



DEFENSE TEE BALL GAME PROCESS



Consistency



Repetition



High Energy



Small Groups

Andover Baseball Association

T-Ball Game Day Process & Coach Aide

- 3 Innings
- Defensive and Offensive Competencies
- 12 Players Per Team: 24 Players Total Per Game

When on Defense: Group One - 6 players are on defense

- 6 Players on defense (1st 2nd 3rd SS P Catcher)
- 1-2 coaches reinforcing ready position
 - "Simon says" (need to reinforce ready position creatively at this age by using a game like Simon says)
- Concentrate on force outs where applicable
 - High concentration on throwing to first base
- Rotate positions based on the amount of defensive plays made
 - Move players throughout the inning to help promote active participation (pitchers/1st Base)
- 6 Players in the Outfield (way out of the playing range of the game) hitting off the Tee and completing additional drills

Small Groups during Defense: Group Two - 6 players in small groups out of the field of play in the outfield.

Inning 1

- 1 Coach: 2-3 Tees 2-3 hitting 3-4 retrieving hits off the tee

Inning 2

- 1 Coach: 2 lines
 - One line receiving popups (alternate to ground balls)
 - One line receiving ground balls (alternate to popups)

Inning 3

- 1 Coach: 1 Line
 - Going through throwing mechanics into a net or to a coach
 - Dart throws with elbow in glove
 - One knee drill
 - Two knee drill
 - Stand up and throw with baby step glove hand, then step behind back leg, front leg up and throw following through.





OFFENSE TEE BALL GAME PROCESS



Consistency



Repetition



High Energy



Small Groups

Andover Baseball Association

Tee Ball Game Day Process & Coaching Aide

- 3 Innings
- Defensive and Offensive Competencies
- 12 Players Per Team: 24 Players Total Per Game

Offense: 12 players are on offense

- 12 Players on the bench rotating through the batting order
1-12 all players hit last kid at bat runs all the bases clearing them.

Hitter

- Player up to bat hits (Coach pitching/Tee set up)
 - Hit off tee or 3 underhand pitches from the knee of the coach depending on current player skill level.
 - If all 3 pitches are missed or are foul, set up tee to hit
 - Player advances one base per hit

On Deck Hitter

- 1 Assistant Coach/Parent helps player on deck practice their swing with "hit stick" (Assistant Coach assisting with hit stick)
 - Player should have 3-4 swings to the hit stick prior to hitting in the game

Runner(s)

- 1 Assistant Coach/Parent on the base paths promoting running through first base and on to the next applicable base as the next hitter advances the runners.
 - Last batter runs and remaining runners; all bases from 1st to home.

