

# **Baseball BC Grassroots 9u Practice Plans**



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# 9U Practice Plan #1 – Introduction to skills

#### Parent Meeting [5 mins]

• Cover schedule, parent participation, objectives of year, and important dates

# Player/Coaches Meeting [5 mins]

• Team expectations

# Warm up [10 mins]

- Poles (there and back)
  - o Introduce one other player to the team after poles
  - See how many names you can remember
- Active warm up
  - High knees, butt kicks, shuffles, trunk twists, sprints
  - o Dynamic Stretches (arm swings, hugs, leg stretches)

# Review/Introduction of Skills [15 minutes, 3 minutes each skill]

- Review/Intro Throwing
  - Grip, Ready, Aim, Throw, Follow through
  - Review "show the dog the ball".



Ready with ball facing out





Throw - Release Point



Leg Follow Through

- Review/Intro Fielding
  - Ready position, fielding position, receive
  - Review step and throw after fielding ball (throwing foot, glove foot, throw)



**Ready Position** 





Alligator



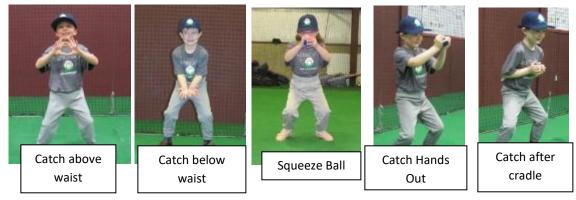
Hands to Bellybutton



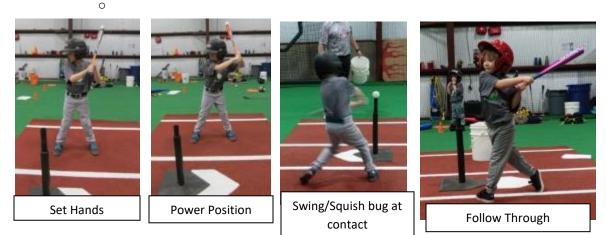
Step and Throw

# • Review/Intro Catching

o Ready, Watch, Move, Catch



- Review/Intro Baserunning
  - Review running through 1<sup>st</sup> base
  - Rounding bases (banana curve)
- Review/Intro Hitting
  - Set feet, set hands, bat position
    - Review POWER position into bat position (hands back/load)
      - Have players do dry swings with no bat stopping in each position. Parents/coaches make adjustments as needed



# Stations [35 mins; 8 minutes each]

- Station 1: Throwing/Catching: To parents or partners
  - Introduce show the dog the ball (what is means, how to do it)
  - Progressions: 1 knee, square and throw, stand and throw (rock and fire), step and throw. Focus on alignment, balance, and proper arm circles.
    - Check the ball, make sure "show the dog" is there every throw
  - o Catching: Work on ball above waist, and ball below waist. Close glove and cover with bare hand
  - Station 2: Baserunning
    - Players hit a wiffle ball and run through first base

- Coach can have them return to 1<sup>st</sup> base right after.
- Have players continue from base to base until they reach home
- Hit a wiffle ball, and round 1<sup>st</sup> base and go to second stopping on the base.
  - Players continue from 2<sup>nd</sup> base, round 3<sup>rd</sup> base and score on the next hit.
- Station 3: Tee hitting/soft toss
  - Hit balls off a tee/soft toss focusing on set up and level swing
  - Focus on balanced finish
  - Set feet, set hands, power position, swing, follow through
- Station 4: Fielding/Catching
  - Partner up, roll ground balls to each other
    - Can use a coach to roll balls to players in a line
  - Catching: underhand toss work on ball above waist, and ball below waist Close glove and cover with bare hand

# Break [2 mins]

#### Game [10 mins]

- Base Race with ball hand off
- Wiffle ball game
  - o Split into 2 teams

# Practice End [2 mins]

- Debrief on day's activities
- Cheer
  - Team name?

### Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

### Warm up [10 mins]

- Poles (there and back)
  - Introduce one other player to the team after poles
  - See how many names you can remember
- Active warm up (these should be done at a high speed)
  - High knees, butt kicks, shuffles, trunk twists, sprints
  - Dynamic Stretches (arm swings, hugs, leg stretches)

# Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing intro
  - o Start square, soccer kick, step and ready, aim, throw, follow through
  - $\circ \quad \text{Rock and fire} \quad$ 
    - Focus on alignment, balance, and proper arm circles.
    - Check the ball, make sure "show the dog" is there every throw

# Fielding/Catching [15 minutes]

- Review fielding mechanics
  - Ready position, fielding position, alligator, field in the middle of the body
- 2 stations
  - Ground balls [7 minutes]
    - Players line up and ground balls are hit/rolled to them.
    - Progress into moving them left and right
    - Show how to catch a ball at 1B (NEW)
  - Fly balls [7 minutes]
    - Introduce how to catch a ball on the forehand (glove side) and the backhand (throwing side)
    - Use bean bags or soft balls and have them use bare hands to start. Start at a close distance so they learn how to react and turn their hand the right direction.
    - Progress to putting on their glove and have them do the same thing.

# Infield/outfield [15 minutes]

- Here we want to focus on how to make outs (force play, tags, catch etc) and teach them the ways to get players out
  - Set up players in different positions in the infield and outfield
  - Have them play at least 1 infield, and 1 outfield position
    - Depending on team numbers, you might have to do infield and baserunning first, and then outfield and baserunning second.

• Have baserunners to learn how to base run and so the players have to make a decision about where to throw the ball.

#### Hitting [15 minutes, 5 minutes each]

- Review hitting mechanics
  - O Set feet, set hands, power position, swing, follow through
    - Really focus on the power position (load) to swing hard
  - Set up stations to hit
- 3 hitting stations (split up evenly to maximize amount of swings)
  - Tee work
    - Focus on mechanics
  - Under hand side toss
    - Progression to hitting a moving ball
  - Over hand front toss (pitching)
    - Coach pitches on one knee

#### Game

• Base race

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

#### Warm up [10 mins]

- Poles (there and back)
  - Introduce one other player to the team after poles
  - See how many names you can remember
- Active warm up (these should be done at a high speed)
  - High knees, butt kicks, shuffles, trunk twists, sprints etc.
  - Dynamic Stretches (arm swings, hugs, leg stretches)

#### **Baserunning** [15 minutes]

- Review how to run through 1<sup>st</sup> base and how to round 1<sup>st</sup> base
- Introduction on stopping at bases (other than first base)
- Teach them proper way to leave 1<sup>st</sup> base when the ball is hit (chest to the plate)
  - Good running form, ready to go, and eyes on the ball
- Introduce what a tag up is.
  - When to tag? When you can leave the base (when the ball touches the fielders glove)

### Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing

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- Start square (10 throws),
  - Break hands, arm circle, ready, aim, throw, follow through (arm)
  - Feet stay stationary
  - Soccer kick, step and ready, aim, throw, follow through (arm and legs) (15 throws)
    - Focus on alignment, balance, and proper arm circles.
- Rock and fire (10 throws)
  - Check the ball, make sure "show the dog" is there every throw
  - Use legs and create momentum with lower body
- Shuffle and throw (NEW) 10 throws
  - Take 2 shuffle steps and throw on the second shuffle

#### Catching [15 minutes]

- Review catching mechanics
  - Focus on the cradle/cushion and bringing the ball towards the middle of the body
  - Start with easy throws to them on both sides of their body (2 hands).
  - Progress into moving them left and right, towards the ball (forward), and also backwards (ball over their head) (NEW)
    - This should be done at a higher speed. They will struggle a bit, but need to learn how to run fast, get control of their body, and make a catch.

# Hitting [15 minutes]

- Review hitting mechanics
  - Set feet, set hands, power position, swing, follow through
    - Really focus on the power position (load) to swing hard
  - Set up stations to hit

- 2 hitting stations (split up evenly to maximize amount of swings)
  - Tee work/Underhand side toss
    - Focus on mechanics
  - Over hand front toss (pitching)
    - Coach pitches on one knee
    - Throw some balls out of the strike zone (only a few) and make sure they are swinging at strikes.

# Game [10 minutes]

• Wiffle ball game

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

### Warm up [10 mins]

- Poles (there and back)
- Active warm up (these should be done at a high speed)
  - High knees, butt kicks, shuffles, trunk twists, sprints etc.
  - Dynamic Stretches (arm swings, hugs, leg stretches) etc.

#### Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing intro
  - $\circ$  Start square, soccer kick, step and ready, aim, throw, follow through
  - Rock and fire
    - Focus on alignment, balance, and proper arm circles.
    - Check the ball, make sure "show the dog" is there every throw
  - Shuffle Throws
    - Take 2 shuffle steps and throw on the second shuffle

# Fielding/Catching [15 minutes]

- Review fielding mechanics
  - Ready position, fielding position, alligator, field in the middle of the body
- 2 stations
  - Ground balls [7 minutes]
    - Players line up and ground balls are hit/rolled to them.
    - Progress into moving them left and right
      - Introduce forehands and backhands for balls that they can't field in the middle of their body (NEW)
      - Also have players catch the ball like they are at 1B and practice "stretching" for the ball
  - Fly balls [7 minutes]
    - Catch a ball on the forehand (glove side) and the backhand (throwing side) with 1 hand (NEW)
    - Use bean bags or soft balls and have them use bare hands to start. Start at a close distance so they learn how to react and turn their hand the right direction.
    - Progress to putting on their glove and have them do the same thing.
    - Work on FB's in every direction. Forward, backward, left and right at high speed.
    - Communication with other players. Call "ball" or "I got it" when you know you are going to catch it.

# Infield/outfield [15 minutes]

- Here we want to focus on how to make outs (force play, tags, catch etc) and teach them the ways to get players out
  - Set up players in different positions in the infield and outfield
  - Have them play at least 1 infield, and 1 outfield position
    - Depending on team numbers, you might have to do infield and baserunning first, and then outfield and baserunning second.
  - Have baserunners to learn how to base run and so the players must make a decision about where to throw the ball.

#### Hitting [15 minutes, 5 minutes each]

- Review hitting mechanics
  - Set feet, set hands, power position, swing, follow through
    - Really focus on the power position (load) to swing hard
  - Set up stations to hit

.

- 3 hitting stations (split up evenly to maximize amount of swings)
  - Tee work
    - Focus on mechanics
    - Under hand side toss
      - Progression to hitting a moving ball
    - Over hand front toss (pitching)
      - Coach pitches on one knee

#### Game

Base race

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

# Warm up [10 mins]

- Poles (there and back)
- Active warm up (should be done at a high speed)
  - High knees, butt kicks, shuffles, trunk twists, sprints etc.
  - o Dynamic Stretches (arm swings, hugs, leg stretches)

# Baserunning [15 minutes]

- Review how to run through 1<sup>st</sup> base and how to round 1<sup>st</sup> base
- Review stopping at bases (other than first base)
- Review proper way to leave 1<sup>st</sup> base when the ball is hit
  - Good running form, ready to go, and eyes on the ball
- Review Tag ups. When to do it? How to leave the base properly.

# Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing
  - Start square (10 throws),
    - Break hands, arm circle, ready, aim, throw, follow through (arm)
    - Feet stay stationary
  - Soccer kick, step and ready, aim, throw, follow through (arm and legs) (15 throws)
    - Focus on alignment, balance, and proper arm circles.
  - Rock and fire (10 throws)
    - Check the ball, make sure "show the dog" is there every throw
    - Use legs and create momentum with lower body
  - Shuffle Throws (10 throws)
    - Take 2 shuffle steps and throw on the second shuffle

# Catching [15 minutes]

- Review catching mechanics
  - Focus on the cradle/cushion and bringing the ball towards the middle of the body
  - Start with easy throws to them on both sides of their body.
  - Progress into moving them left and right, forward, and backward
    - This should be done at a higher speed. They will struggle a bit, but need to learn how to run fast, get control of their body and make a catch.
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# Hitting [15 minutes]

- Review hitting mechanics
  - Set feet, set hands, power position, swing, follow through
    - Really focus on the power position (load) to swing hard

• Set up stations to hit

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- 2 hitting stations (split up evenly to maximize amount of swings)
  - Tee work/Underhand side toss
    - Focus on mechanics
  - Over hand front toss (pitching)
    - Coach pitches on one knee
    - Throw a few pitches out of the zone so they don't just swing at everything.

# Game [15 minutes]

• Wiffle ball game

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

# Warm up [10 mins]

- Poles (there and back)
- Active warm up (these should be done at a high speed)
  - High knees, butt kicks, shuffles, trunk twists, sprints etc.
  - Dynamic Stretches (arm swings, hugs, leg stretches) etc.

# Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing intro
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  - Rock and fire
    - Focus on alignment, balance, and proper arm circles.
    - Check the ball, make sure "show the dog" is there every throw
  - Shuffle Throws
    - Take 2 shuffle steps and throw on the second shuffle

# Intro to Pitching {15 minutes}

- Explain and demonstrate what the pitching motion looks like (refer to manual on each position)
- 1) Set position (hands together
- 2) Leg lift/Balance position
- 3) Stride
- 4) Landing position (foot pointed directly at catcher)
- 5) Release point

# Infield/outfield [15 minutes]

- Here we want to focus on how to make outs (force play, tags, catch etc) and teach them the ways to get players out
  - $\circ$  ~ Set up players in different positions in the infield and outfield
  - Have them play at least 1 infield, and 1 outfield position
    - Depending on team numbers, you might have to do infield and baserunning first, and then outfield and baserunning second.
  - Have baserunners to learn how to base run and so the players must make a decision about where to throw the ball.

# Hitting [15 minutes, 5 minutes each]

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- Review day
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# Baserunning [15 minutes]

- Review how to run through 1<sup>st</sup> base and how to round 1<sup>st</sup> base
- Review stopping at bases (other than first base)
- Review proper way to leave 1<sup>st</sup> base when the ball is hit
  - Good running form, ready to go, and eyes on the ball
- Review Tag ups. When to do it? How to leave the base properly.
  - Have runners at bases, coach hitting fly balls to other coaches or players. Have them tag up and run to next base
  - IF USING PLAYERS TO THROW, DO THIS AFTER THE THROWING PORTION OF PRACTICE

# Throwing [15 minutes]

- Review throwing mechanics.
- Progression throwing

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  - Over hand front toss (pitching) USE WIFFLE OR JUGS BALLS
    - Introduce how to protect yourself if the ball is coming at you.
      - Turn away from pitch so back is toward pitcher
    - Coach pitches on one knee
    - Throw a few pitches out of the zone so they don't just swing at everything.
    - Throw a ball at them softly, get them to turn and protect themselves.

# Game [15 minutes]

• Wiffle ball game

- Review day
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# Player/Coaches Meeting [5 mins]

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# Warm up [10 mins]

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    - Check the ball, make sure "show the dog" is there every throw
  - Shuffle Throws
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# **Review of Pitching [10 minutes]**

- Explain and demonstrate what the pitching motion looks like again (refer to manual on each position)
- Have players do it with you. Incorporate them throwing to one another with the pitching motion.
  - The players catching the ball should be STANDING UP and not being catchers!!!!
- 1) Set position (hands together)
- 2) Leg lift/Balance position
- 3) Stride
- 4) Landing position (foot pointed directly at catcher)
- 5) Release point

# Fielding/Catching [10 minutes]

- Review fielding mechanics
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    - Focus on mechanics
    - Under hand side toss
      - Progression to hitting a moving ball
      - Over hand front toss (pitching)
        - Coach pitches on one knee

#### Game

Base race

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team expectations
- Today's activities

# Warm up [10 mins]

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    - Focus on mechanics
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      - Turn away from pitch so back is toward pitcher
    - Coach pitches on one knee
    - Throw a few pitches out of the zone so they don't just swing at everything.
    - Throw a ball at them softly, get them to turn and protect themselves.

### Game [15 minutes]

• Wiffle ball game

- Review day
- Team cheer

# Player/Coaches Meeting [5 mins]

- Team Expectations for the day
- Today's activities
  - Have a fun practice day playing games that the kids want to play. Enjoy the last practice that you have with them!