

Template 1

Lights Out

No scoreboard/bookkeeper necessary! The focus is simply on playing the game, without the need of constantly checking the scoreboard for the inning, score, etc. Choose a designated length of game and utilize opportunities to teach, instruct, encourage, and go play!

Template 2

Player's Choice

Forget teams, let's play! Have your athletes choose their own teams, positions played, and any other modifications to be incorporated! It's time for the athletes to pick the rules and let them play!

Template 3

180!

Turn the field around 180°!

- Use 2nd base as home plate, and let your players hit towards the backstop (tennis ball/softer ball recommended for play).
- Anything that clears the backstop in the air counts as a home run
- Allows for an “infield only” setup, while having a confined space for play for deeper shots
- Recommended for 6v6 play
- Can be used with a tee, soft toss
- Play with a tennis ball or softer ball is encouraged (“pegging” can be allowed, if desired)
- Incorporates additional teamwork opportunities
- Gloves are optional

Template 4

GBG - Ground Ball Game

A fun way to reinforce practice drills, techniques, and skills associated with fielding ground balls for younger athletes. Also helps promote hand eye coordination and bat control for young hitters. The name of the game is hitting and fielding the ball on the ground, and both offensive and defensive teams have opportunities to score points with every ball in play! (Can be played live-pitch, soft toss, or off a tee)

Offensive Team

- Hitting a ball on the ground scores 1 point.
- Hitting a ground ball through the infield scores an additional point.
- Each run scored = 1 point.

Defensive Team

- Successfully fielding a ground ball scores 1 point.
- Successfully recording an out scores 1 point.
- Defense recording three consecutive outs scores an additional point.

Inning Scores

- Offensive score and Defensive score is compared on a half-inning basis.
- The differential between the two teams' scores becomes the score for that inning.

Template 5

Plus 4

This game modification promotes pace of play with only 4 batters per inning, *keeping pitcher workloads down at the youth level*, playing fundamentally sound defensive baseball to prevent further runs, and getting on base and scoring efficiently.

In their offensive inning, each team will start with 4 runs, and will send 4 batters ONLY to the plate. For every batter that makes an out, 1 run will be subtracted from the 4 runs the team started with, and any runs scored by the 4 batters will be added to their total score for the inning.

The game will be played in 5 innings as a best-of-5 series. Each inning will represent a win, loss, or tie.

Template 6

Combination Play (Practice and Gameplay)

Instead of playing a 9v9 game with additional players on the bench, take advantage of having coaches and players together to create additional skill based opportunities!

Ages 7 & Below

- Play a 6v6 game (infield only) while the other 12 players (6 from each team) practice in the outfield or take batting practice.
- Practice can be specific to a particular week's practice plan, or simply opportunities to get additional repetitions during gameplay.
- The 6v6 game can use rules from Plus 4, Ground Ball Game, etc.

Ages 8 - 10

- Play a 6v6 game (infield only) while the other 12 players (6 from each team) practice in the outfield or take batting practice.
- Any ball hit to the outfield is an automatic double.
- Practice can be specific to a week's practice plan, or simply opportunities to get additional repetitions during gameplay.
- Play a 9v9 game while the other 6 players (3 from each team) practice in the batting cages, or drill with a coach.

Template 7

Development Game (Individual Game or Season Progression)

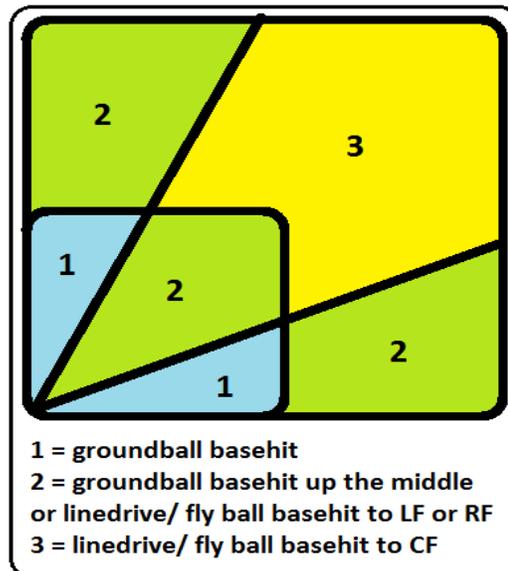
The Development Game focuses on each players' opportunities within any gameplay format to highlight individual strengths and weaknesses. Completing objectives within each game earns each player points towards their Development Score for the day.

Track individual player progress throughout the season to identify consistent areas of weakness to be addressed in practice and training sessions.

Development Scoring is broken down into different categories to allow athletes with all skill-types to register points throughout a game.

- **Batting:** Players will be assigned point values to their hits within the game.
- **Fielding:** Successfully fielding batted balls will earn 1 point each
- **Throwing:** Regardless of the fielding opp., making a correct, accurate throw will earn 1 point each
- **Base-Running:** Stealing bases, successfully advancing from bag to bag, and proper sliding techniques will earn the athlete 1 point for each bag/opportunity.
- **Baseball IQ:** Plays in which an athlete demonstrates a high baseball IQ earns points (i.e. moving a runner over without being instructed, taking an extra base when the defense isn't paying attention, etc.)
- **Attitude & Character:** Demonstrating a positive attitude, high character and being a good teammate (especially when faced with adversity) can earn points. (Coach's discretion)

The focus shifts from a "win/loss" mentality to a developmental one, tallying player scores at the end of each game/practice, and highlighting areas to be addressed/improved. Player progression can be tracked over the course of a season to see improvement and development because of specific attention and training to previous areas of deficiency.



Template 8

Backyard Baseball

This game works when you don't have 2 full teams.

- Cover part of the field with as many athletes as are present and limit the opposition where they can successfully hit.
- Examples include 1-2 infielders and 1-2 outfielders on one side of the field (balls hit to the other side are outs) or the same numbers covering the middle of the field (balls hit to LF or RF are outs).
- Pitcher can double as 1B (at the pitcher's mound).
- Can also implement variable starting pitch counts, baserunners ("Ghost" runners), etc.

Template 9

Execution Game

Gameplay with a focus on the execution of specific offensive/defensive objectives for additional points.
(Coach's discretion)

- Pitchers will receive an extra point for their team by executing:
 - 1 Pickoff
 - Three consecutive strikeouts
 - 9 consecutive outs (can only receive once per game)
- Hitters will receive an extra point for their team by executing:
 - Line drives (does not have to result in a base hit)
 - Sacrifice bunt that successfully moves a runner
- Base runners will receive an extra point for their team by executing:
 - Advancing an extra 90' (stolen base, passed ball/WP, 1st to 3rd, etc.)

An alternative version of the Execution Game consists of set parameters for each inning, resulting in a different situation that each team must adjust to each inning.

For example:

- Inning 1: Starts with a runner at 1B and the runner has to steal.
- Inning 2: Runners on 1B and 2B, and the first batter of the inning must sac bunt
- Inning 3: Starts with a runner at 3B.
- Inning 4: Starts each AB with an 0-2 count.
- Inning 5: Starts each AB with a 2-0 count.
- Inning 6: All batters must bunt.

Template 10

Pitcher's Hands Out

A simple modification for younger age groups to limit the distance infielders have to throw to accomplish defensive outs.

During ground balls hit to the infield, infielders have the option to throw the ball to the pitcher's mound vs. 1st base to record an out, limiting the distance a 3rd baseman/SS has to throw to aid potential arm strength/accuracy deficiencies.

Template 11

Tee Game (recommended for ages 13+)

A different take on tee work – challenge your athletes to complete situational tasks while displaying bat control by implementing a tee to your practice/gameplay scenario.

By incorporating situational objectives (i.e. moving a runner, staying out of a double play, elevating a ball for a sac fly, etc.), challenge your athletes to execute with a stationary target with a focus on skill progress to similar execution with a pitched ball.

Template 12

Situation Game

Each inning poses a unique situational opportunity for the offense and defense. Utilize these teaching opportunities to reinforce practice plans and gauge situational awareness and execution.

Sample Plan (inning starts with):

- Inning 1: 0 Runners; 0 out
- Inning 2: Runner on 2nd; 1 out
- Inning 3: Runner on 1st and 3rd; 1 out
- Inning 4: Bases Loaded; 2 out
- Inning 5: Runners on 1st and 2nd; 1 out
- Inning 6: Runners on 2nd and 3rd; 1 out
- Inning 7: Bases Loaded; 2 out

Each inning the defense records its required outs without giving up an offensive run scores an additional run for the defensive team.