

HUDSON BOOSTER CLUB



TRAVELING TEAM SKILLS LIST

COMPETITIVE TEAM SKILLS AND CONCEPTS

The skills and concepts listed are the minimum skills that a person coming out of each program should possess. This list is not meant to limit the amount of skills that can be taught and demonstrated, rather, it is meant to provide a base of instruction for coaches.

TEACHING SKILLS

When you introduce a new skill, you should practice the IDEA method.

I – Introduce the skill. Explain what you’re trying to accomplish

D – Demonstrate the skill.

E – Explain the mechanics of the skill.

A – Activate the drill that reinforces the skill.

HITTING SKILLS

- Stance / Swing
- Hitting the Pitch
- Bunting

BASE RUNNING SKILLS

- Base running rules
- Proper running techniques
- Leading off base
- Sliding

FIELDING SKILLS

- General Information
- Set Position
- Fielding
- Catching
- Throwing
- Infield Skills
- Infield Positions
- Outfield Skills
- Catcher Position

PITCHING SKILLS

- Throwing
- Wind up and Delivery
- Pitching from the Set (stretch) position
- Fielding after the throw

HITTING SKILLS

- Stance:
 - Proper bat size
 - Stand so that bat can reach the far side of Home plate
 - Feet apart at a comfortable distance
- Swing
 - Eyes on the ball
 - Step towards the pitcher on the swing, drive with back leg.
 - Keep both hands on the bat during the follow-through
 - Level swing
- Hitting the Pitch
 - Inside pitch - Pull the ball down the line
 - Middle pitch - Hit straight away
 - Outside pitch - Drive to opposite field
- Bunt (Sacrifice)
 - Move upper hand towards end of bat
 - Square to the pitcher during wind-up
 - Know where to bunt on any situation

BASE RUNNING SKILLS

- Base running rules
 - LISTEN TO THE COACH
 - After hitting the ball:
 - Locate ball half way to 1st base
 - Overrun 1st base on a hit to the infield
 - "Flaring out" on a base hit half way to 1st base
 - Rounding the base on a base hit
 - Touching the inside of the bases when going extra bases
 - On base:
 - Taking a primary and secondary lead
 - Primary lead is before ball is pitched. Most players take too small of a primary lead.
 - Secondary lead is when ball is pitched and runner extends the primary lead.
 - Know when you are and are not forced to run on a ground ball
 - Do not let the ball hit you while on the base path
 - Going half way on a fly ball
 - Tagging up on a fly ball
- Sliding
 - Slide to opposite side of the throw (Outside of base from catcher, Inside of base from outfield)
 - Keep eyes on base when sliding
 - Keep arms and hands raised when sliding
 - Player should slide on their butt, not hip or side of leg

Types of slides:

Bent leg - To quickly get up on a wild throw, or if going too fast to stop at a base

Take off on either leg

One leg is extended, the other is bent under.

Weight is absorbed on the butt, not hip or leg.

The foot of the extended leg catches the base, and the body momentum plus the straightening of the bent leg enables the runner to stand.

Hook - To avoid a tag, right and left

(Right Side) Take off on the Left foot, the body falls to the right side, Butt takes weight

Both legs extended, toes pointed

Left toe catches the outside of the base.

Body slide to the right side of the base in a flat position

(If left leg is bent, you travel a longer distance)

Head first - DO NOT TEACH (Illegal in Booster Recreational program)

FIELDING SKILLS

• General

All fielders should know the following information before each pitch:

Number of outs

If there are any base runners

If it's a bunt situation

If it's a steal situation

Where to throw the ball BEFORE it comes to you

• Set Position

Feet about shoulder distance apart with toes pointing slightly outward, knees bent slightly

Hands hang down inside the legs, with the palm of the glove facing the batter

On the pitch, should rock slightly forward

• Fielding

Get directly in front of a bouncing ball (charge the ball if possible)

Keep eyes on the ball

Legs spread, buttocks low, and hands away from the body

Look ball into glove, cover with bare hand

Play the hop

Short hop - catch ball just as it comes off of the ground

High hop - catch ball at the peak of the hop

• Throwing

Throw the ball about letter high. Always look where you are throwing

Take only 1 step before you throw

Use a snap throw, and follow through

• Infield Skills

Covering a base on a throw from another player

Straddle the base

Lay the glove down in front of the base, the back side facing the runner

Let the base runner slide into the glove

Infield skills (cont.)

Cutoff position

Covering the base:

Straddle the base

Direct the cut off player where to stand for the cut off in a loud voice

Direct the cut off player where to throw the ball

Receiving the cut-off throw from the outfielder:

Listen to the player covering the base for direction

Raise both hands in the air as a target for the throw

Spin in the direction of the glove when throwing to the base

RUN the ball into the infield if there is no throw to make

Run down play

Always run the runner back to the previous base

Hard, accurate throws

After throwing, pass the runner on your glove side, and cover the base.

Know how to adjust to the hitters (Left handed vs. Right handed, Slow vs. Fast swing)

• Infield Positions

1st Base

Shift method of taking a throw from another fielder

Straddle the base

Place the heel of your left foot against the home-plate side of 1st base.

Place the heel of your right foot against the outfield side of 1st base

If ball is thrown to your left, take a hop to your left, placing the toe of your left foot where your right heel was. Stretch for the throw

If ball is thrown to your right, take a hop to your right, placing the toe of your right foot where your left heel was. Stretch for the throw.

If necessary, leave the base for a throw. More important to catch the ball than to stay on the base.

Catch pop flies in an area between 1st base, catcher, and pitcher.

2nd Base

Approaching the base for a force-out

Fast start towards the base. Two or three strides from base, slow up and get under control

Receiving ball on double play

Step off 2nd base towards the inside of the diamond with the right foot

Transfer weight to the right foot,

Throw to 1st base with left foot pointing towards 1st base.

Pop flies - Cover area from behind 2nd base to behind 1st base.

Shortstop

Approaching the base for a force-out

Fast start towards the base. Two or three strides from base, slow up and get under control

Receiving ball on double play

Loop around 2nd base, and receive throw with both feet on the outfield side of 2nd base, facing 1st base.

Step off 2nd base towards the inside of the diamond with the right foot

Transfer weight to the right foot,

Throw to 1st base with left foot pointing towards 1st base.

Pop flies - Cover area from behind 2nd base to behind 3rd base. Has precedence on any flies in the infield.

FIELDING SKILLS (Cont.)

3rd Base

Position determined by batter/pitcher. Slow pitcher or fast swing, guard the line. Fast pitcher or slow swing, play off of the line.

Cut off any slow ground balls hit towards the shortstop

Catch pop flies in an area between 3rd base, catcher, and pitcher.

- Outfield Skills

Backing up the infield

All outfielders move on every play to back up either the infield or another outfielder

Throwing to the cutoff

ALWAYS throw to the cut off player in the infield.

Know how to adjust to the hitters (Left handed vs. Right handed, Slow vs. Fast swing)

- Catcher Position

Stance

Rise up somewhat from a squat position, and be as close to the batter as possible.

Feet spread apart with the right foot slightly behind the left foot

Throwing hand hidden behind the right leg

Glove (Target) held still until the pitch is thrown

Throwing

Take 1 step only when throwing

Snap throw

General

Can block home plate only if you have the ball

On a pop fly, hold onto the mask with the bare hand until you know where the ball will land, then throw the mask the opposite way

PITCHING SKILLS

- Throwing

Grip the ball on the seams, using a grip that feels comfortable

Hold the ball firmly, but not too tight

3 pressure points on the ball: Thumb, Index finger, and Middle finger.

- Wind up and Delivery

Start with a comfortable stance

Keep 1 foot on the pitching rubber

Use a **small** “rocker step” with your non-pivot foot to get to the “balance” position

Balance position: Knee waist high or higher, body straight (balanced) before forward throwing motion. Pitcher should be able to hold the balance position for a length of time.

Keep eyes on target throughout the entire delivery

Follow through with throw

- Pitching from the Set (stretch) position

Purpose is to hold runners close to the base, not necessarily to “pick” them off.

Pre-delivery stance

Feet position:

Pivot foot on or directly in front of the pitcher plate (rubber)

Non-pivot foot in contact with or directly in front of the pitcher plate

Hand position:

Ball in either hand or glove

Pitching hand either down at side or behind the back.

Going from pre-delivery stance to set position

In one continuous motion the pitcher moves both hands up to join throwing hand and glove hand. Both hands must be in the front of the body and must come to a complete stop with the glove hand **BELOW** the chin. After a **COMPLETE** stop, the pitcher may then deliver the ball to the batter.

Note: If throwing to a base, Pitcher does not need to come to a stop.

The pitcher should use a “glide” step rather than a high leg kick with runners on base and using the Set position.

- Pick off moves

During the pre-delivery motion and set position, until a delivery (throw to home), the pitcher may turn on his pivot foot or lift it in a “jump turn” to step towards a base while throwing to a base.

A pitcher may also lift his pivot foot (foot on the pitcher’s plate) and step backwards to either throw to or feint (fake) to a base. A pitcher must also step backward off of the pitchers plate when a runner tries to advance when the pitcher has his pivot foot in contact with the pitchers plate.

Note: You should become familiar with Section 6 (Pitching) of the NFHS (High School) rules. (See WWBL web page on the Hudsonboosters.net web site)

- Fielding after the throw

Break to 1st base on any ball that is hit to the right side of the infield

Cover 1st base by running parallel to the baseline, not across it

Back up bases by at least 30 feet if possible

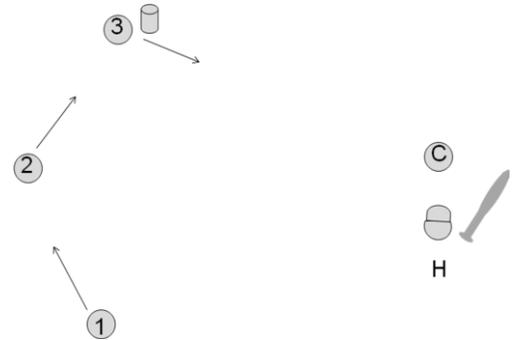
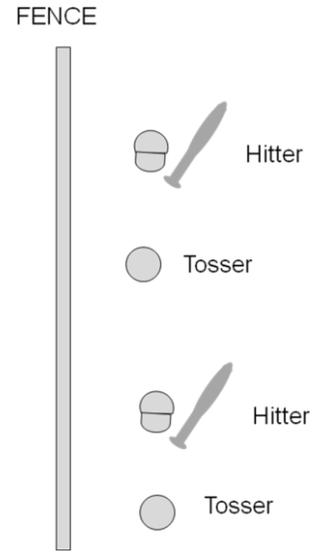


COMPETITIVE TEAM
DRILLS

HITTING

SOFT TOSS

1. Use a Reduced Injury Factor (RIF) or Whiffle ball for this drill if hitting against a fence, a regular ball if hitting into the field.
2. Players into groups of 2. Both players with batting helmets on.
3. Have hitter stand facing a fence or backstop (Can use opposite side of backstop from a hitter standing at home plate.. Hitter should take normal stance
4. Have partner kneel alongside the hitter, making sure that they are far enough away from hitter so the bat will not hit them on a swing.
5. Have the partner softly toss a ball into the strike zone. Hitter swings and drives the ball into the fence. (Can also be used to practice bunting).
6. After a set number of swings, change positions.



VARIATION: To make Soft Toss a station within a hitting practice, you can hit into the field. Players field the hit and throw to the # 3 fielder, who puts balls into a bucket. Rotate positions clockwise (H to 1, 1 to 2, 2 – 3, 3 to H) in the field. Player 3 brings bucket to coach and gives to the new #3 fielder.

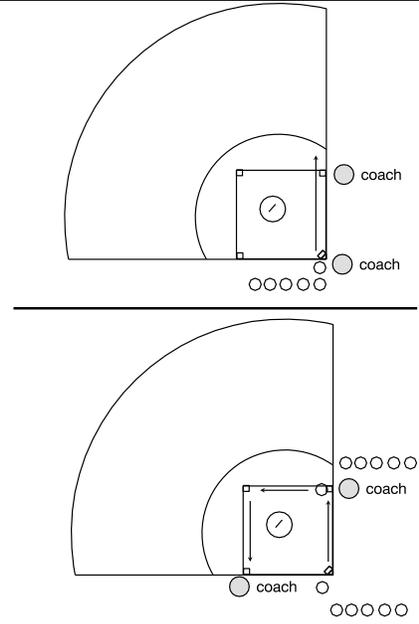
Note: It is very important that caution be used in this drill, and that all players be aware of potential hazards.

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BASE RUNNING

BASE RUNNING

1. Line players up at Home plate. Have them run to and past 1st base.
2. Same as #1, but the runner then goes back to the base, and runs to 2nd base when the next runner goes to 1st base. Runners then advance to the next base when the following runners go to 1st base.
3. Same as 1, but have the coach tell them to run to 2nd base (No overrunning). After a couple of series, mix up directions. Have some run to 2nd, some stay at 1st.
4. Have 2 lines of players, one at Home and one at 2nd. On coaches signal, runners at Home run to 2nd base, and runners at 2nd base run to home.



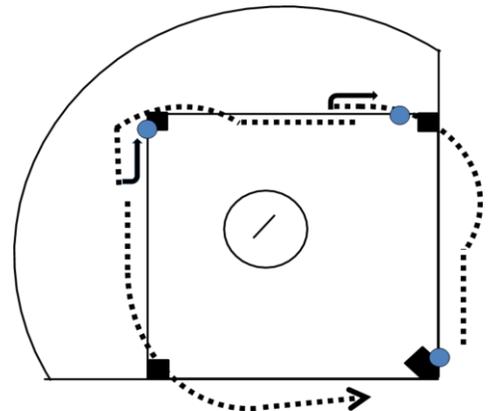
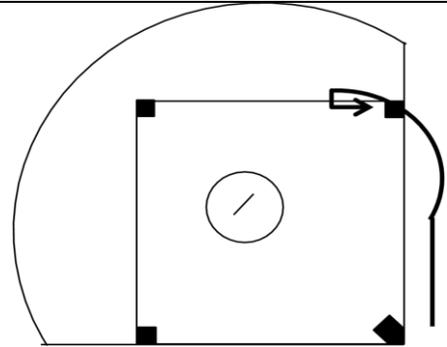
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BASE RUNNING

ROUND (FLARE) ON BASE HIT

Before beginning this drill, coach needs to explain and demonstrate a runner “flaring out” on the way to 1st base after a base hit.

1. Line players up at Home plate. On signal from coach, players run to and PAST 1st base.
2. After 2 or 3 times going to first, players “flare” ½ way down the line, goes about ¼ way towards 2nd base, and return to 1st base.
3. Place a coach in 1st base coaching box. If coach yells “HIT”, the runner flares in foul territory to round the base. If coach yells “THROW”, the runner goes to and past 1st base.



VARIATION: Round the base (flare) and return. Runners at Home, 1st base, and 2nd base. On coach’s signal, runner from Home rounds 1st base to about ¼ of the way to 2nd, then hustles back to 1st. Runner on 1st base does the same at 2nd base. Runner at 2nd base rounds 3rd base and runs to Home plate.

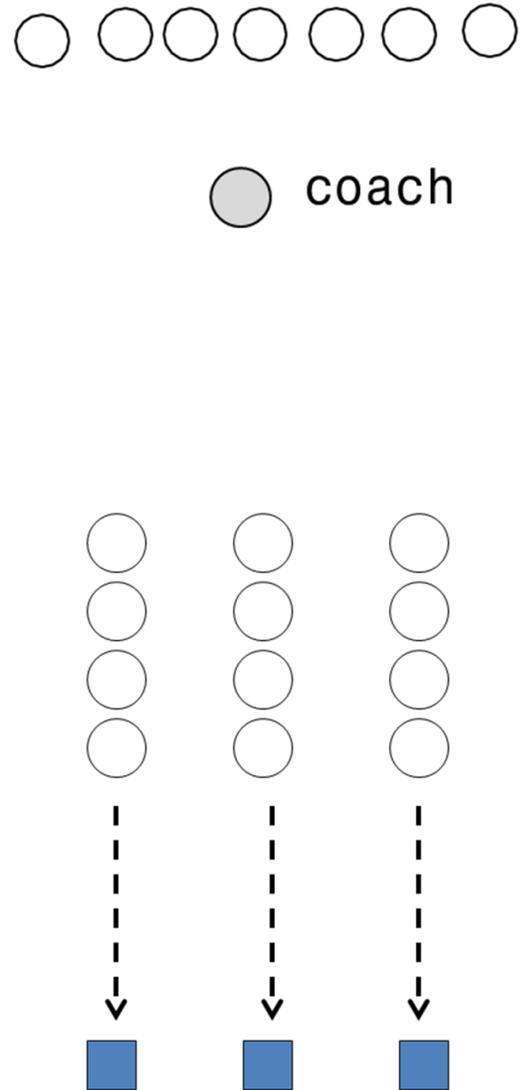
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BASE RUNNING

SLIDING DRILL

These drills are designed to be done on the outfield grass.

1. All players remove their shoes and sit on the grass. Alternate placing one leg straight and the other in the bent-leg tucked position
 - a. By putting hands behind themselves while in the sitting position, they push their body forward on the grass.
 - b. Here they are getting used to the position and finding out which side is comfortable. Sliders can be left or right so far as which side is more comfortable in the sliding position.
2. All players from a standing position practice the fall into the bent-leg slide. Player should concentrate on landing and direction, getting their hands in the air, and getting the bent-leg tucked in underneath.
3. All players practice from a standing position with three walking steps. Players that are comfortable on either side should practice both; however, others should perfect their best side first.
4. Players form into 3 lines about 20 ft. from a base or other marker. On coach's signal, the first runner in each line runs toward the base and executes a slide. Coach makes sure that players are sliding properly.



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BASE RUNNING

PRIMARY & SECONDARY LEADS

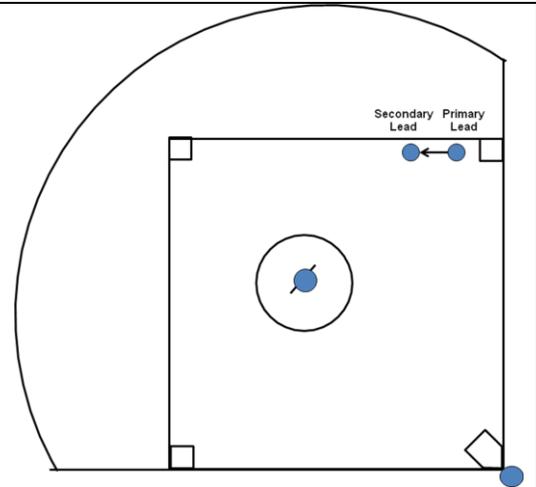
1. Pitcher on mound. Catcher behind plate, rest of the players line up at 1st base.
2. On the release of the throw (Boys 11 & Softball) or when the ball crosses Home Plate (Boys 10.), the runner takes a lead, then goes to back of line.

NOTE: Stress importance of getting off the base at the correct time based on league rules.

FOR LEAGUES THAT ARE ALLOWED TO LEAD OFF BEFORE THE PITCH (Boys 12 & above)

1. Add a 1st baseman covering the base. Pitcher takes sign from catcher and goes into the stretch position as runner at 1st base takes primary lead.
2. If runner is too far off of 1st base, pitcher makes a ½ speed throw to 1st base to get runner back to the base.
3. After a couple of rounds, the pitcher will either (1) try to pick off runner or (2) throw home. If throw goes home, runner takes secondary lead.

NOTE: This is also a good time to teach the proper way for a pitcher to throw to a base and to institute a “Catcher’s Call” on pick off plays where the Catcher signals the Pitcher to throw to 1st base.

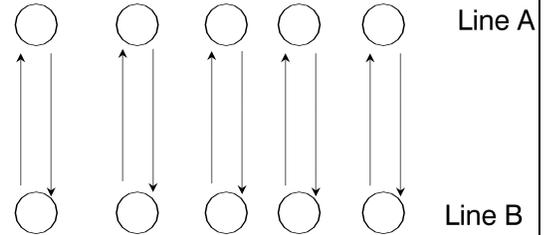


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FIELDING

COMBINATION DRILL

Players get into 2 lines, facing each other, about 5 feet apart (Important to also keep players in same line apart from one another). Try to get players of same skill level as partners. Check players for good throwing mechanics.



1. **WARM UP:** Players start off by tossing ball back and forth at $\frac{1}{2}$ speed. As they start to get warmed up, throw at $\frac{3}{4}$ speed.
2. **QUICK HANDS.** Ball in hands of the players in Line B. Players throw to each other at full speed. Receiving player tries to get the ball out of his glove and throw to the other player as fast as possible. Be sure to check for proper footwork on throw. You can make a game of this by having the pairs count the number of times player in Line A receives the ball in a given time period.
3. **LONG TOSS.** Players in Line A move back about 10 feet on coach's command. Continue to back up Line A until the pair cannot accurately throw to one another. Some pairs may be further apart than others. From here, you can position them for the Cut-Off drill below.

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FIELDING

This is a series of plays that can be used during the Multiple Coach Drill. It's very important that the players know where they're going to throw the ball on each sequence.

2-COACH INFIELD DRILLS			
C1 Coach Hitting on the 1st base line			
C3 Coach Hitting on the 3rd base line			
	Coach	Hit To	Throw to
1	C1	3B/SS	C1 catcher 3B/SS fielders in one line. Player in set position before coach hits ball Footwork on throw
	C3	1B/2B	C3 catcher Same as above
2	C1	SS	3B SS pivots, throws (Hit R and L of SS) 3B First set of throws -Force, Second set - Tag
	C3	2B	1B 2B -first set throw (footwork), second-tag runner, throw 1B footwork
3	C1	3B	1B 3B cut-off toward 3rd, 3B charge on soft hit, 3B touch bag and throw to 1B 1B footwork
	C3	2B	SS 2B pivot throw from away, underhand from close SS Work on pivot footwork, fake to 1B or use an outfielder to catch throw on outfield side of 1B.
4	C1	SS	2B SS pivot throw from away, underhand from close 2B Work on pivot footwork, fake to 1B or use an outfielder to catch throw on outfield side of 1B.
	C3	1B	3B 1B footwork on throw 3B first set of throws-force, second set-tag
5	C1	SS	1B SS -first set throw (footwork), second-tag runner, throw 1B-footwork
	C3	2B	3B 2B-footwork and throw 3B first set of throws-force, second set-tag
6	C1	3B	Home Catcher for C1 at Home plate
	C3	2B	SS - 1B 2B-pivot throw to SS covering 2B SS works on footwork, throws to 1B
7	C1	SS	2B - 1B Double Play
	C3	3B	Home C3 hits fly balls to 3B, make sure not to interfere with SS
8	C1	SS	3B - 1B Work on Pivot throw of 2B, Double Play
	C3	2B	Home C First set, force, Second set, tag.
9	C1	3B	2B - 1B Double Play
	C3	SS	Home C3 hits fly balls to SS, make sure not to interfere with 3B

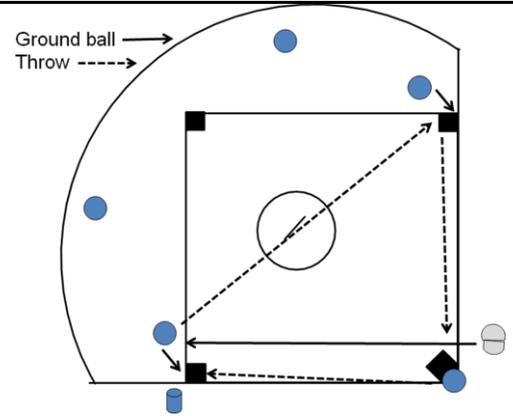
FIELDING

COVERING YOUR BASE

5 players - all infield positions except for pitcher. Bucket by 3rd base.

1. Coach hits ground ball to 3rd baseman, who throws to 1st base. 1st baseman throws to catcher, who then throws to 3rd baseman covering 3rd base. SS backs up throw. 3rd baseman then puts ball into bucket.
2. Coach hits ground ball to the SS who throws to 1st base. 1st baseman throws ball to catcher, who then throws ball to 2nd base being covered by SS and backed up by 2nd baseman. SS throws to 3rd baseman covering base, and puts ball into bucket.
3. Coach hits ground ball to the 2nd baseman who throws to 1st base. 1st baseman throws ball to catcher, who then throws ball to 2nd base being covered by 2nd baseman and backed up by SS. 2nd baseman throws to 3rd baseman covering base, and puts ball into bucket.
4. Coach hits ground ball to the 1st baseman who throws to 3rd base. 3rd baseman throws ball to catcher, who then throws ball to 1st base. 1st baseman throws to 3rd baseman covering base, and puts ball into bucket.

After 2 or 3 rounds, players rotate positions. Keep rotating until all players have played all positions

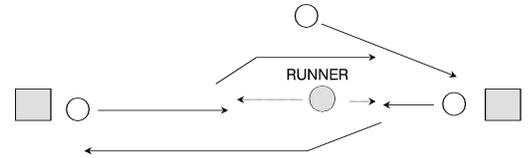


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FIELDING

RUN-DOWN (HOT BOX/PICKLE)

1. Players at 1st base, 2nd base, and Shortstop positions. 1st baseman has the ball.
2. Runner stands about 10 feet off of 1st base.
3. 1st baseman chases runner until the runner is about 1/3 of the way to 2nd base. Then throws to the shortstop covering 2nd base. 1st baseman then **FOLLOWS THE THROW** to cover 2nd base. 2nd baseman covers 1st when 1st baseman leaves.
4. Shortstop runs the runner back towards 1st base. Tries to tag out the runner. Can use fake throws to get the runner. If runner continues on to 1st base, the Shortstop throws to the 2nd baseman who is covering 1st base. Shortstop **FOLLOWS THE THROW** to cover 1st base.
5. 2nd baseman chases the runner towards 2nd base, which is now being covered by the 1st baseman.
6. Continue chasing and switching positions until the runner is tagged out.



NOTE: Stress that fielders **FOLLOW THE THROW** and back up the base. Try to get the runner back to the previous base.

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FILEDING

OUTFIELD MULTIPLE COACH DRILL

This drill needs 3 coaches. Each coach will hit to one of the outfield positions. Outfielders will throw to the designated base/cut-off player. Make sure all players arms are warmed up.

<p style="text-align: center;">1st Series</p> <ol style="list-style-type: none"> 1. Right fielder to home. 1B is cut-off, C communicates “cut” or “leave”. 2. Center fielder to 2nd. 2B at bag, no cut-off 3. Left fielder to 3rd, SS is cut-off 	
<p style="text-align: center;">2nd Series</p> <ol style="list-style-type: none"> 1. Right fielder to 3rd, SS is cut-off 2. Center fielder to home. 1B is cut-off, C communicates “cut” or “leave”. 3. Left fielder to 2nd. 2B at bag, no cut-off 	
<p style="text-align: center;">3rd Series</p> <ol style="list-style-type: none"> 1. Right fielder to 2nd. 2B at bag, no cut-off 2. Center fielder throws to 3rd, SS is cut-off 3. Left fielder to home. 1B is cut-off, C communicates “cut” or “leave”. 	

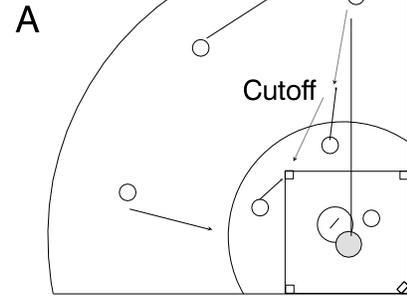
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FIELDING

CUT-OFF POSITIONS
(Dark circle is the coach)

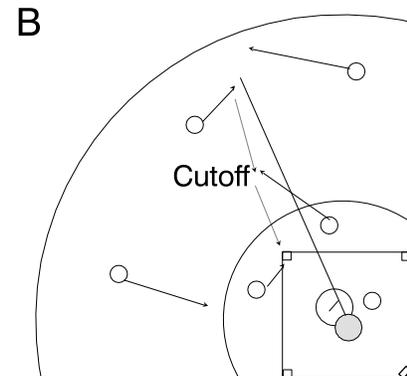
A. Ball hit to Right field

1. Right fielder catches the ball, throws to cut off .
2. Center fielder backs up the right fielder
3. Left fielder backs up the throw to 2nd base.
4. 2nd Baseman takes the cut off throw
5. Shortstop directs cut off, and takes throw to base



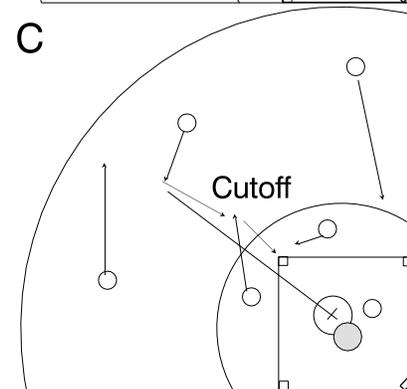
B. Ball hit to Right-Center field

1. Center fielder catches the ball, throws to cut off .
2. Right fielder backs up the center fielder
3. Left fielder backs up the throw to 2nd base.
4. 2nd Baseman takes the cut off throw
5. Shortstop directs cut off, and takes throw to base



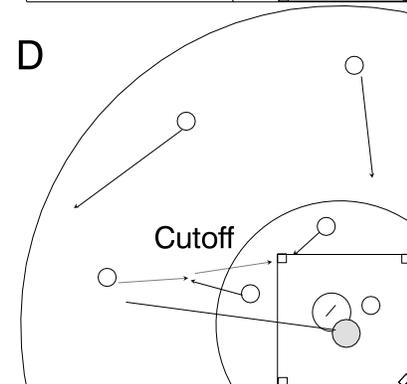
C. Ball hit to Left-Center field

1. Center fielder catches the ball, throws to cut off .
2. Right fielder backs up the throw to 2nd base.
3. Left fielder backs up the center fielder
4. Shortstop takes the cut off throw
5. 2nd baseman directs cut off, and takes throw to base



D. Ball hit to Left field

1. Left fielder catches the ball, throws to cut off .
2. Center fielder backs up the left fielder
3. Right fielder backs up the throw to 2nd base.
4. Shortstop takes the cut off throw
5. 2nd baseman directs cut off, and takes throw to base



NOTES: _____

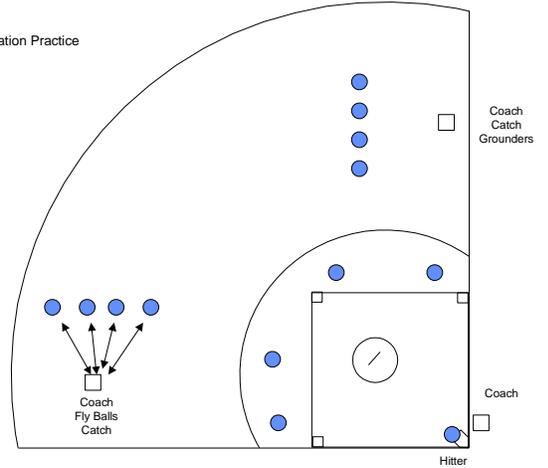
MULTIPLE STATION PRACTICE

3-STATION PRACTICE

It is better to have multiple stations rather than have players standing around during a practice. In this example, we have 3 stations: Hitting, grounders, and fly balls. Players should rotate from station to station as a group rather than leave a station individually.

1. **Hitting:** One player hits while the rest fields the hits. You can position the players in the outfield rather than the infield for this drill. When all players have hit, rotate to the next station.
2. **Grounders/Catch:** Coach lines players up and hits/throws grounders to each player. Coach concentrates on fielding form and throwing motion.
3. **Fly balls/Catch:** Coach lines players up and hits/throws pop flies to the fielders. Concentrate on getting under the ball and using two hands to catch a fly ball.

Multiple Station Practice



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SAMPLE PRACTICE PLAN

Practice is where the players learn the fundamentals of baseball/softball. It is the part of coaching that many find the most enjoyable. It's a time when you as coach become teacher and mentor.

Over the years, we have found that the most successful coaches are the ones that are organized. They show up at practices with a practice schedule in hand, and show up at the games with an inning by inning schedule of what players will be in what positions.

Tips for conducting a successful practice

1. Keep practice **FUN** for the players.
2. Have an organized practice.
3. Get the parents to help. Most are willing to help when asked.
4. Use multiple stations during practice
5. At this level, stick to the fundamentals of the game

Sample practice plan that covers 1 ½ hours of practice.

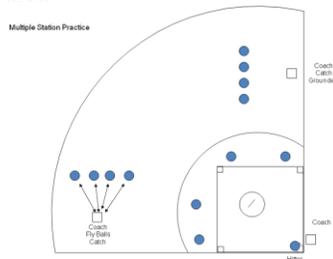
5:30 – 5:35 Coach welcomes players
Ask parents to help out at practice

5:35 – 5:45 Running drills – whole team (this gets some of the energy out of them so they'll be more receptive to instruction)

- Home to 1st (overrun)
- Runners stay on 1st and then advance to next base when next runner goes to 1st.

5:45 – 5:50 Divide team into 3 groups for station drills. This is where you need the parents to help out. The more the merrier.

- Station 1 – Infield area
- Station 2 – Left field area
- Station 3 – Right field area



5:50 – 6:40 Station Drills – 15 minutes per station and then rotate
(Review Skills list with coach at each station)

- Station 1 – Hitting (use parents as shaggers)
- Station 2 – Fielding basics
 - Hands up – Hands down drill
 - Teach fundamentals of throwing
- Station 3 – Fielding drills
 - Playing catch
 - Throwing pop fly balls

6:40 – 6:55 Bring team back together for infield drill – (2 coach infield drill)

- Players throw to parent catching for coach (or coach hits with glove on – and throw to coach)

6:55 – 7:00 Bring team back together to tell them

- Next practice/game
- When/where
- Encouragement

DEFENSIVE PRACTICE (5:30 – 7:00)

5:30 – 5:40 Stretching and warm-up exercises

5:40 – 6:10 Throwing Drills

5:40 – 5:45 Simple toss, 1 line on baseline, other line on grass

5:45 – 5:50 Quick hands

5:50 – 6:00 Long toss

6:00 – 6:10 Cut-off

6:10 – 6:15 Team meeting

Discuss goal of practice

Coach talk

6:15 – 6:35 Infield Drills

6:15 – 6:25 2-Line

6:25 – 6:35 Position

6:35 – 6:55 Outfield Drills (3 stations, 5 minutes each)

1. Catching fly balls in outfield

2. Cut Off play

3. Right-Left

6:55 – 7:00 Gather, Coach talk, and put equipment away

OFFENSIVE PRACTICE (5:30 – 7:00)

5:30 – 5:40 Stretching and warm up

5:40 – 5:50 Running Drills (2 Lines)

1. Home to 1st (Overrun and key turn) and 1st - 3rd (jog back to home after stopping at 3rd)

2. Round base and return. Runners start at Home, 1st, and 2nd.

5:50 – 6:00 Team meeting

6:00 – 6:55 Hitting Drills (4 stations – 12 minutes each)

1. Live hitting

2. Bunting

3. Soft Toss

4. Pepper or Tee work

6:55: - 7:00 Gather, Coach talk, and put equipment away

SAMPLE GAME DAY LINE-UP SHEET

The Hudson Boosters highly recommend filling out line-up sheets before every game and post it on the backstop by the bench so that everyone can see it.

A blank copy of this form can be downloaded from the “Coaching – Baseball” tab on the Hudson Booster web page. Format can be in either Excel.xls (preferred) or in .pdf format.

Benefits of having a printed or written line-up sheet:

- Players know (or a parent can show) where a player will be playing each inning.
- Speeds up the game because coach doesn’t need to try to figure out where everyone is playing between innings.
- Helps insure that the coach abides by the playing rules
- Helps insure that the players will be rotated to different positions
- Allows parents to see where son/daughter has played or will be playing for the game.

	INNING						BATTING ORDER
	1	2	3	4	5	6	
Pitcher	PEYTON	PEYTON	LOU	LOU	AARON	GABE	1 Zane B
Catcher	JACKSON	JACKSON	PETER	PETER	PEYTON	PETER	2 Bennett S
1st Base	LOU	GABE	GABE	BENNETT	LOU	LOU	3 Lou S
2nd Base	ZANE	PETER	ETHAN	NICK	CARL	NICK	4 Nick F
Shortstop	GABE	BENNETT	JACKASON	PEYTON	GABE	AARON	5 Peyton H
3rd Base	JOE	Aaron	BENNETT	JOE	BENNETT	ZANE	6 Carl T
Left field	CARL	ZANE	CARL	ZANE	NICK	JACK	7 Gabe R
Center field	ETHAN	JOE	Aaron	JACK	JACKSON	ETHAN	8 Ethan H
Right field	JACK	NICK	JACK	ETHAN	JOE	CARL	9 Peter H
Sitting	Bennett	Lou	Zane	Carl	Zane	Bennett	10 Jackson S
	Nick	Carl	Nick	Gabe	Ethan	Peyton	11 Jack VH
	Peter H	Ehtan	Peyton	Jackson	Peter	Jackson	12 Aaron Q
	Aaron	Jack	Joe	Aaron	Jack	Joe	13 Joe B