Catchers: Creating a general on the field

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WICHITA STATE SOFTBALL

Characteristics of a Catcher

Leadership Communication Reactions Game Smarts **Umpires Friend** Take Charge Attitude

Communication

- Pitcher
 - ► Honest and open
 - ► Can't be afraid to confront
- Coach
 - ► Honest and open
 - ▶ Be able to be the coach on the field
 - ► Relaying information about the pitcher

Confidence

- Communicate with Confidence
- ► Know when to call a conference
- Lead by example
- Everyone's watching you
- Fake it if you are having a bad day
- Carry yourself with confidence
 - ► Shoulders straight
 - ▶ Head held high

Reactive and Decisive

- Game smarts
 - ► Know the situation
 - ► Know the what ifs
 - ► Communicate it to the team
 - ► Always know the outs and count
- Read the defense
- ► Know the upcoming batters

Umpire is your friend!!

- Direct communicator with the umpire
- ► Be nice and friendly [©]
- Get to know the umpires zone
- Never embarrass or challenge
 - ► Leave that up to the coaches

Communication Drills

- Leading the team in drills
- ▶ Games Situations
 - ► Make the catcher yell out situations
- Cut Drill
 - ► Outfield throws to cut, catcher directs the cut
- ► Force/Tag Drill
 - ► Infielders throwing home, catcher yells cut or tag

Cuts

- ► Make the catcher read the defensive opportunities
- Catchers rarely base run or think for themselves
- Clear and Concise terminology
 - ► Cut 2, Cut 3
 - ► Breathe and react
 - ► Avoid rapid talk
- ▶ Practice with live situations!!
- ▶ Watch softball on TV!!

Throwing Form

Basic Guidelines

- ► Receiving the Ball
 - ► Catch first
- Grabbing a Seam
 - ► Important for grip and rotation
- ► Follow Through
 - ► Important for extra zip and accuracy

Throwing Mechanics

- **▶** Footwork
 - ► One, Two Step, Follow Through
 - ► Load and create momentum
 - ▶ Let the ball turn you
- ▶ Exchange
 - ▶ Let the ball get to you
 - ► Glove and throwing hand to the ear

Throwing Form

- ► Grip/Rotation
 - ► Three fingers across long seams
 - ► Rotation across four seams
 - ► Back spin
- ► Straight line position
- ► Finish to your target

- **▶** Standing
 - ► One, two step
 - ► Shoulder point
 - ► Quick release
 - ► Follow Through



Throwing Mechanics

- ►Throwing from knees
 - Important to follow through
 - ►Strong Arms
 - ►Drive glove leg
 - ►Benefits catchers with slow feet

- ► Kneeling
 - ► Shoulder point
 - ► Drive off your glove knee Quick release
 - ► Follow Through



- ► Steals at Second base
 - ► Shortstop Covers
 - ► Aim for the base
 - ► Height at the shortstops knees

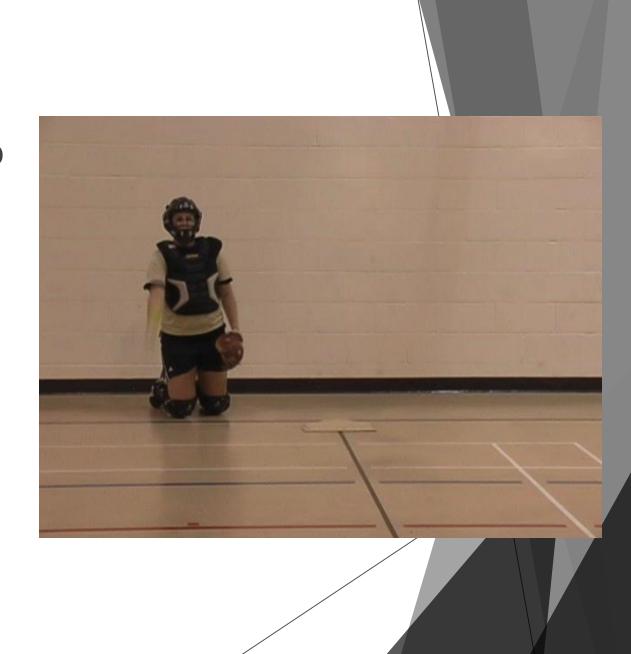
- Steals at Third base
 - Third baseman covers
 - Inside corner of the base
 - Knee Level
 - Shortstop covers
 - Throwing to a fielder on the run
 - Throw to the right of the base
 - Knee level
 - Don't hesitate

- Glove to Glove Time Drill
 - Time it takes from catcher to 2nd
 - Time starts when the catcher receives the ball
 - ► Time stops when the receiver catches it
 - ► 1.6 seconds great time
 - ► 1.8 seconds good
 - ▶ 2.0 seconds keep improving

Drills

- ► One, Two Step
 - ▶ Quick Feet
 - ► Drop Step
 - ► Forward Step

► Mirror Drill



Pick-offs



Techniques

- ► Quick release
- ➤ Target inside corner of the bag

Pick-offs at 1st

- ► First Baseman Covers
- Second Baseman Covers
- ▶ When is the best time to pick at first base?
 - **▶** Bunt Situation
 - ► Lazy Runner
 - ► Bases Loaded



Pickoff's at 2nd & 3rd

- ► Third Baseman Covers
- ► Shortstop Covers
- ▶ When is the best time to pick at third?
 - ► Lazy Runner
 - ▶ 1st & 3rd Situation

- Second baseman covers
- When is the best time to pick at second?
 - Lazy Runner
 - Bunt Situation

Pickoff Drills

- ► Target
 Throwing
 - ► Tape low targets on wall
 - ▶# out of 10
 - ► Chart results

- ► Glove to Glove Time
 - ► Catchers
 glove to first
 baseman's
 glove

Pickoff Drill

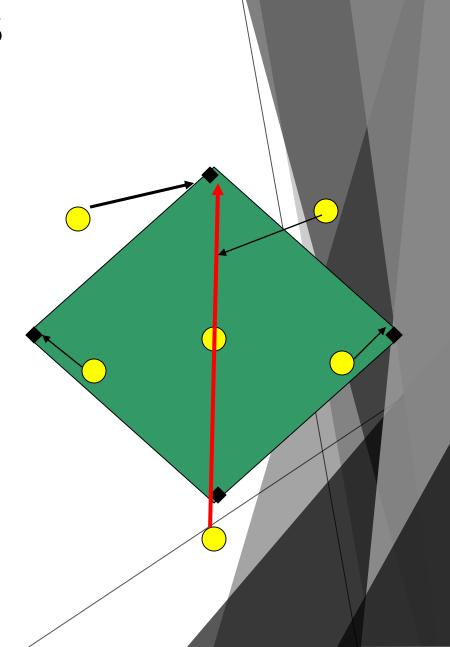
- ► Tee Drill
 - ► Set Tees at 1st, 2nd, and 3rd
 - ► Catcher tries to knock off the ball on the tee
 - Creates accuracy awareness and fun competition



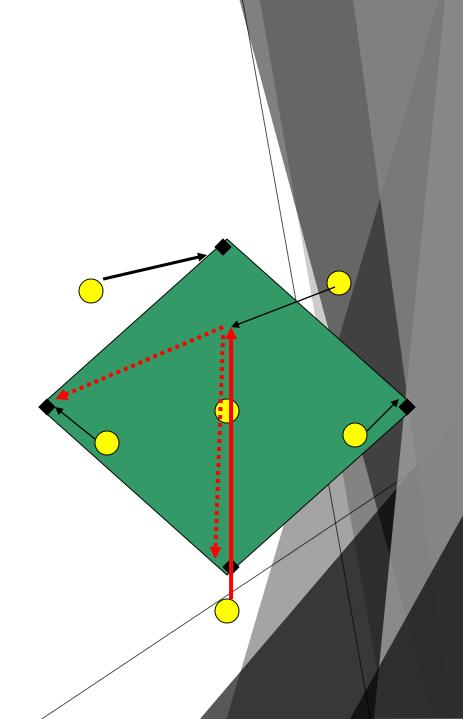
- Situation
 - # Outs
 - Score
 - ► Speed of the runner
- ▶ Jump at Thirdbase
- Catchers Arm
- Watch out for the bunt

- ► Throw Down to Second
- Throw Down to Second with Cut
- Pick at Third
- ► Fake to Second, Go to Third

- ► Throw Down to Second
 - Shortstop tags runner
 - ► Shortstop checks runner at third
 - Avoids tag and throws home if the runner breaks for home
 - ► Delay Steal Situation
 - SS sprints at the runner back to first, peaking at 3rd



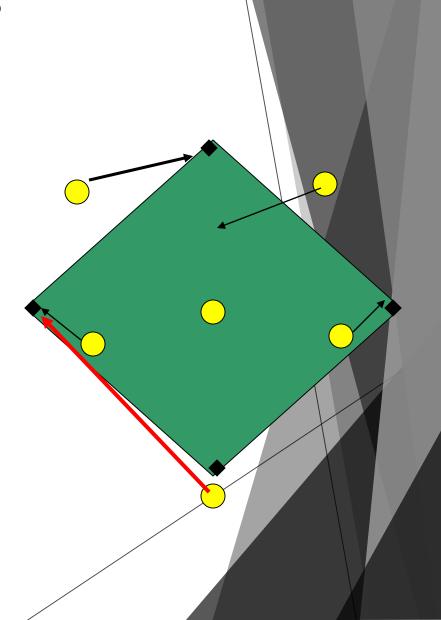
- ▶ Throw Down to Second with Cut
 - ► Shortstop Covers 2nd
 - ➤ Second baseman cuts the angle between Pitcher and Second
 - ➤ Cuts if runner breaks or can be picked



1st and 3rd Situations 2nd Cuts



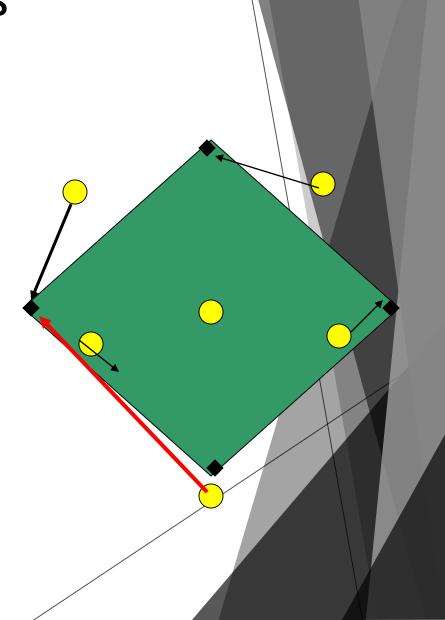
- Pick at Third
 - ► Third baseman covers
- Why
 - ▶ Speed at Third
 - Weak Arm



1st and 3rd Situations Pick at 3rd



- ► Fake to Second, Throw to Third
 - ► 2 ways
 - ▶ Third baseman Covers
 - ► Pick-off Example
 - ► Shortstop Covers
 - ▶ Pitch-out Play
 - ► Second Baseman covers 2nd
 - ► Third moves forward



1st and 3rd Situations Fake SS Covers



Blocking

TECHNIQUE

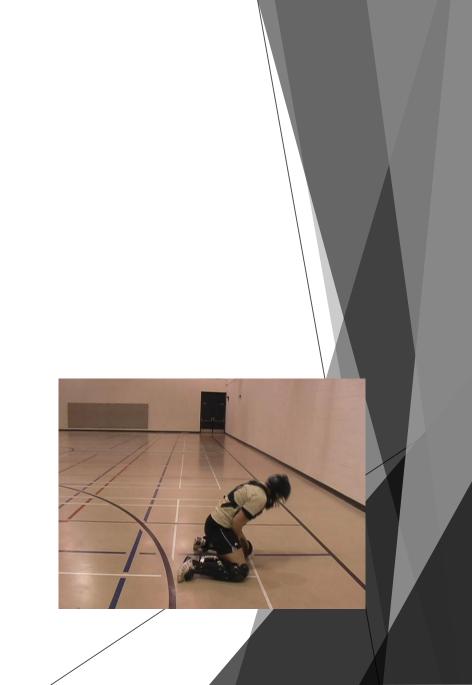
- ►Glove first
- ► Knees replace feet
- ► Shoulders Rolled Forward
- ► Head down

- ►Glove and Throwing Han
- Important to Teach Reaction

Blocking Technique

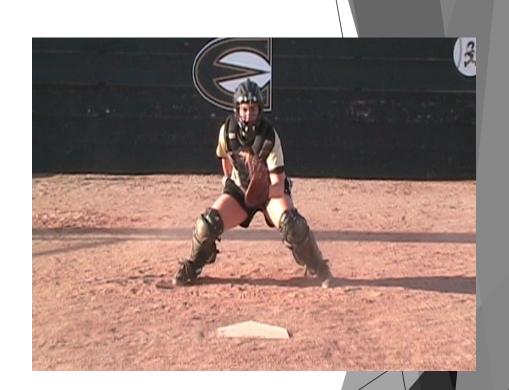
- ► Knees Straight Down
 - ► Drop knees down
 - ► Butt off heals
 - ► Avoid jumping forward





Blocking Technique

- ➤ Shoulders Rolled Forward
- ► Head Down
- ► Glove Position
- ► Throwing Hand Position
 - ► Behind Glove
 - ► Behind Back



Blocking Technique

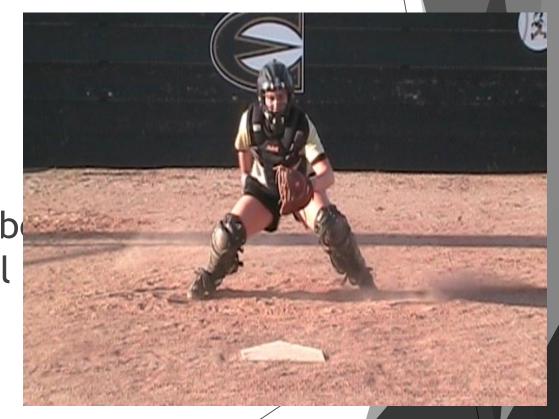
► Teach reaction with the body not the

glove

► Glove swatter

► Be tough

Catchers cannot be scared of the ball



Blocking

- Side to Side
 - Quick
 - Kick out feet and knees
 - Angle shoulders square with the ball
 - Stay low to the ground
 - Roll shoulders forward

Bunts

- ► Technique
 - ► Awareness
 - ► Leg Explosion
 - **▶** Footwork
 - ► Throwing Position
 - ► Follow Though



Bunts

- Awareness
 - ► Bunting Situations
 - ► Runner at 1st or 2nd with no outs
 - ► Slapper at the plate
 - ► Batter with Sneaky Bunt Speed
 - ► Squeeze Play
 - ► Be Loud, Take Charge
 - ▶ Priority over pitcher and first baseman

Bunts

- ▶ Leg Explosion
 - ► Explosion and Stay Low
 - ► Drive out with legs
- ► Footwork
 - ► Get around bunts to pitch and first base area
 - ▶ Plant and pivot on bunts to third base

Bunts

- Throwing Position
 - Point shoulder to target
 - Focus on the target
 - Two hands to pick up the ball
 - Glove to the ear
 - Weight transfer
 - Side Arm vs Overhand Throw
- Follow Through

- Establish a throwing lane to the Second baseman
- ► If the runner is in the baseline and is struck with the ball the are out
- ► Tough call for umpire

Bunt

- ▶ Leg Explosion Drill
 - ► From squat position
 - ► Leg drive out
 - ► First two steps are quick and powerful
- ► Superman Drill
 - ► Lay on stomach
 - ➤ Work leg drive and quickness to the ball



Bunting Drills

- ▶ 5 Ball Drill
 - Set balls in front of home
 - ► Work on getting set to field each bunt

- ► Coach Drop Drill
 - ► Basic bunt drill
 - Catcher reacts and field bunts
 - ► Throw to First





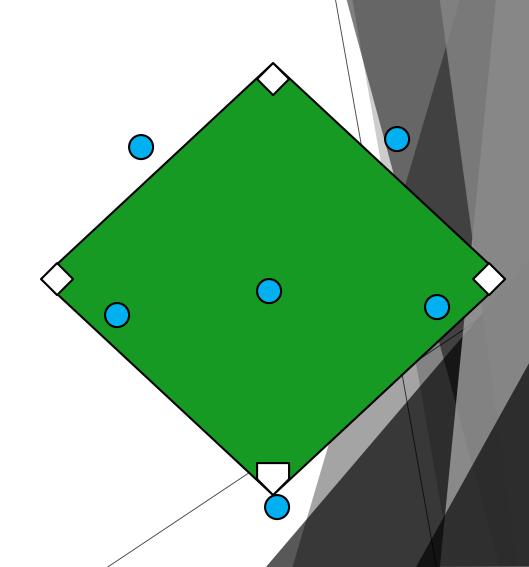
Bunt coverage

- Catcher needs to get to bunts within 6 feet of the plate
- ▶ Communication is key
- Corners playing in
- Third baseman has the best angle
- ▶ C or 3B needs to cover 3rd
- Outfielders backing up throws to all bases
- Know bunter and base runners speed
- Make sure you get an out!
- ► Catcher can communicate chances on lead runner

Bunt Coverage w/ runner at 1st

Bunt to 1B, Pitcher, or Catcher

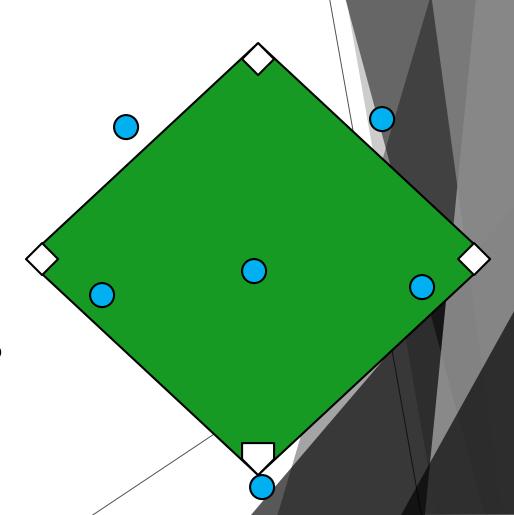
- -2B covers 1B
- -SS covers 2B
- -Third get back covers 3B
- -LF backs-up 3B
- -CF backs-up potential throws to 2B
- -RF backs-up throw to 1B
- -Catcher covers home



Bunt Coverage w/ runner at 1st

Bunt to 3B

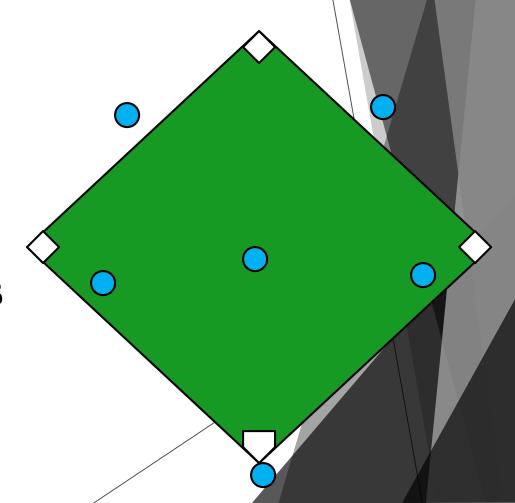
- -2B covers 1B
- -SS covers 2B
- -Catcher covers 3B
- -LF backs-up 3B
- -CF backs-up potential throws to 2B
- -RF backs-up throw to 1B
- -1B covers home



Bunt Coverage w/ runner at 2nd

Bunt to C, P, 1B, or 3B

- -2B covers 1B
- -SS covers 3B
- -Catcher covers Home
- -LF backs-up 3B
- -CF covers 2B
- -RF backs-up throw to 1B



Bunt/Pick Play w/ runner at 1st

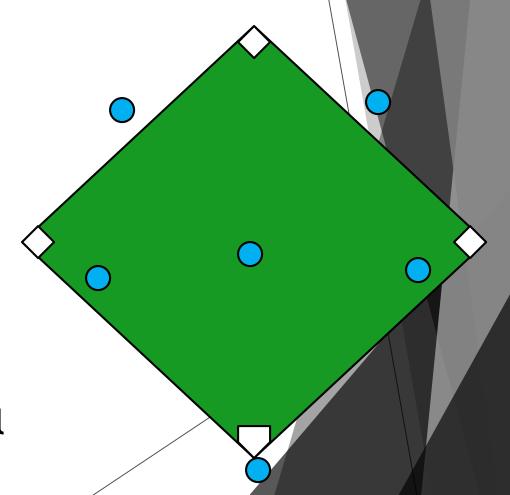
2B breaks for pick at 1B early

Pitcher throws strike

Fielders look for out at 2B

Goal:

Make the runner & 1B coach think a pick is on so they don't get a good jump and potentially will be thrown out at 2B



Receiving/Framing

- Quiet Glove
- Setup Positioning
 - Catch into the strike zone
- Drop knee on low pitches
- ▶ Get close to hitter
- Get around the ball
- ► Condition Wrists, Fingers and Forearms



Soft Hand Receiving Drill

- ► Toss 10 feet away
- ▶ Use tennis balls or baseballs
- ► Focus
 - ▶ Weight on front half of the feet
 - ► Catching arm elbow above and/or outside the knee
 - ► Good Balance
 - Pinch index finger and thumb
 - Track the ball in with the eyes

Practice makes perfect!



Overlooked skills/opportunities

- ▶Pitch-outs
- **►**Rundowns
- ► Backing up first base
- **▶**Framing
- **▶**Bullpens

Catching Skills Checklist

- Basic Pitch Receiving
 - ► High/Low Balls
 - ▶ Framing
- Pop-ups
- ► Tags/Force Plays
- **▶** Bunts
- Backing Up
- ➤ Signals
- ▶ Pitch outs/Picks

- Intentional Walks
- Steals to all bases
- Cut-offs
- ► Rundowns
- Passed ball to backstop
- ▶ Communication
- ▶ Game calling
- Leadership

QUESTIONS!!

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