BY: DAVID REXROAT

SMALL THINGS THAT ADD UP

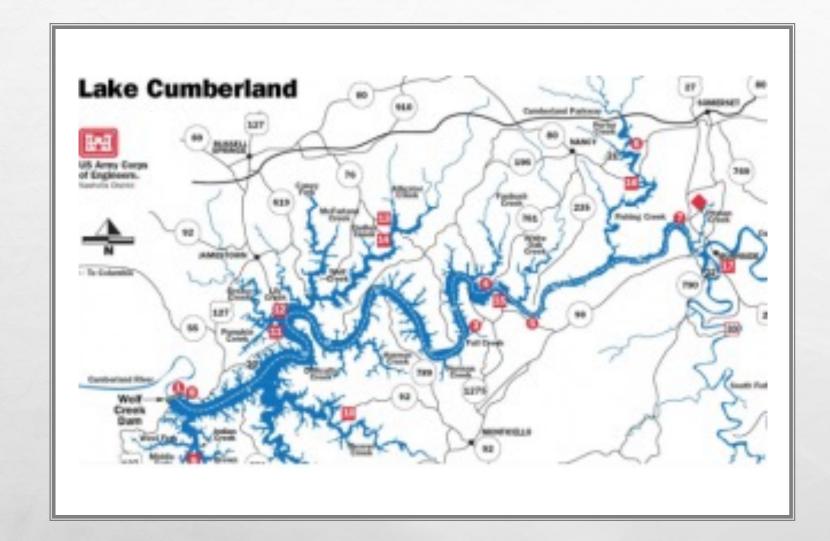






LAKE CUMBERLAND





LAKE CUMBERLAND SHORELINE

- 1,255 MILES
- 65,530 ACRES OF LAND
- CAN COVER ALL OF OUR STATE
 WITH 3 INCHES OF WATER

KHSAA STATE TOURNAMENT

All public, and private schools play together

District tournament 4/5 teams

8 teams in region tournament

The KHSAA State Tournament is compiled of 16 Regional Winners

BUILDING A PROGRAM NOT A TEAM

- RC YOUTH LEAGUE 3-15 AGE GROUPS
- 11-12U STATE CHAMPS LAST YEAR (CAL RIPKEN)
- 10U STATE CHAMPS THIS YEAR HAPPENED LAST WEEK
- PLAYERS ON LAST YEAR'S STATE RUNNER UPS MADE BABE RUTH WORLD SERIES
 15U IN BISMARCK, NORTH DAKOTA 2019
- HIGH SCHOOL COACH HAS ALWAYS BEEN YOUTH LEAGUE PRESIDENT
- COMMUNITY HAS ALWAYS SUPPORTED YOUTH LEAGUE PROGRAMS

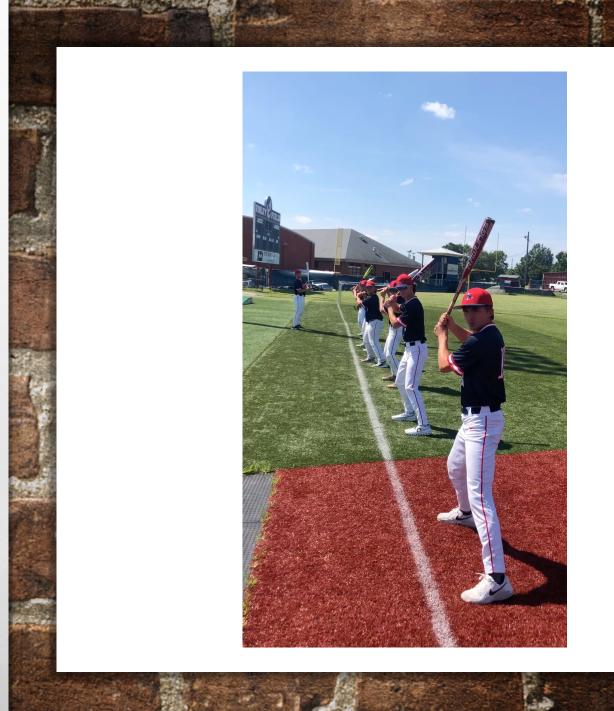


WHAT SMALL THINGS ADD UP TO BE A TEAM

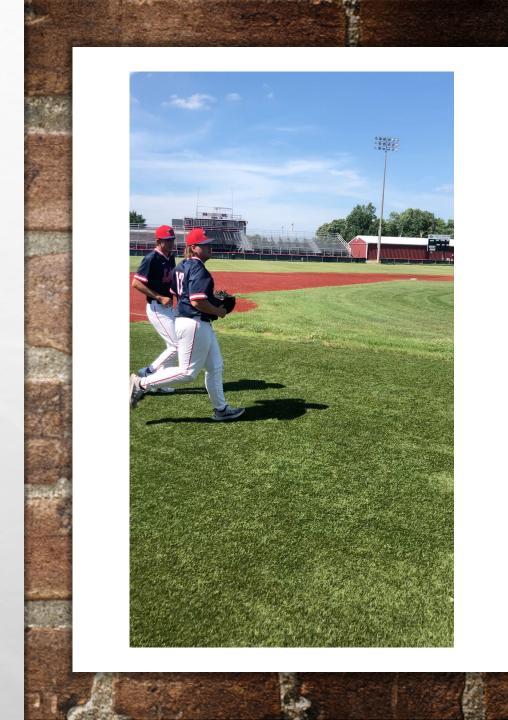
- COMMUNICATION
- FOCUS
- CONCENTRATION
- COMPOSURE
- RHYTHM
- RELAXING
- BREATHING

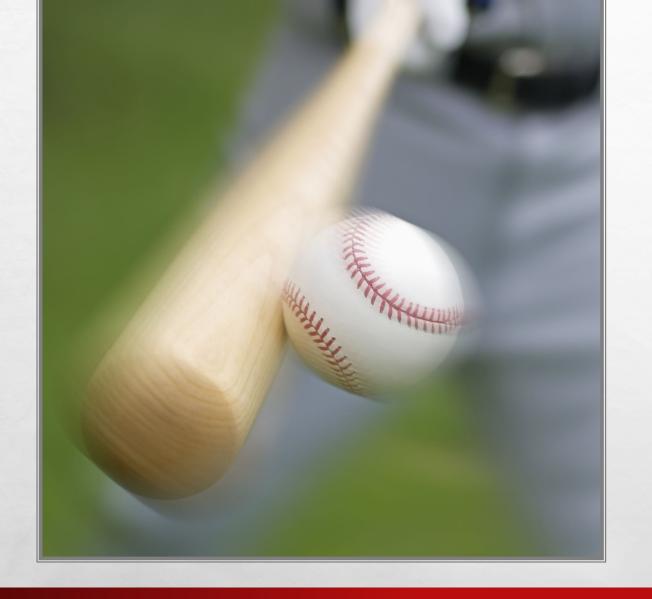


HITTING VIDEO WITH RHYTHM BREATHING RELAXING AND VISUALIZATION



FOCUS VIDEO





7 INNINGS FORMAT/TOPICS

- SINCE THERE ARE 7 INNINGS IN A BASEBALL GAME, I THOUGHT I WOULD APPROACH THIS POWERPOINT FROM A GAME PERSPECTIVE
- EACH INNING WILL HAVE A DIFFERENT TOPIC

ANGLES, IT'S ALL ABOUT THE ANGLES

THERE ARE MANY DIFFERENT ANGLES, AND IT IS HARD TO COVER THEM ALL

ESPECIALLY IF YOU GET DOWN TO THE MATHEMATICAL PART OF IT

acute angle

< 90°

right angle = 90°



INNING NUMBER 1 "PREPARATION"

- PREPARATION IS SOMETHING YOU DO IN ALL SPORTS, BUT DEFINITELY IN BASEBALL
- YOU HAVE TO GET GAMEPLANS FOR CERTAIN THINGS LIKE PITCH COUNTS, WHO IS HURT, WHO YOU PLAY, WHERE YOU PLAY, AND VARIOUS OTHER THINGS
- WITHOUT PREPARATION, YOU COULD EASILY GO
 0-5 FOR THE WEEK SIMPLY FOR THIS REASON
 ALONE EVEN IF YOU HAVE GREAT PLAYERS

INNING NUMBER 2 "MENTAL PART OF THE GAME"

- YOU CAN EASILY MAKE MORE THAN ONE MISTAKE IF YOU LET THE FIRST ONE FLUSTER YOU
- DID YOU PREPARE BEFORE THE GAME THE RIGHT WAY?
 WARMUPS, STRETCHING, THINGS OF THAT NATURE
- NORMALLY, THE TEAM WITH THE LEAST MISTAKES WIN THE GAME
- ALWAYS REMEMBER TO FLUSH THE MISTAKES YOU HAVE DURING THE GAME



FLUSH VIDEO





INNING NUMBER 3 "HITTING PART OF THE GAME"

- IT IS IMPORTANT TO "GROW THE PUMPKIN"
- THERE ARE DIFFERENT ZONES OF HITTING
- THIS PREPARES YOU FOR THE GRUMPY UMPIRE
- THE SMALL PUMPKIN IS A COLD HITTER WHICH IS NOT SEEING THE BALL WELL
- THE BIG PUMPKIN IS A HITTER WHO IS REALLY HOT, AND THE BASEBALL LOOKS BIGGER TO THEM SINCE THEY ARE HITTING BETTER



THERE IS A BIG DIFFERENCE BETWEEN A BIG PUMPKIN AND A LITTLE PUMPKIN



INNING NUMBER 4 "HITTING TO LEFT OR RIGHT FIELD"

3 Low, 6 middle, 9 outside

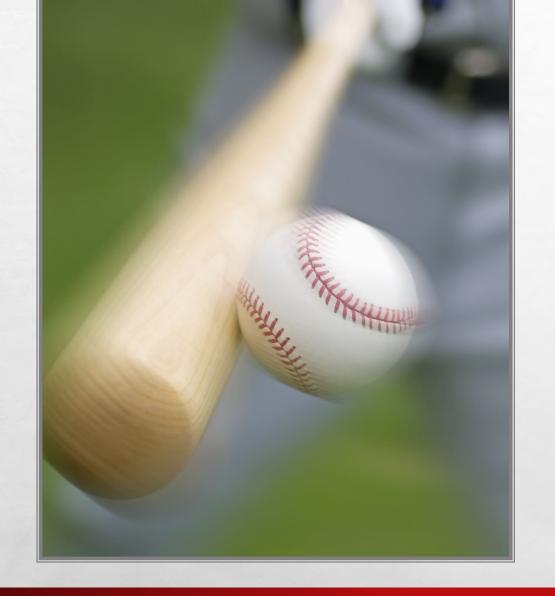
Hitting to left or right field when either a lefty or a righty is up

Just use right field to win games

On the next slide, you will see a for sale sign as no one was using right field for a few games

RIGHT FIELD FOR SALE SIGN

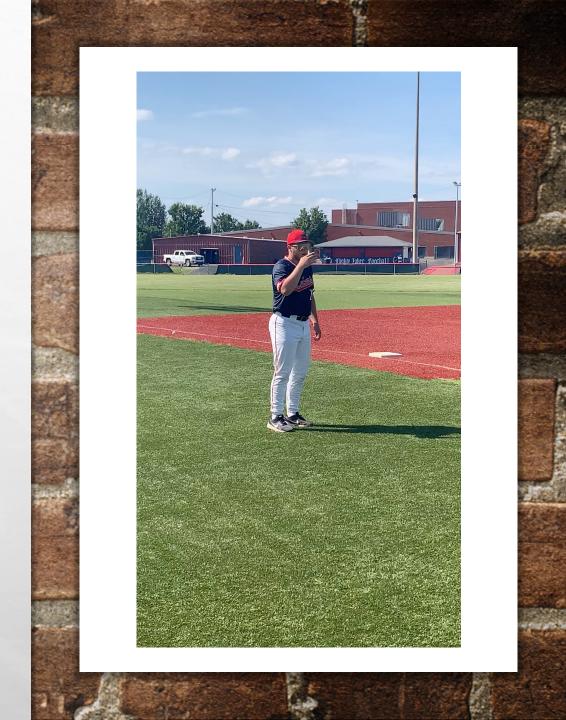




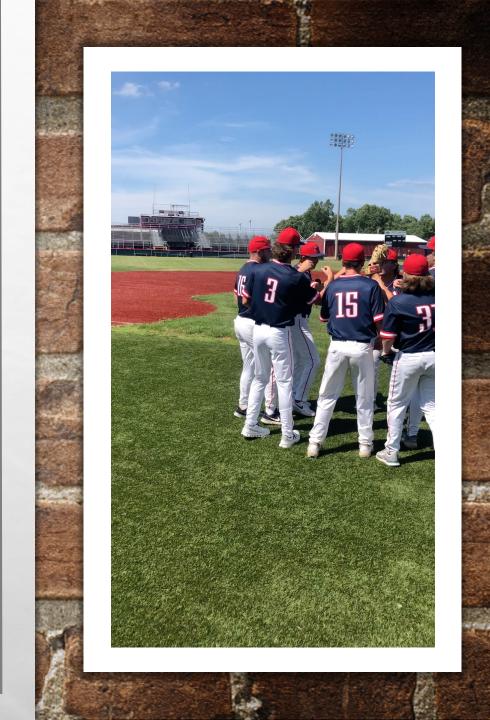
INNING 5 PAYING ATTENTION TO SIGNS

- STUDY THE GAME
- STUDY THE SIGNS
- PLAYERS NEED TO KNOW ALL THE SIGNS (NO EXCUSES)

SIGN VIDEO



COMMUNICATION ON 3







INNING NUMBER 6: 2 STRIKE APPROACH

WE CALL IT EXTEND THE 2

NUMBER 3 IN THIS SITUATION IS THE BAD WORD

SAY 2.2,2.8 NOT 3

THIS IS DEPENDING ON HOW LONG THE AT BAT GOES

2.2, 2.6,2.7, 2.8 AND SO ON





HAVE YOU COVERED THE ANGLES AND FINISHED STRONG?
HAS THE PROCESS ALLOWED YOU TO COMPILE COMPOUND INTEREST
LET'S PLAY FOR THAT TIGHT GAME

STATE TOURNEY VIDEO NEXT SLIDE

01

Alex Reynolds Slide at home vs Madison Central

02

Evan Hammond Bunt vs Beechwood

03

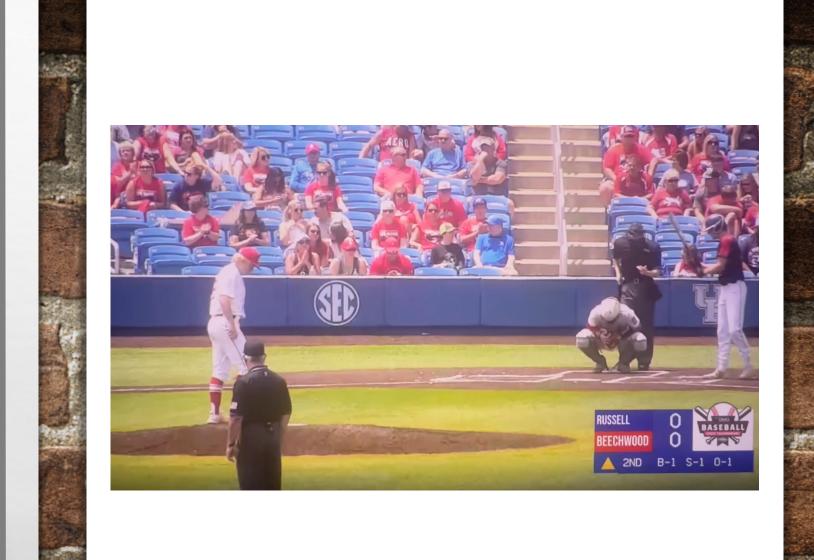
Nathan Lawson walkoff homerun vs Woodford county in the state Semifinal game

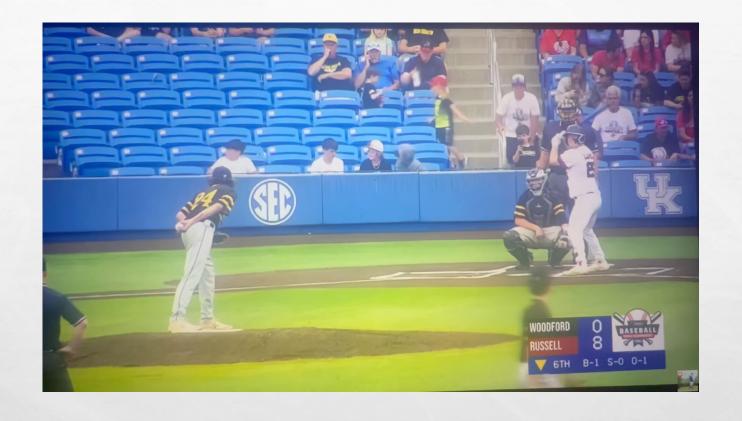


ALEX REYNOLDS SLIDE



EVAN HAMMOND BUNT





NATHAN LAWSON HOMERUN



67 WINNING SEASONS

- 67 WINNING SEASONS IN 68 YEARS OF OUR PROGRAM
- FINALLY GETTING OUR OWN TURF BASEBALL FIELD COMING NEXT YEAR
- AS A COACH YOU HOPE THAT YOU HAVE DONE SOMETHING IN BASEBALL THAT WILL HELP THEM THE REST
 OF THEIR LIFE
- ASSISTANT COACHES HAVE BEEN A HUGE HELP OVER THE YEARS

NEW TURF FIELD COMING SPRING 2024



