Team B scores 1 – No points awarded - Inning 3: Team A scores 2, Team B scores 5 – Team B receives 1 point <ul style="list-style-type: none"> - Game score after 3 innings is tied 1-1 heading into the 4th inning
Pitch Delivery	Tee – 1 Live hit per Hitter
Hitters	<ul style="list-style-type: none"> - 1 Out - Max hitters per inning: 9 - Must keep 1 foot in the batter’s box at all times
Hitter Count	- No count: All batted balls are played live (2 missed balls in play = next Hitter, but not a recorded Out)
Base Runners	<ul style="list-style-type: none"> - Innings 1-3: None - Innings 4-6: Start with a runner on 2nd - Inning 7: Start with the bases loaded
Base Stealing	- Allowed (<u>only</u> if using Pitching Machine)
Defensive Players	<ul style="list-style-type: none"> - 9 - <u>Defensive Objective – Record 1 Out</u>
Umpire	- Behind home plate
Coach’s Timeouts	- 2 per game (Cannot use more than 1 per inning)
Mound Visits	- None