

| | Hitting | Base running | Throwing | Fielding | Defensive Play | Pitching | Work Ethic | Attitude |
|-------|---|---|---|--|--|--|--|--|
| 6U | 5 | Feet Position/Aligned Balanced Stance Grip/Knocking Knuckles Nose on Ball | Basic Rules Run through First | Grip - 4 Seam Wrist Snap Glove Points to Target | Ready Position Fingers up above knees Fingers down below knees | Get ball to 1B or P | N/A | Have Fun! Fun. Anything goes Making Friends Snack is Key! Fun to learn! |
| | 6 | All above Contact in front of front foot | All above Explode from base Ready Position | All above Step to target | All above | Get ball to 1B or P | N/A | Have Fun! |
| | | | | | | | | |
| 8U | 7 | All above Trunk Rotation - Power L Direct Hand Path to Ball Finish/Follow Through | All above Listen to Base Coaches Explode from base Rounding bases | All Above Step, Point, Throw "Ball to the Wall" Throwing elbow up Shoulder to Shoulder | All above Ready + Creep Step Charge all Grounders Soft Hands Field ball out in Front Lateral movement | All above Concept of Force Out Easiest Base Get Ball to P Tag technique | Position on Rubber Wrist flicks Release Point Sling (no windmill) Focus on Target Basic drills only | Have Fun! Intro to learning All above Desire to Learn Positive expectation |
| | 8 | All above Front Heel Lift/Toe Tap Timing | When to run/stay Circle Rule (P w/Ball) | All above Trunk Rotation | All above Drop Step Short Pop Fly's | All above Lead Runner Cutoff Technique | All above Push off rubber Stride and Step to Target | Have Fun! Continue Learning All above Positive/Fun Team Cheers |
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| 10U | 9 | All above Timing - on Release Bunting | All above Explode on Release Sliding | All above Accuracy/Repetition Longer Throws | All above Learn grounder rhythm Learn backhand | All above Situational Defense Communication | All above Develop Control Begin Windmill | Have Fun! Really learning Start bearing down Team Cheers |
| | 10 | All above Hit ball where it is pitched Hands Inside Ball Count Awareness Bat on plane of pitch Tuning Reps | All above Tagging up Stealing Freeze on Line Drive Proper Leads Aggressiveness | All above Perfect Technique Crow Hop (outfield throws) | All above Fly Balls Fielding footwork Transfer footwork Repetition and tuning | All above Cutoffs/Relays Double Play Rundowns | All above Stay Tall Intro to work ethic Advanced Drills Good Mechanics Tuning | Have Fun! Working hard All above Desire to improve and Compete |
| | 11 | All above Hit ball where it is pitched Tuning Reps | All above More Aggressive | All above Accuracy/Strength Perfect Technique | All above Mental toughness Repetition and tuning | All above Steal defenses Bunt defenses | All above Leg Drive/Stride Perfect Technique | Have Fun! Working hard on weaknesses Goal Setting Mental toughness |
| 12U | All above Tuning Reps | All above Advanced Leads | All above Arm Strength Perfect Technique | All above Aggressiveness | All above Communication | Concentration Control/Command Confidence | Have Fun! Working hard on weaknesses Compete to win Team Cheers | |
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| Goals | Hitters that hit in front of the plate, generate power from the trunk, take their hands directly to the ball, have muscle memory in the strike zone, and load up and release power efficiently. | Aggressive, knowledgeable base runners | Kids that use their trunk for power, have good footwork, throw with their elbows up. Accurate and strong throwers | Confident, fundamentally sound fielders. Aggressive fielders not afraid to fail. | Confident, solid defense. Strong sense of communication and positional responsibilities. | Command and Technique are Key Foundational Elements. Once these are established new pitches can be taught/learned. | Kids who love the game and want to work hard to improve. | Confident, hungry, and positive can-do attitude |