



# PLAYING THE OUTFIELD

The Details that Make the  
Difference

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# WHY the Outfield?



**ACTION**

**SUSPENSE**

**PRESSURE**

**ROOM TO RUN**

**SOLITUDE**

**LIFE IN A FISHBOWL**



Not Boring –

*2002 World Championship*

	<i>Total Innings</i>	<i>Total Batters</i>	<i>Strikeouts</i>	<i>BALLS to INFIELD</i>	<i>BALLS to OUTFIELD</i>	<i>Runs</i>
<b>Japan</b>		22	1	13	8	0
<b>USA</b>		23	1	15	7	1
<b>Totals</b>	<b>7</b>	<b>45</b>	<b>2</b>	<b>28</b>	<b>15</b>	<b>1</b>



# Suspense & Pressure –

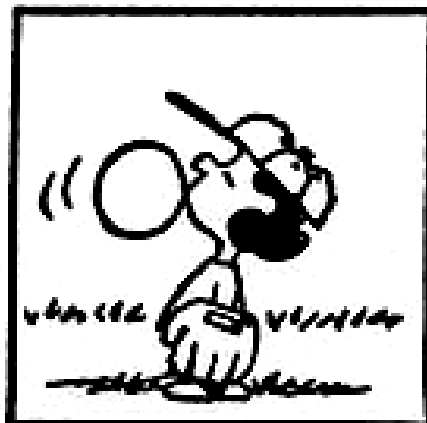
*Each of the following was WON by an OUTFIELD PLAY*



**2002 World Championship**

**2000 Olympic Games**





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# SKILLS of the Outfield



**MOVING**

**THROWING**

**CATCHING** – grounders and flys

**TALKING**

**OBSTACLES**

**DISTANCE**

# SKILLS of the Outfield



***They feel as important as your  
PRESENCE makes them feel***

# SKILLS of the Outfield



## **MOVING -**

- Forward
- Backwards
- Sideways

*Longer Without The Ball Than All Infielders*

# SKILLS of the Outfield



## MOVING -

### READY POSITION

*Higher than an infielder*



# MOVING –



## **FORWARD:**

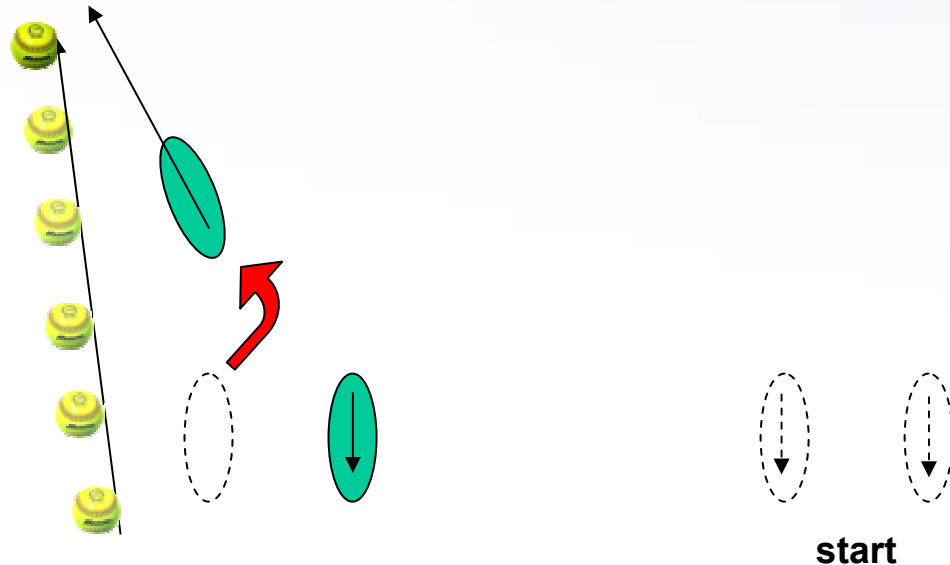
- See **How** and **Where** it's hit **BEFORE MOVING**
- **Visor/Hat** - if can't see ball...go back
  - if can see...freeze
- **Don't move forward too soon**
- **If can't help it – start back 3 steps**

# MOVING –



## **BACKWARDS: (DROP STEP)**

- **TO THE SIDE - Turn body/face in direction ball is going - point toe and nose where ball is going**

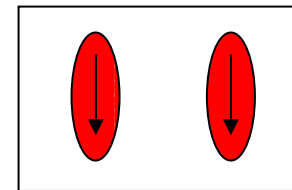
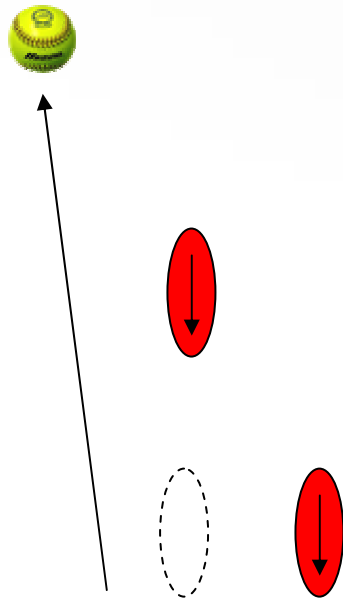


# MOVING –



## BACKWARDS: (DROP STEP)

*WRONG*



start



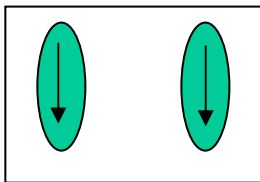
# MOVING –

## BACKWARDS: (DROP STEP)

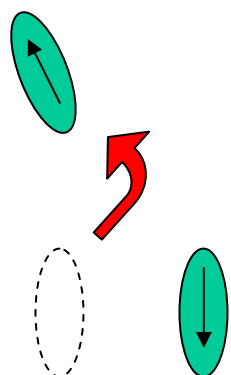
- IF TO THE SIDE - Turn body/face in direction ball is

going

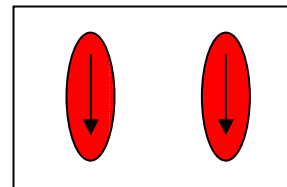
RIGHT



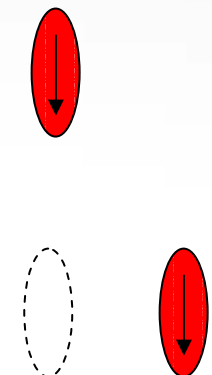
start



WRONG



start



# MOVING –



## **BACKWARDS: (DROP STEP)**

- **IF RIGHT OVER YOUR HEAD – turn into glove and check for ball**



Fence play (1). Berg

– and –

Fence play(2) slomo

# MOVING —



## **BACKWARDS:**

- Make positioning adjustments...

**NO BACKPEDDLING or REACHING**



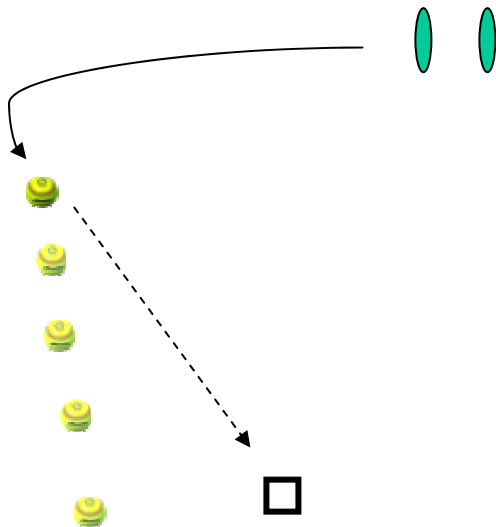
The Drop Step



# MOVING –

## **SIDEWAYS:**

- Beat the ball to where it is going
- If possible, round ball so you catch it in line with the target (your throw)



# SKILLS of the Outfield



## **THROWING-**

- **Prepare for Throw BEFORE Catch**
- **Strength**
- **Accuracy**
- **Distance**



# THROWING –

## PREPARE FOR THROW BEFORE CATCH – when possible

- *FLY BALL: catch ball over throwing side shoulder*

*YES*



*NO*





# THROWING –

## PREPARE FOR THROW BEFORE CATCH – when possible

- ***GROUND BALL:*** *field in middle to glove side*



# THROWING –



**PREPARE FOR THROW BEFORE  
CATCH** – when possible



Prepare for throw

# THROWING —

## STRENGTH

- *Make as complete a circle as possible on throw*



# THROWING –

## STRENGTH

- *Finish throw LONG and LOW*



O'brien grounder.throwing

# THROWING –

## ACCURACY

- *Only a GOOD throw when teammate catches it.*
- *Throw them something they can use*



# THROWING —



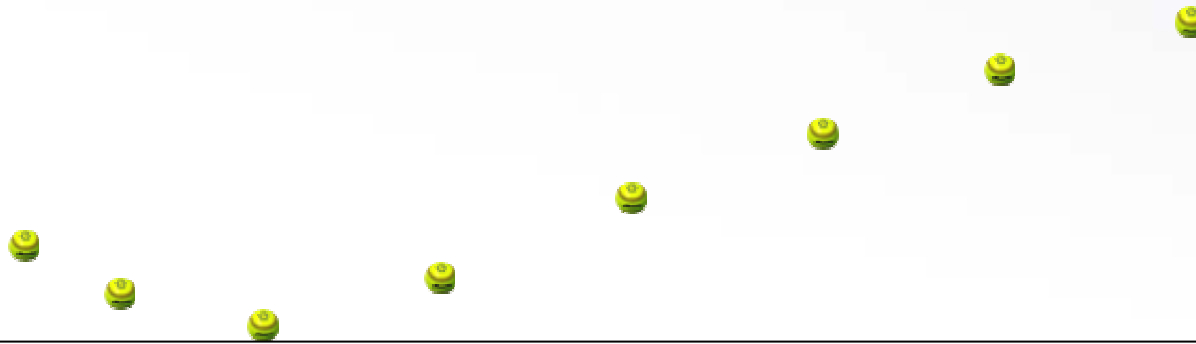
## **DISTANCE**

- *Make ball go FAST over DISTANCE, not as far as possible*
- *NO LOOPS*
- *A bounce throw is faster than an arch/Loop*

# THROWING —

## DISTANCE

*RIGHT*



# THROWING —

## DISTANCE



*WRONG*



# SKILLS of the Outfield



## **CATCHING – (grounders and flys)**

- **Catching in Air vs. Letting it Bounce**
- **One Knee or No Knee**
- **When Do You Dive?**

# CATCHING—



## **CATCHING IN AIR vs LETTING IT DROP**

### ***GO FOR CATCH WHEN:***

- **Game on the Line**
- **Slow Runner on 2<sup>nd</sup>, High Pop up, with Good Close Backup**



When to Dive

# CATCHING—



## **ONE KNEE or NO KNEE?**

***ONE KNEE if:***

- runners on base but not going anywhere***
- ball is hit hard on the ground***

# CATCHING—



## **ONE KNEE or NO KNEE?**

***NO KNEE if:***

- ***easy, slow grounder with no one on base***
- ***Slow grounder with baserunners not advancing***



Outfield Grounder (1)

# CATCHING—



## ONE KNEE or NO KNEE?

*When OF's glove goes down, her rear end goes down!*



***When the game is on the line – don't go down as low!***

# CATCHING—



## WHEN DO YOU DIVE?

- *If it gets past you – you lose*
- *No other way to stop the ball*
- *2 outs and if it bounces you lose*



When to Dive

TALKING—



**WHAT TO SAY BETWEEN PITCHES?**

**WHEN TO CALL THE BALL?**

**WHO CALLS THE BALL?**

# TALKING—



## **WHAT OUTFIELDERS'S CAN SAY BETWEEN PITCHES?**

- *The Outs?*
- *The Count?*
- *Where They're Playing? (back, in, over ...)*
- *Where'd She Hit Last Time?*
- *Where's the Throw Going?*
- *How Fast Are the Runners?*

# TALKING—



## **WHEN TO CALL THE BALL?**

- *Call the Ball When it's Near it's Height.*
- ***DON'T CALL THE BALL TOO SOON!***

# TALKING—



## WHO CALLS THE BALL?

- ***Outfielder Moving Toward Throw Makes Catch***
- ***Primary Outfielder:***
  1. *Takes Inside lane to Ball*
  2. *Makes the Catch*
- ***Secondary Outfielder:***
  1. *Takes Outside lane for Backup*
  2. *Tells PRIMARY where to throw*
- ***Centerfielder Takes the Ball When There's Doubt***
- ***WHO TAKES BALL WHEN ALL CALL??***



Good Backup (1)

# OBSTACLES—



**THE SUN**

**FENCES**

**WIND**

**INFIELDERS**

**OTHER OUTFIELDERS**

# OBSTACLES—

## THE SUN



- *Know Where it is !!*
- *Block Sun with Bare Hand (to allow player to move her glove)*
- *Wear Sunglasses when Sunny !!*

# OBSTACLES –



## **FENCES (Side & Back)**

- *Fly Balls* –

1. BEAT the Ball to the Fence
2. FIND the Fence with Closest Hand
3. TURN Chest to Ball – Make Cash



Fence play (1) & Fence crash (1)

# OBSTACLES—



## **FENCES (Side & Back)**

- *Groundballs* –

1. MOVE back & FACE fence
2. Play the REBOUND
3. Expect the Rebound to be FAR/LONG

# OBSTACLES—



## **WIND**

- ***Know Wind Direction***
- ***How Stands / Stadium (if any) Change the Wind?  
(or disguise it)***
- ***The Higher the Flyball the More the Wind Matters***
- ***The Stronger the Wind – the Later You'll Call for  
the Ball/Catch***

# OBSTACLES—



## INFIELDERS

- *Don't Let Them Get in the Way*
- *Know How Far Away They Are (at Start and Finish)*
- *The Farther Back the OF Fences, the More the Infielders Have to Make Plays*

# OBSTACLES—



## **OTHER OUTFIELDERS**

- *Don't Let the One Going Away from Throw Make the Catch*
- ***BACKUP!!!!!!!!!!***

**DISTANCE—**



**INITIAL JUDGEMENT (up, back,stay)**

**VISION**

**BALL MOVEMENT**

**CROWD NOISE**

**FROM TEAMMATES and COACHES**

# DISTANCE—



## **BALL MOVEMENT**

### ***IN THE AIR:***

***Ball Hit Down the FOUL LINE - Curves TOWARD Foul Line***

### ***ON THE GROUND:***

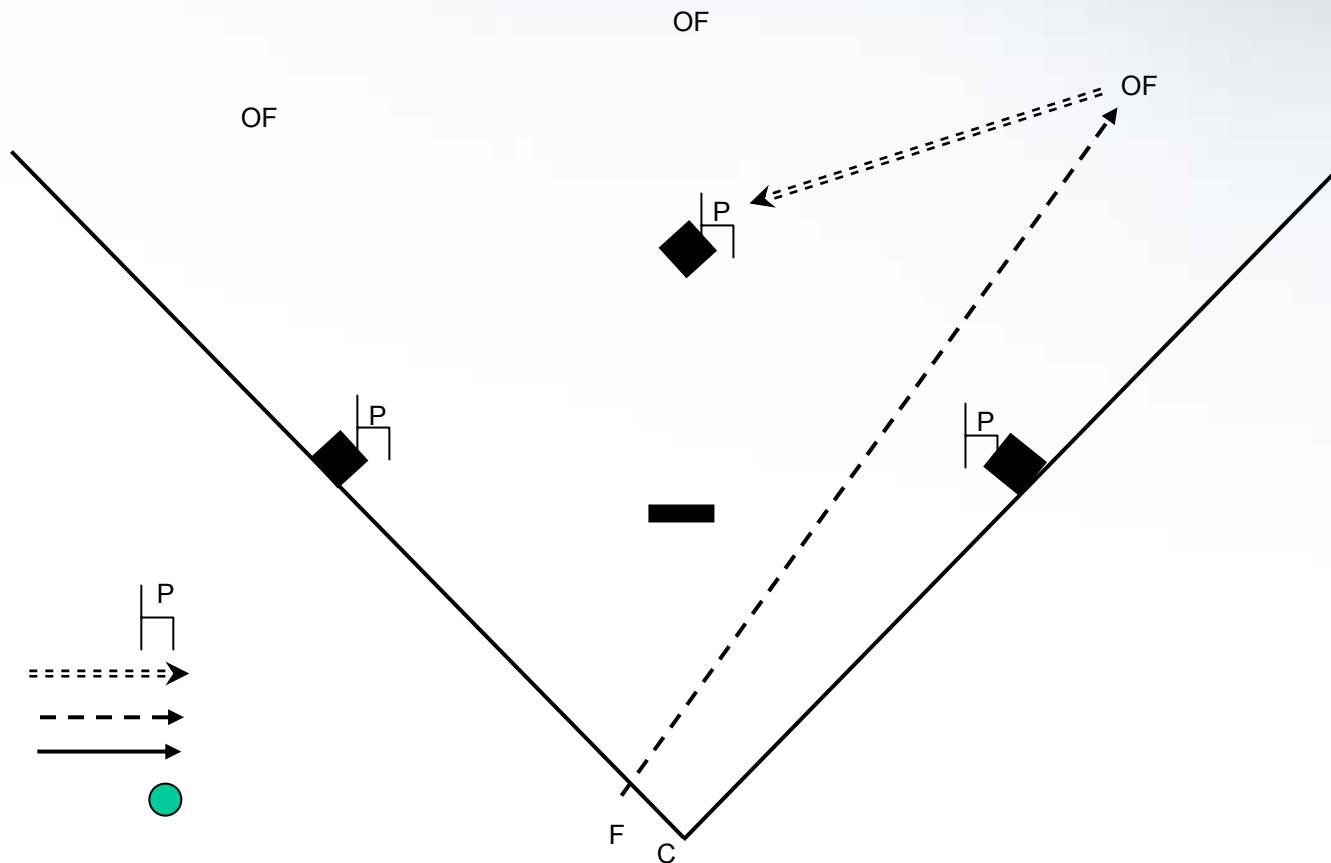
***Ball will Snake Around***



Moving toward foul line (1)

# DRILLS-

## INFIELDERS ON CHAIRS



# DRILLS—

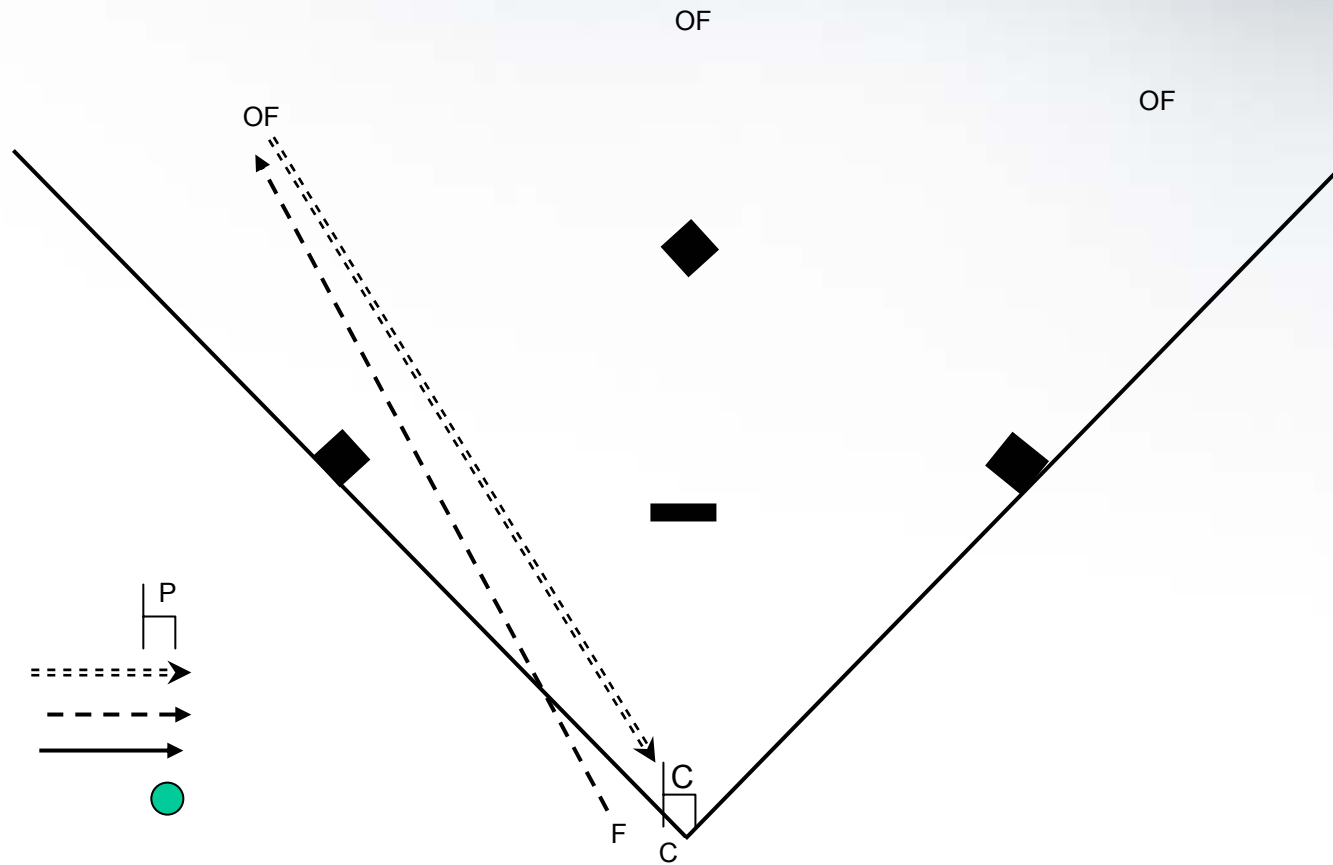


***Even if you're the only coach***



# DRILLS—

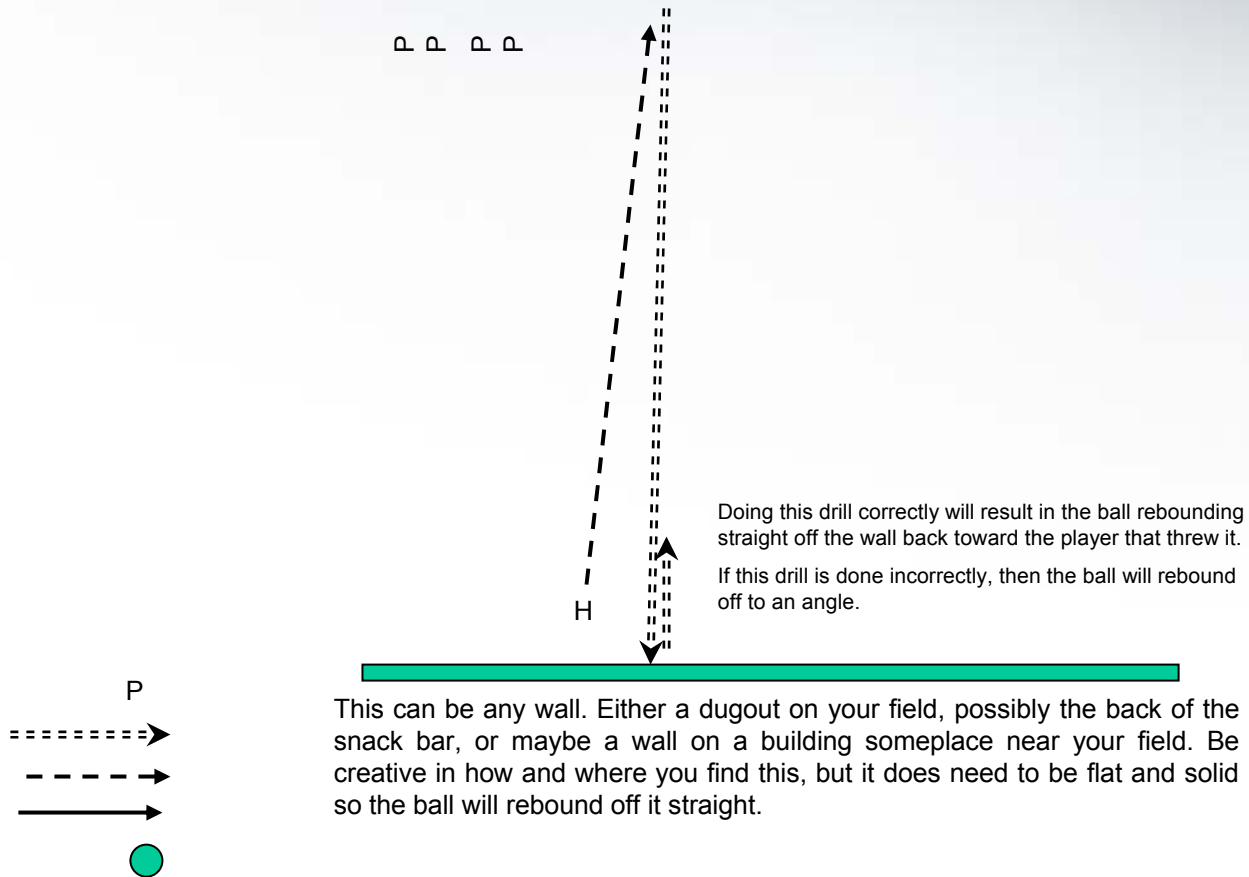
## CATCHER ON A CHAIR





# DRILLS—

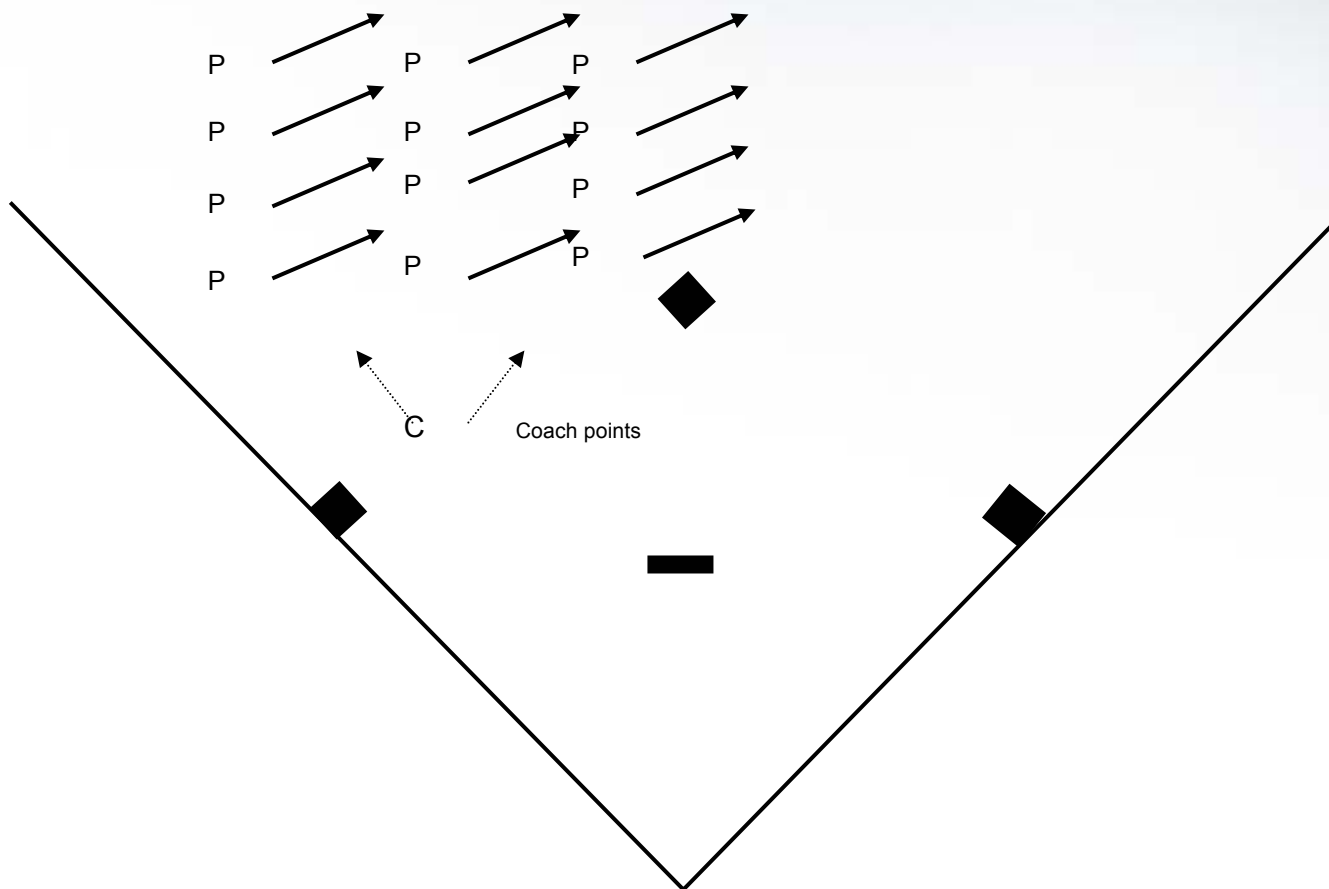
## THROW TO A WALL





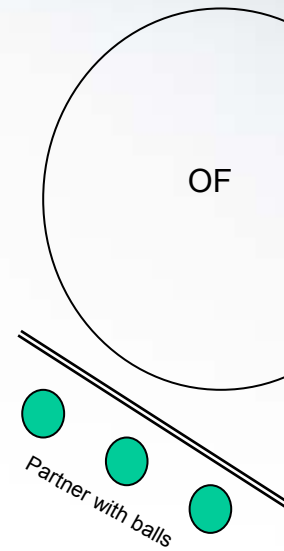
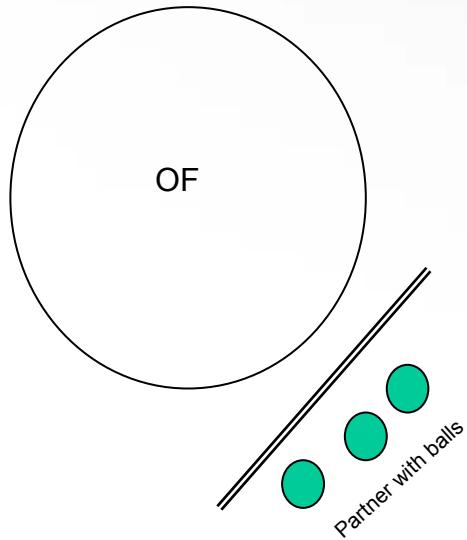
# DRILLS-

## DROP STEP LINE RACE



# DRILLS-

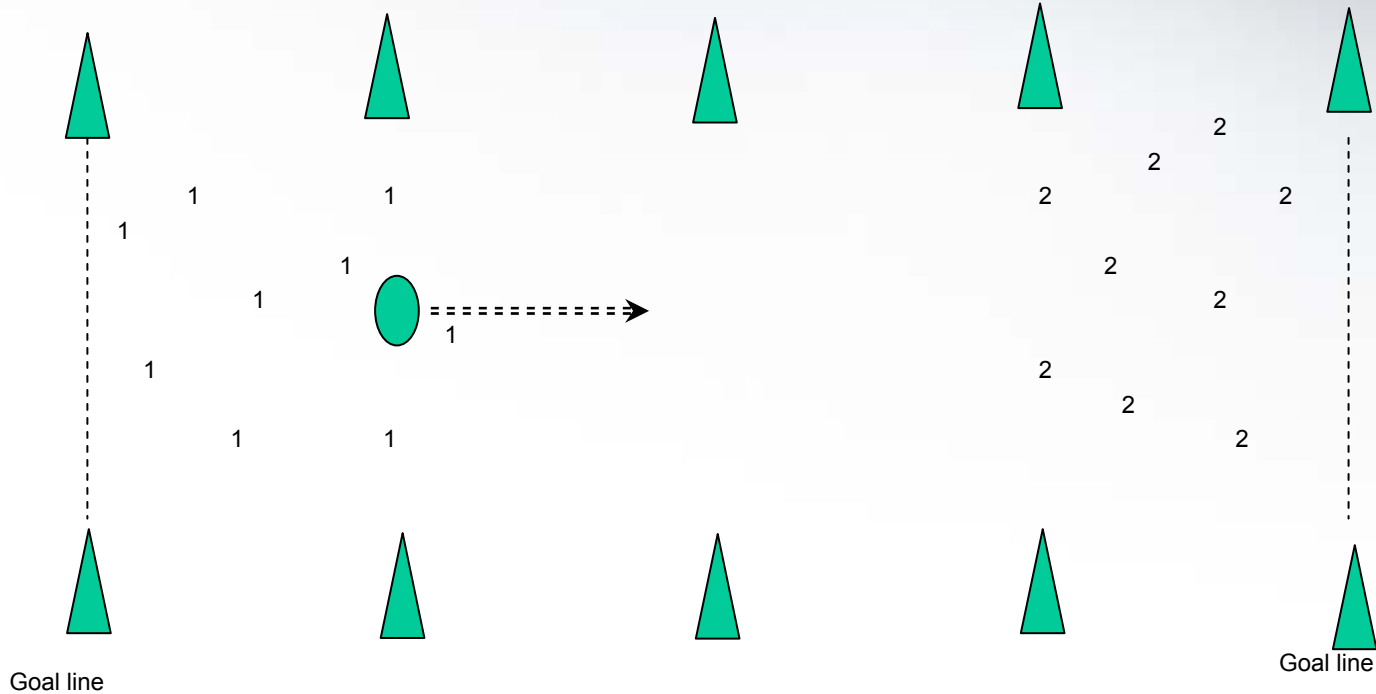
## PROTECT THE ISLAND



# DRILLS-



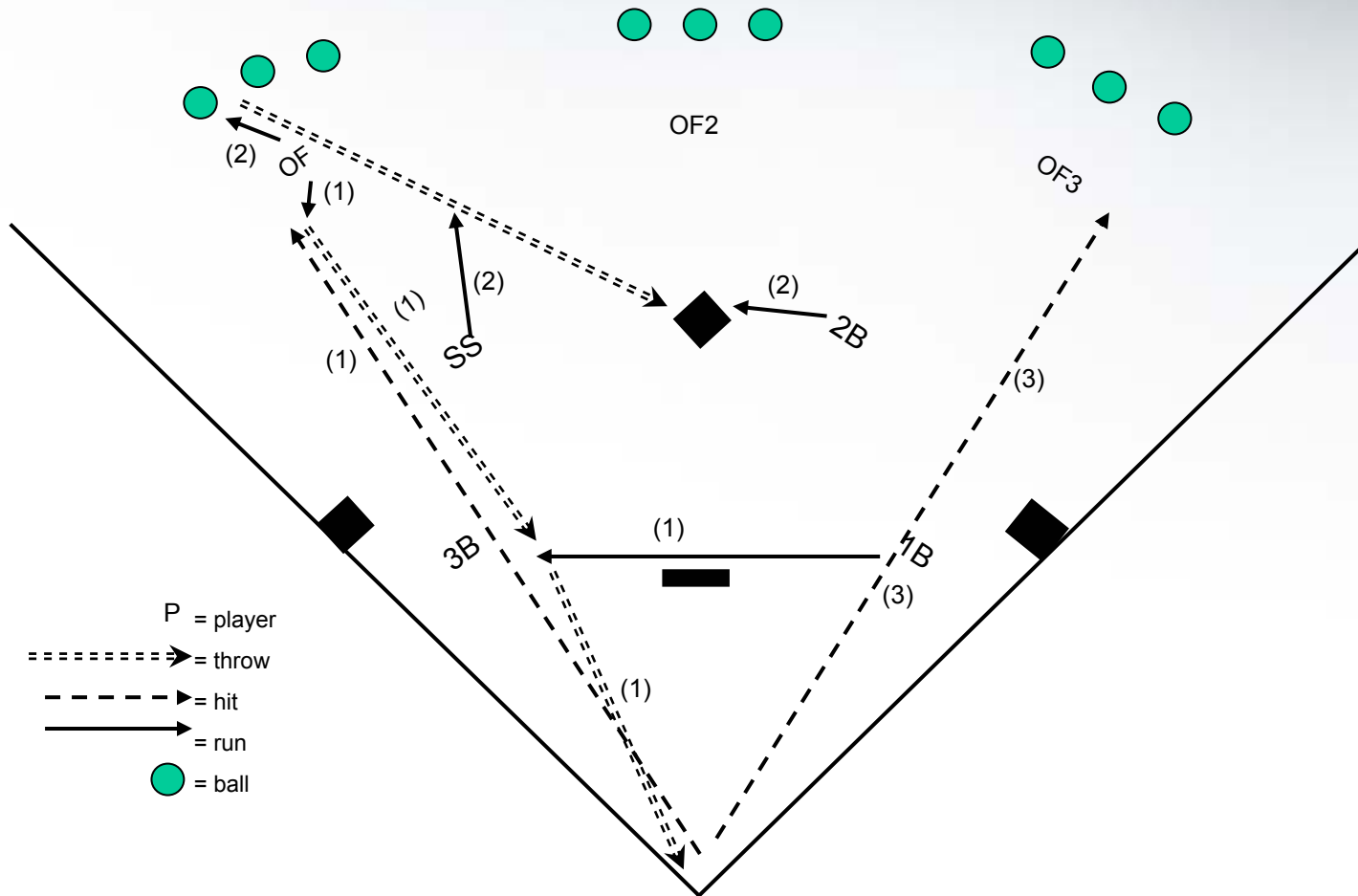
## FRISBEE FOOTBALL





# DRILLS-

## BALLS ON THE GROUND





# DRILLS-

## LEFT - RIGHT - LEFT

