

## 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)
- 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
- 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".

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

- Review/Intro Catching

- Review/Intro Baserunning
- Review running through $1^{\text {st }}$ 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

- 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
- 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 $1^{\text {st }}$ base right after.
- Have players continue from base to base until they reach home
- Hit a wiffle ball, and round $1^{\text {st }}$ base and go to second stopping on the base.
- Players continue from $2^{\text {nd }}$ base, round $3^{\text {rd }}$ 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
- Split into 2 teams

Practice End [2 mins]

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


## 9U Practice Plan \#2

## 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
- 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


## 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


## Practice End

- Review day
- Team cheer


## 9U Practice Plan \#3

## 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 $1^{\text {st }}$ base and how to round $1^{\text {st }}$ base
- Introduction on stopping at bases (other than first base)
- Teach them proper way to leave $1^{\text {st }}$ 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
- 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

Practice End

- Review day
- Team cheer


## 9U Practice Plan \#4

## 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
- 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

Practice End

- Review day
- Team cheer


## 9 Practice Plan \#5

## 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.
- Dynamic Stretches (arm swings, hugs, leg stretches)

Baserunning [15 minutes]

- Review how to run through $1^{\text {st }}$ base and how to round $1^{\text {st }}$ base
- Review stopping at bases (other than first base)
- Review proper way to leave $1^{\text {st }}$ 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
- 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

Practice End

- Review day
- Team cheer


## 9U Practice Plan \#6

## 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
- 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

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
- 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

Practice End

- Review day
- Team cheer


## 9U Practice Plan \#7

## 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.
- Dynamic Stretches (arm swings, hugs, leg stretches)

Baserunning [15 minutes]

- Review how to run through $1^{\text {st }}$ base and how to round $1^{\text {st }}$ base
- Review stopping at bases (other than first base)
- Review proper way to leave $1^{\text {st }}$ 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
- 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

O 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 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) 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

Practice End

- Review day
- Team cheer


## 9U Practice Plan \#8

## 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 [10 minutes]

- Review throwing mechanics.
- Progression throwing intro
- 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

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.
$\bigcirc$ 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
- Ready position, fielding position, alligator, field in the middle of the body
- 2 stations
- Ground balls [5 minutes]
- Players line up and ground balls are hit/rolled to them.
- Progress into moving them left and right
- Review forehands and backhands for balls that they can't field in the middle of their body
- Also have players catch the ball like they are at 1B and practice "stretching" for the ball
- Fly balls [5 minutes]
- Catch a ball on the forehand (glove side) and the backhand (throwing side) with 1 hand
- 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


## Practice End

- Review day
- Team cheer


## 9U Practice Plan \#9

## 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.
- Dynamic Stretches (arm swings, hugs, leg stretches)

Baserunning [15 minutes]

- Review how to run through $1^{\text {st }}$ base and how to round $1^{\text {st }}$ base
- Review stopping at bases (other than first base)
- Review proper way to leave $1^{\text {st }}$ 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
- 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

O 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 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) 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

Practice End

- Review day
- Team cheer


## 9U Practice Plan \#10

Player/Coaches Meeting [5 mins]

- Team Expectations for the day
- Today's activities

O Have a fun practice day playing games that the kids want to play. Enjoy the last practice that you have with them!

