

Oakville Little League

Gameplay Defensive practice plan

Outfield / Infield:

- Coaches can adjust the fielding and throws being made from both the Outfield and Infield based on skill level. For example, Minor/Major coaches may want to run through the OF-Cut throws multiple times and not work on making throws directly to home.
- If there are a greater number of players than positions, coaches can choose to double (or triple) up at positions, making sure that each player makes the play before moving on to the next position.

36 Outs:

- This will work best with 12 kids but can be adjusted to include more or fewer. Coaches can be creative with the team sizes and do their best to rotate the kids so that nobody plays in any position group twice before everyone has played their once (of course, there may be exceptions for safety reasons or to make numbers work)
- Depending on available time, this can be lengthened to more than 36 outs or shortened as necessary (just keep in a multiple of 3 so 'innings' can be completed).
- Coaches are free to position runners on base if they have specific situations that they want to work on.

Hit Game:

- For this game, coaches can use their best judgement to balance teams and maintain continual action on the field. The purpose of this game is to encourage aggressive baserunning and give the defence lots of 'game-like' repetitions.
- This can become competitive with score being counted for each 'team'.
- If innings start to take too long (ie. batters are consistently getting 3+ AB per 'inning'), a mercy rule should be instituted to make sure that all players more or less get the same number of at-bats and time in the field.

OUTFIELD-INFIELD

Outfield	Play	Finish
Base hit - ball in to 2B	LF-SS(cut)-2B	2B-3B-C
	CF-SS(cut)-2B	2B-3B-C
	RF-2B(cut)-SS	SS-3B-C
Throw out runner at 2B (cut-off read)	LF-2B (SS cut if needed)	2B-1B-C
	CF-2B (SS cut if needed)	2B-1B-C
	RF-SS (2B cut if needed)	SS-1B-C
Throw out runner at 3B (cut-off read) pitcher backing up 3B	LF-3B (SS cut if needed)	3B-C
	CF-3B (SS cut if needed)	3B-C
	RF-3B (double cut set-up)	3B-C
Throw out runner at Home (cut-off read) pitcher backing up Home	LF-C (3B cut if needed)	
	CF-C (1B cut if needed)	
	RF-C (1B cut if needed)	

Outfielders come in and grab a drink

Infield	Play	Finish
Around the horn	C-3B-2B-SS-1B-C	
Routine Ground ball out at 1B	3B-1B	1B-C
	SS-1B	1B-C
	2B-1B	1B-C
	1B (unassisted)	1B-C
	P-1B	1B-C
	1B - P (cover 1B)	P-C
	C-1B (inside)	1B-C
Double play at 2B	3B-2B-1B	1B-C
	SS-2B-1B	1B-C
	2B-SS-1B	1B-C
	1B-2B-1B	1B-C
	P-2B-1B	1B-C
	C-2B-1B	1B-C
Slow Roller	3B-1B	1B-C
	SS-1B	1B-C
	2B-1B	1B-C
	P-1B	1B-C
	C-1B (outside)	1B-C
	1B-3B	3B-C
Catcher throws to 2B	C-2B	2B-3B-C
Catcher throws to 3B	C-3B	3B-2B-1B-C

36 Outs - Situational Defense

Description:

Balls are hit by the coach into play, players play the ball, baserunners advance accordingly
After 3 outs are recorded, fielders switch Groups (each player should try to play each inning at a different position)
After 9 Outs are recorded, baserunners take fielding positions

Rotation:	P-C-1B	2B-SS-3B	LF-CF-RF	Baserunners
1	Group 1	Group 2	Group 3	Group 4
2	Group 3	Group 1	Group 2	Group 4
3	Group 2	Group 3	Group 1	Group 4
4	Group 4	Group 2	Group 3	Group 1
5	Group 3	Group 4	Group 2	Group 1
6	Group 2	Group 3	Group 4	Group 1
7	Group 4	Group 1	Group 3	Group 2
8	Group 3	Group 4	Group 1	Group 2
9	Group 1	Group 3	Group 4	Group 2
10	Group 4	Group 1	Group 2	Group 3
11	Group 2	Group 4	Group 1	Group 3
12	Group 1	Group 2	Group 4	Group 3

Depending on Skill Level, mix of routine plays and 'hits' should be varied to simulate game situations and keep things moving.

Hit Game

Should be done with a tee

Encourage batters to swing hard and drive the ball

Rules:

Regular baseball rules - 3 outs (for Min/Maj, runner on base; Jr/Sr, take normal lead off)

3 run mercy rule (to keep things moving)

If the hitting team ends up with bases loaded, an out is recorded and runner at 3rd base bats.

'Inning':	P-C-1B	2B-SS-3B	LF-CF-RF	Batters
1	Group 1	Group 2	Group 3	Group 4
2	Group 3	Group 1	Group 2	Group 4
3	Group 2	Group 3	Group 1	Group 4
4	Group 4	Group 2	Group 3	Group 1
5	Group 3	Group 4	Group 2	Group 1
6	Group 2	Group 3	Group 4	Group 1
7	Group 4	Group 1	Group 3	Group 2
8	Group 3	Group 4	Group 1	Group 2
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If there are additional players, coaches can set up hitting stations and rotate kids in and out

For example: 15 players 3 hitters at whiffle ball batting station
18 players 6 hitters at whiffle ball batting station
21 players 2 hitting stations - 1 into tee, 2 hitting whiffle balls
24 players 2 hitting stations - 2 into tee, 21 hitting whiffle balls

rotate hitting groups into OF fielding groups and allow them to play all spots
coaches are free to set up fielding stations down the line instead of hitting
stations to add some variation (ie. with 21 or 24 kids present, could have 2 hitting
stations and 2 fielding stations)