Minor Division A/AA/AAA Age structure and Skills Description

Below is a graphical representation of the proposed age alignments. Note that while 100% CP remains under the new alignment this would not be a necessary division for leagues that utilize the Minor A division, as it is a bit redundant, but is left within the PA D14 structure for those leagues that may choose to offer it.

PA D14 Proposed Interlock Divsional Structure									
		LL MINOR DIVISON							
		Minor100	Minor A	Minor AA					
		%	Hybrid	100%	Minor				
		Coach	(CP/Player-	Player	AAA		Interm.		
	Tball	Pitch	CP)	Pitch		Major	(50/70)	Junior	Senior
4 yr									
5 yr									
6 yr									
7 yr									
8 yr									
9 yr									
10 yr									
11 yr									
12 yr					waiver				
13 yr									
14 yr									
15 yr									
16 yr									

Below is a brief description of divisions with permitted ages and a description of the skill levels expected for the players ages within each.

Recognize that a league need not have a team or teams at each division and that the success for a league is heavily dependent upon a quality assessment of players across all divisions, making a solid determination prior to the drafts of how many teams in each division can best be supported and then drafting from the Majors division down.

LL T-BALL DIVSION

T-Ball: League age 4, 5, 6, 7

- Age's:
 - o 4 & 5yr old's
 - o 1st and or 2nd year 6yr
 - Weak, small or 1st year 7's

LL MINORS DIVSION

(PA D14 Minors Sub-Divisions for interlock play)

Coach Pitch: 5*,6*,7,8 (*previous year of TBall required)

100% Coach Pitch Division

- Age's:
 - o 5 & 6 yr old's with a previous year of Tball
 - o 7: Weak, small or 1st year 7's
 - 8 yr old: exceptional situation weak, small or 1st year 8's, most should be in Minor A if offered, consider the size of this player – remember they will be on the filed with 5 year olds

Minors Single A (A): League age 6*,7,8 (NO 9 year old's)

Combination of 100% CP innings & Hybrid Player-Coach Pitch innings

- GOAL: Developmental division designed to teach players the fundamental skills of the game along with development of an understanding of the rules and strategies of the game. This division emphasizes the development of pitching and catching while maintaining a reasonable game pace. Provides exposure to player pitching and begins preparing players for CBT level play.
- Age's:
 - 6s (stronger, with a previous year tee-ball)
 - 7s Most 7-year old's
 - Weaker 8s only Not CBT caliber
- Rules Highlights: (to be developed further)
 - o 5 inning games
 - Early Season Games through 4/30 all 5 innings will be 100% Coach Pitch
 - Starting 5/1 the following format will be followed:
 - innings 1,2 & 3 100% Coach Pitch
 - innings 4 &5 Hybrid Player-Coach Pitch
 - 4 run limit per inning unlimited runs in final inning
 - No walks during CP one walk only per inning during PP
 - No stealing from 1B to 2B to maintain force play defensive situation
 - Stealing from 2B to 3B permitted only player pitched ball
 - No advancing extra bases on overthrow of steal
 - No stealing home
 - All infield hits are 1B (no additional base advancement or awards on overthrows)

Minors Double A (AA): League age 7,8,9,10(NO 11's or 12's eligible)

100% Player Pitch with Full minor division LL rules (except no stealing home)

- Goal: Developmental division that continues to build on the fundamentals of fielding, hitting and throwing while incorporating 100% player pitching and increased level of competition. Stealing (except to home plate) and more advanced base-running strategies are introduced. The skills learned in this division will prepare participants for eventual play in the LL Majors Division in future seasons and the CBT tournaments.
- Ages (this would be previous 7-8 100% player pitch and include weaker 9's & 10's)
 - Exceptional 7's (would rank as one of the top 3 or 4 players on a 7/8 CBT team)

- o 8's the bulk of the 8-year old's
- Weaker 9's weaker CBT caliber Not strong CBT or Int'l caliber 9 year olds
- Extremely weak 10's (1st year ball player, small very weak player)
- Skill Level:
 - Should be a 7/8 Boyd caliber player
 - has basic understanding of situational baseball
 - o has already completed a hybrid level of baseball developmental season
 - is able to make adequate throws, catches and ability to make contact with baseball
 - would strongly benefit from not facing a bigger 11 year oldsthat would intimidate a smaller lesser player

Minors Triple A (AAA): League age 8,9,10,11

100% Player Pitch with Full minor division LL rules

- Goal: Developmental division that continues to build on the fundamentals of fielding, hitting and throwing while incorporating 100% player pitching and increased level of competition. Stealing and more advanced base-running strategies are expanded. The skills learned in this division will prepare participants for eventual play in the LL Majors Division in future seasons and the CBT and LL International tournaments.
- Ages
 - Exceptional 8's
 - o Good 9's Majority of leagues 9's: all CBT or Int'l caliber players
 - o Normal 10's- Majority of leagues 10's: all CBT or Int'l caliber players
 - Weaker 11's (that didn't draft to the majors)
- Skill Level:
 - International / CBT Caliber players
 - o understanding of situational baseball
 - can catch and throw above average for age
 - average to above average hitting ability

Majors: League age 9,10,11,12

100% Player Pitch with Full Major division LL rules Competitive Little League Baseball Division

- Ages
 - Very Exceptional 9's
 - Strong 10's –CBT or Int'l caliber players
 - o Normal 11's- Majority of leagues 10's: all CBT or Int'l caliber players
 - o 12's

Intermediate (50/70): League age 11,12,13

Juniors: League age(60/90): 12,13,14,15*

*15 year old's:

- Permitted in regular season only via PAD14 annual waiver
- Eligible for SR division Tournament teams only
- Only if the league does not offer SR division

Seniors: League age(60/90): 14,15,16