

## Coaching Clinic – Junior Redskins

## What we should be teaching in our youth leagues

- Developing players
  - Teach fundamental baseball
  - Develop pitchers
  - Teach players all positions (age-group specific)
- Teaching the game
  - Baseball IQ
- Working on the little things perfectly
- Keeping the kids interested
  - Continue playing until they graduate HS
  - Make the game/time they play fun

Warm-ups: be sure to make this a priority when throwing and catching...this isn't social hour....it is a time to work on good throws and make bad throws good (MOVE to the BALL)

## **Drills**

- Offensive drills
  - Tee Stations
    - Up the middle on a line
    - Working opposite field
    - Pulling an inside pitch
    - 1...2...3 Drill watch hands, stay back
  - Soft Toss
  - Live Hitting
    - Hitting with a purpose
    - Count Drill
      - What pitch we are looking to drive?
    - Pitch recognition
    - Small Ball
      - Working down the lines (understand sacrifice and for a hit)
  - Baserunning
    - How to make the turn
      - Thinking two out of box
        - o Read ball from outfield
    - How to beat out an infield hit
    - Lead offs
      - U-C-L-A



- Defensive Drills
  - o Daily IF
    - Working ground balls/foot work/communication soft hands/MI foot work and communication/paddles/L & R/ rake through/back hand
  - Daily OF
    - Working gaps (many drills)/hitting cuts/communication/down the line/throwing runner out from OF to base or plate/angle drill/curl hop
  - Catchers
    - Foot work/blocking (middle/L/R)
    - Throwing down ((ok to bounce before 2B)
  - o Pitchers Lower levels teach all your kids how to pitch
    - One knee drill
    - Flat ground
    - Towel drill
    - Long toss
    - Balance
    - Up-hill toss
    - Teach location before anything (location w/ fastball)
      - Teach off-speed grip (change-up)
        - Change-up and fastball should be 1 & 2 before teaching curve
- Team Drills
  - Situational work
    - Make it difficult build off daily drills and include Baseball IQ into situational work. This is the time to test your team – make it hard (they need to fail – teachable moments) – end situational with a positive third out.