## **RDMBA Practice Plan**



## Pre-Practice Meeting

Goals	Things to Work on
<ul> <li>Build Arm Strength (Long Toss)</li> <li>Throwing Technique</li> <li>Improve Hitting</li> <li>Cut-offs - Positioning</li> <li>Base running</li> </ul>	<ul> <li>Proper Arm Action (Staying on top)</li> <li>Hitting –top and bottom hand         <ul> <li>contact</li> <li>driving ball</li> <li>go with the pitch</li> </ul> </li> <li>Cut-offs – Quick hands (catch to throw)         <ul> <li>footwork</li> <li>positioning</li> </ul> </li> </ul>

## Practice

1. Warm Up (15 min)	2. Cutoffs (10 min)	3. Cutoffs-Positioning (20min)
Athletes arrive 15 min prior to Practice time to start Dynamic Warm up. <b>Warm Up (15 min)</b> - • Jog around outside of diamond • Dynamic movements (high knees, walking lunges, shuffle steps, crossovers, 40yd jogs) • Half speed sprints gradually working up to 80% • Static Stretching (arms, legs, shoulders, neck) <b>Throwing (15 min):</b> • Start on one knee, focus on wrist snap (proper 4 seam grip) – 10 ft apart (10 each) • Still on one knee with full arm and body turn – 15 ft apart (10 each) • Stand up full arm action and turn upper body, feet still – 25 ft apart (10 each) • Full step and upper body turn, exaggerate follow through – 30 ft apart • Full throwing action with step to target, full upper body rotation and wrist snap at end. Stay on top, watch ball to avoid slider rotation on ball • Work way farther apart toward long toss to build arm strength	<ul> <li>Groups of 3 immediately after long toss</li> <li>In a line from foul line out toward fence, approx. 90 ft apart from cutoff man and then 3<sup>rd</sup> guy 90 ft further</li> <li>Working on quick hands and good footwork from middle man, give good target facing thrower then turn body and catch ball with throwing hand side toward guy who threw it. Catch ball with 2 hands and feet moving, plant back foot as they catch ball and make strong throw over top with good 4 seam grip.</li> <li>3 coaches watching each stage of line for proper footwork and good mechanics. Focus on wrist snap and over the top 4 seam grip for all throwers.</li> <li>5 times end and back and then rotate middle men</li> </ul>	<ul> <li>Players take their positions (assigned by coach)</li> <li>One coach will hit balls from home plate to outfielders in different scenarios, 2<sup>nd</sup> coach instructing outfielders on throwing mechanics and where to throw, 3<sup>rd</sup> coach talking to infielders on their coverage and cutoff men</li> <li>3 base runners starting at 2<sup>nd</sup> base (take turns)</li> <li>Focus on position of cutoff men and communication from player receiving the ball. 3 main keys: 1. Where to throw based on runners</li> <li>2. Lining up cutoff man</li> <li>3. Communicating what to do with the ball (let go through, relay, cut to different base, or cut and hold)</li> </ul>

## Water Break (2 mins)

4. Hitting (40 min)	5. Star Drill (10 min)
•3 groups to rotate through from shagging to soft toss to	<ul> <li>2 teams of 6 players. 6 on Defense and 6 on Offense</li> </ul>
wiffle/soft balls to live hitting	•6 players take up all 6 defensive positions on the infield
•Station 1 - Live hitting with Coach pitching on Diamond (1	•6 on offense take turns running from first base
athlete hitting and 1 on deck). 2 bunts, 2 hit and run	<ul> <li>Runners, with helmets on, will lead off first base as they</li> </ul>
swings, 5 hits. If they get a solid line drive on 5 <sup>th</sup> hit they	would in a game, runners take off with the pitch
stay for another.	<ul> <li>Pitcher on defense holds runner on and can pick runner</li> </ul>
<ul> <li>5 players shagging in infield/outfield</li> </ul>	off. If he picks them off they are out and next runner goes
- Focus on driving ball and making	<ul> <li>If pitcher balks or throws it away, defensive team does 10</li> </ul>
contact	pushups
<ul> <li>Coach gives feedback on swing mimimally to keep</li> </ul>	<ul> <li>Pitchers throws to home, home to short, short to first, first</li> </ul>

things moving	to third, third to second, second to home to try and get the
<ul> <li>Station 2 – Soft Toss with coach (2 athletes)</li> </ul>	runner who is rounding the bases
<ul> <li>Work on top hand only &amp; bottom hand only on one</li> </ul>	<ul> <li>Pylons are placed at each position for defense and</li> </ul>
knee	coaches make sure they don't cheat too much
<ul> <li>Coach give plenty of feedback, making sure they lead</li> </ul>	<ul> <li>All 6 runners take a turn to run first to home before all</li> </ul>
with handle of bat (hands to the ball) and snap bat through	infielders catch and throw the ball
hitting zone	•Works on quick transition of catch to throw for infielders
<ul> <li>Station 3 - Wiffle Ball Pitching from Coach (3 athletes)</li> </ul>	<ul> <li>Works on conditioning and base running technique for</li> </ul>
<ul> <li>Player gets plenty of swings</li> </ul>	offense
- Coach can give plenty of feedback concentrating on	•Offense and defense switch after 3 out or all 6 players
contact and proper swing mechanics	have run
<ul> <li>2 players shagging getting balls back to coach</li> </ul>	<ul> <li>Coaches are umpires at first &amp; home</li> </ul>
	Competition of runs scored

6. Cool Down (5 min)	7. Evaluation (5 min)
<ul> <li>Slow jog around the outfield (pole to pole</li> <li>Stretch out legs and shoulders</li> <li>While they stretch in a group, Coach can discuss what they worked on during practice and the key points to remember</li> <li>Discussion or review of cutoff position and the importance of hitting a cutoff man</li> <li>Key points around hitting: Strong top hand, hands to the ball, contact on hit &amp; run</li> <li>Quick transfer: focus on 2 hands catching ball and footwork to get rid of ball quickly</li> </ul>	<ul> <li>Ask players if they have any questions</li> <li>Talk to coaches about what went well and what might be improved next practice</li> </ul>