WINTER WARM-UPS - PRACTICE PLAN - 2/1

WHAT	FOCUS AREAS
Warmups (5 minutes)	Get warmed up
• Light jog	
High Knees	
Butt kicks	
Shuffle back & forth	
 Karaoke 	
• Sprint	
Throwing & Catching (10 minutes)	Throwing
Use the indoor balls Stort on broad shout 10.15/ counts	Good body placement before throwing. (continued and allowed by the sudges (and begins to it))
 Start on knees about 10-15' apart Stand up and move 20-25' apart 	 Keep hand and elbow above shoulder (or close to it) Full arm extension on follow through
Stand up and move 20-23 apart	Front foot should be aimed at throwing partners
	Aim for the chest
	7 till for the diese
	Catching
	Always be prepared to receive/catch the ball
	Keep glove facing up when catching about the waist
	Move glove down when below the waste
FIELDING	11
Partitional Community (40 minute)	Positional Grounders
Positional Grounders (10 minutes)	Good starting position, knees bent, on balls of feet well balanced
 Form 4 lines at 1st, 2nd, SS & 3rd. Only 1 player out at each position at a time 	Move towards the ball, shuffle feet or run up
 Coach for each position hit a ball to the player 	Get down to field the ball
Players put ball in bucket, no throwing back coach	Get back into a well balance throwing position, but do not through
Rotate to the left next line	This is a fast-moving drill, get to the next line quickly after fielding
Positional Grounders /w throws (10 minutes)	Positional Grounders /w throws
 Form 2 lines at 1st, 2nd/SS & 3rd. 	 Good starting position in the middle of cones, on balls of feet well balanced
1 player from 1 st & 3 rd out at a time, 2 players from 2 players from 3 players from 4 players from 3 players from 4 players from 3 players from 4 players from 5 p	Move towards the ball, shuffle feet or run up
 2nd/SS line go to 2nd & SS Coach hit balls to the 2nd who will field and throw to 	Get down to field the ball
first base.	Get back into a well balance throwing position
Coach hits ball to SS who will field and throw to	This is a fast-moving drill, get to the next line quickly after fielding
third base	
Rotate to the left next line	
Pepper (20 minutes)	
Form a big circle around coach Coach bits to each bid	6.7
 Coach hits to each kid Field it cleanly and you are still in, if not you are out 	2 7 1
Last player wins	DASEBR
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BASERUNNING (10 minutes)	
Two lines, 1 at home, 1 at second.	
Each player races around all the bases	(9)
Winner stays, loser is out	
Last player wins	
10v10v10 Whiffle Ball (20 minutes)	
For 3 equal teams	
 1 team hits, 1 team fields, 1 team sits 	
• Coach pitch	
3 outs or 3 runs and rotate	
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