

Player Development (what they should know when the move to the next level)

6u T-Ball

- Basics of catching (air/ground)
- Basics of throwing
- General knowledge of positions
- Grip & swing a bat

8u Rookies

- Reinforce fundamentals (catching, throwing, hitting, running)
- Basics of base-running
- Communication (Calling the ball, helping each other, etc.)
- Experience various positions
- Improve hitting technique
- Mechanics of pitching / catching
- Basic game principles (getting outs, listening to base-coaches, running bases)

10u Mini-Minors

- Reinforce fundamentals (catching, throwing, hitting, running)
- Fine-tune specific positions (ideally they should have 2-3 positions they know how to play and have experience at nearly every position with exception of pitching and/or catching)
- Base running signs (and some may be ready for batting signs)
- Basics in bunting
- Winning / losing (without sacrificing development, participation, and preparation)
- Intermediate mechanics & techniques for hitting, fielding, throwing, running
- Pitchers begin to develop ability to “hit spots” that catcher gives them

12u Minors

- Reinforce fundamentals (catching, throwing, hitting, running)
- Narrowed down specific positions to 2-4 they are focusing on but should know basics of each position
- Pitching /catching signs for specific pitches
- Base-running / Batting signs
- High level of competition (i.e., move on to comp-ball, prepared to try-out for HS, softball is just for fun)

14/16u

- Reinforce fundamentals (catching, throwing, hitting, running)
- Softball beyond? Playing in High School... comp teams... for fun... etc.
- Mentoring younger players