

SMBA

9U DEVELOPMENT GAME LINE UP CARD

11 PLAYERS - 1 BENCH PER INNING

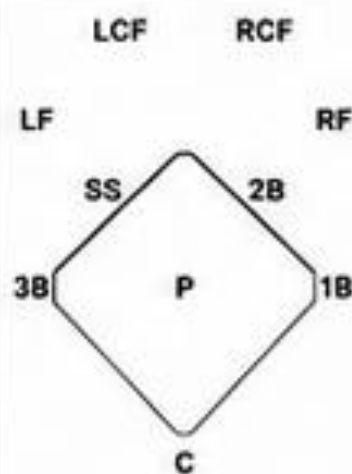


DEVELOPMENT BEFORE SPECIALIZATION
EVERY PLAYER GETS INFIELD AND OUTFIELD OPPORTUNITIES

INFIELD
 OUTFIELD
 BENCH

#	PLAYER NAME	BAT	1	2	3	4	5
1			LF	1B	P	LCF	C
2			1B	LF	C	RCF	2B
3			P	LCF	1B	LF	3B
4			C	P	LF	1B	LCF
5			LCF	C	RCF	P	1B
6			RCF	2B	RF	SS	LF
7			RF	SS	LCF	C	B
8			2B	RCF	3B	B	P
9			SS	RF	B	3B	RCF
10			3B	B	2B	RF	SS
11			B	3B	SS	2B	RF

9U POSITION MAP



COACH NOTES

- 1B is special: place players who can safely catch throws in rows with 1B assignments when possible.
- Coach may swap 1B with another infield spot in the same inning if the pre-set row is not a safe fit.
- Goal: every player earns infield and outfield reps. Bench time is pre-balanced by roster size.

DATE: _____

OPPONENT: _____

COACH SIGNATURE: _____

1B EXCEPTION: COACH MAY ADJUST 1B ASSIGNMENTS FOR PLAYERS CAPABLE OF RECEIVING THROWS SAFELY.

SMBA

9U DEVELOPMENT GAME LINE UP CARD

10 PLAYERS - NO BENCH

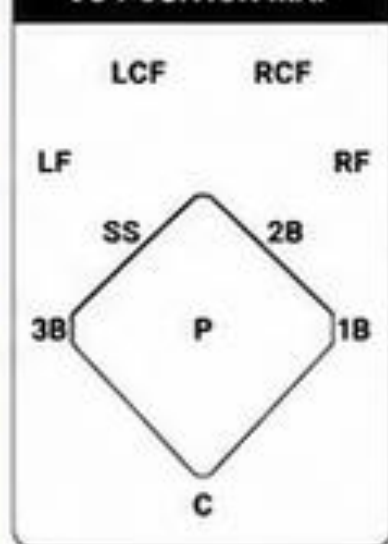
DEVELOPMENT BEFORE SPECIALIZATION
EVERY PLAYER GETS INFIELD AND OUTFIELD OPPORTUNITIES

INFIELD
 OUTFIELD
 BENCH



#	PLAYER NAME	BAT	1	2	3	4	5
1			1B	P	LF	C	LCF
2			P	1B	LCF	2B	LF
3			C	LF	1B	P	RCF
4			2B	LCF	P	1B	RF
5			SS	RCF	C	LF	1B
6			3B	RF	2B	LCF	P
7			LF	C	SS	RCF	3B
8			LCF	2B	3B	RF	SS
9			RCF	SS	RF	3B	C
10			RF	3B	RCF	SS	2B

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9U DEVELOPMENT GAME LINE UP CARD

12 PLAYERS - 2 BENCH PER INNING

DEVELOPMENT BEFORE SPECIALIZATION
EVERY PLAYER GETS INFIELD AND OUTFIELD OPPORTUNITIES

INFIELD
 OUTFIELD
 BENCH



#	PLAYER NAME	BAT	1	2	3	4	5
1			LF	1B	B	LCF	P
2			LCF	P	C	LF	1B
3			RCF	B	1B	P	C
4			1B	B	LF	C	LCF
5			P	C	B	1B	LF
6			C	LF	P	RF	SS
7			2B	LCF	SS	B	3B
8			SS	RCF	3B	B	2B
9			3B	RF	2B	RCF	B
10			RF	2B	LCF	SS	B
11			B	SS	RCF	3B	RF
12			B	3B	RF	2B	RCF

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9U DEVELOPMENT GAME LINE UP CARD

13 PLAYERS - 3 BENCH PER INNING

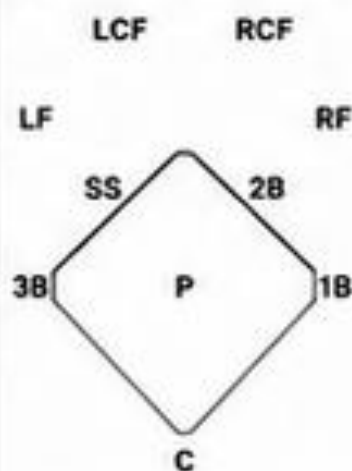


DEVELOPMENT BEFORE SPECIALIZATION
EVERY PLAYER GETS INFIELT AND OUTFIELD OPPORTUNITIES

INFIELT
 OUTFIELD
 BENCH

#	PLAYER NAME	BAT	1	2	3	4	5
1			1B	LF	P	C	B
2			P	LCF	1B	B	C
3			C	RCF	2B	B	1B
4			2B	RF	C	B	P
5			LF	1B	B	1B	LCF
6			LCF	P	B	LF	2B
7			RCF	C	B	LCF	SS
8			RF	B	SS	RCF	3B
9			SS	B	LF	P	RCF
10			3B	B	LCF	2B	LF
11			B	2B	RCF	3B	RF
12			B	SS	3B	RF	B
13			B	3B	RF	SS	B

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9U DEVELOPMENT GAME LINE UP CARD

14 PLAYERS - 4 BENCH PER INNING

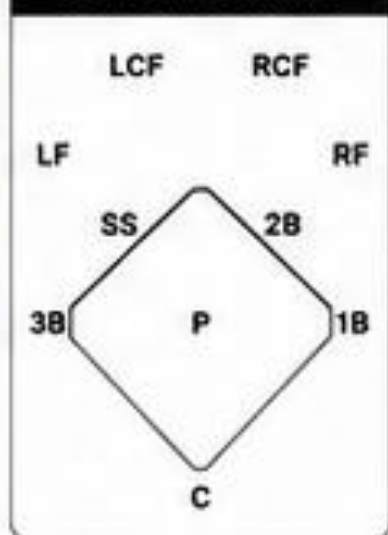


DEVELOPMENT BEFORE SPECIALIZATION
EVERY PLAYER GETS INFIELD AND OUTFIELD OPPORTUNITIES

INFIELD
 OUTFIELD
 BENCH

#	PLAYER NAME	BAT	1	2	3	4	5
1			1B	LF	P	B	C
2			P	LCF	1B	B	2B
3			C	RCF	B	LF	1B
4			LF	1B	B	P	LCF
5			2B	RF	B	LCF	P
6			LCF	P	B	1B	LF
7			SS	B	LF	C	B
8			RCF	B	C	RF	B
9			3B	B	2B	RCF	SS
10			RF	B	3B	2B	RCF
11			B	C	LCF	SS	B
12			B	2B	RCF	3B	B
13			B	SS	RF	B	3B
14			B	3B	SS	B	RF

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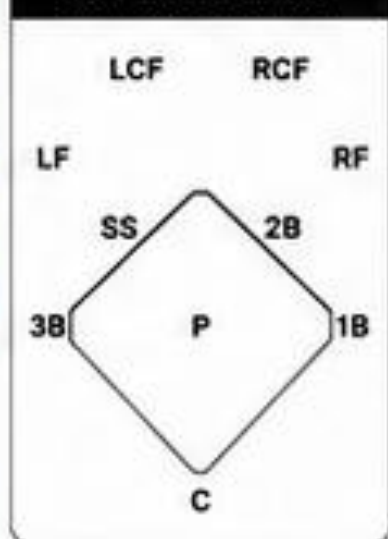


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3			C	RCF	B	LF	1B
4			LF	1B	B	P	LCF
5			2B	RF	B	LCF	P
6			LCF	P	B	1B	LF
7			SS	B	LF	C	B
8			RCF	B	C	RF	B
9			3B	B	2B	RCF	SS
10			RF	B	3B	2B	RCF
11			B	C	LCF	SS	B
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9U DEVELOPMENT MODEL FOR PARENTS

WHY WE ROTATE PLAYERS



DEVELOPMENT BEFORE SPECIALIZATION

At 9U, players are still learning the complete game. The lineup cards intentionally rotate athletes through infield and outfield so they build throwing, catching, communication, movement skills, and baseball IQ.



INFIELD OPPORTUNITIES MATTER

Every player should receive a minimum amount of infield exposure. The goal is not to lock kids into permanent positions too early. Coaches still use judgment for safety and confidence.



1B IS TREATED DIFFERENTLY

First base requires a player who can consistently catch. The pre-set rotation gives coaches a starting point, but the coach may swap 1B with another infield position if needed.



FAIR BENCH ROTATION

Bench spots are pre-balanced by roster size so coaches can manage attendance quickly and avoid accidental unfairness.



TEAM FIRST

The system helps players, parents, and coaches understand that house league baseball is about learning, confidence, character, and long-term development.

DEVELOPING PLAYERS. BUILDING CHARACTER. GROWING THE GAME.