Practice Plan Pre-Game: Location:				
5 mins	INTRODUCTION 1. Concepts to focus on 2. Reminders (e.g., watch the ball to glove/bat, listen to base coaches, etc.)	Pep talk, varies, but may include team strengths and concepts team should focus on during the game. Get pitchers through drills first so they can practice pitching. Utilize parents as catchers. See Softball Warm Up document for reference, if needed. The Outlaws standard		
20 mins	3. Have FUN WARM UP			
		warm up should be used before both pr		
10 mins	 HITTING - Tee Drill: "Keep Bat in the Zone" Tee set at middle strike (belt) Batters swing and freeze at different points – at contact, at extension, at full follow through After freezing at points (3-5 swings), do full swing to bring it together TAKE AWAY: focus on the ball 	 EQUIPMENT: Tee Net 8 Regular softballs Player bat, helmet, batting gloves 	 KEYS TO WATCH FOR: Head remains down with swing, eyes on ball Proper grip and stance (see above) Batter is re-setting each time 	
	TAKE AWAY: focus on the ball			
mins Done at same time as Soft toss drill below (2 stations)	HITTING – Soft toss Whiffle Balls Batter in ready position about 8 feet from net Coach kneels at 45 degrees from batter, soft tosses a 2 coloured Whiffle ball towards player's lead hip Batter calls out colour they hit, at contact TAKE AWAY- focus on the ball	Net 2 Tone Whiffle balls (black/yellow) Batter's gear (bat, helmet, batting gloves)	**EYS TO WATCH FOR: • Batter calls correct colour • Batter calls colour on contact • Batter is re-setting each time **LEVEL UP OPTION: Toss two Whiffle balls of different colours (solid colours), coach calls out the colour batter should hit, ignoring the other	
10 mins Done at same time as Soft toss drill above (2 stations)	■ Batter stands in ready position 8 feet from net ■ Coach kneels at 45 degrees from batter and tosses softballs in towards batter's lead hip in rapid fire TAKE AWAY: hit pitches at various locations; improve hand/eye coordination	 Net 10 regular softballs Batter's gear (bat, helmet, batting gloves) 	 KEYS TO WATCH FOR: Proper grip and stance Batter watches the ball Batter is re-setting each time LEVEL UP OPTIONS: Vary pitch locations If other team has not arrived, put batter at home plate, have fielders receive hits and throw to first base or pitcher 	
10 mins	 Batter gets in ready batting stance at a plate (in front of net or backstop) Pitch from 20-30' away Batter shifts to bunt position and bunts TAKE AWAY – proper mechanics in transition from ready batting stance to bunt position; targeting bunts 	 Pitcher or pitching machine Net or backstop 8 regular balls Plate Batter's gear (bat, helmet, batting gloves) 	 Batter resets stance; practice transition from ready position to bunt position In bunt position, batter has balanced stance, front hand has control of bat, hands protected behind bat Bat is out front of plate to keep bunts in fair territory; top of bat is angled to shoulder (top of strike zone) 	

			LEVEL UP OPTION : Call out bunt locations for batter (1 st , 3 rd)
This can be done as a station along-side other drills	PITCHING Break out pitchers and catchers to work separately 10 wrist flicks 6-8' away from catcher 10 throws, using 9 o'clock arm position, 20' away 10 throws using 9 o'clock position with step, 20' away 10 full windmills, with step, standing sideways to catcher, 25' away 10-15 full wind-up windmills, full distance - 30' (U10), 35' (U12), 38' (U14)	 Regular softballs Player gear (fielding mask, glove, catcher gear) Net (optional for pitching into net if not enough catchers) 	 Full and proper warm up Proper grip, arm mechanics Strong, fast arm Correct release point at hip (too soon goes low, too late goes high) Follow through Pitchers take time with each pitch, don't rush
Varies	 DURING THE GAME Net, tee, 8 softballs set up Batter's warm up at tee Pitcher's warm up with net (or with parent as catcher) TAKE AWAY: staying warm and prepared during game 	EQUIPMENT: Tee Net 8 regular softballs	 Right players are staying warm and prepared Players are still attentive to game progress (ready to take field)
5-10 mins	TEAM MEETING/CLEAN UP • Review concepts from practice • Sandwich critique - what was done well, what needs work, conclude with another positive take away • End with TEAM CHEER TAKE AWAY: game ends on a positive note, no matter what the score	EQUIPMENT: • Team cleans up – communal equipment, personal gear and trash	 NEVER LEAVE until all players have been picked up All equipment and trash is taken away Field equipment returned to lock box (if applicable