



Team Fielding Drills

Simply hitting or throwing balls to various positions to make throws to certain bases is always a good routine and pre-game warm-up format to follow. Vary routine with infield up or infield back, throws to all bases and adding in base-runners. Instead of runners, coach can count from 0-4 seconds out loud to simulate how long it will take for a player to go from home to first base or base to base. Below are suggested drills to get more repetition to players working in a team practice.

- Crossing Drills-Hit or throw ball in between positions. Players take appropriate routes to ball and must call for the ball. The goal is to not let and balls get through the infield:
 - Hit between 1B Bag and 2B Bag –First baseman goes in front and second baseman takes deep route.
 - Hit between second baseman and short-stop-Short-stop takes inside or front angle and second base takes deep angle.
 - Hit between 2B Bag and 3B Bag-Third baseman takes inside or front angle to ball while short-stop takes deep or back angle to ball.
- Double Play work in the Infield-Can work just 2B and SS both ways with just a focus on footwork and no relay throw to 1B. Can add in 1B and 3B short throws and add in relay over to 1B when ready.
- Cut-off Drill-Can run relays at the same time and rotate players through position
 - Ball goes to right fielders who throw the ball through the first baseman to the catcher.
 - Ball goes to the center fielder who throws the ball through the short-stop to the third baseman.
- Cut-off Drill with Runners-Set up one of the above relays and have base-runners try to advance to the given base.
 - Can add in multiple runners so outfielders and position players need to decide where to throw the ball. Coach can call this out, or have players react to runners.
- Pop Ups to Infield-Throw pop flies to infield with all infielders in position. Work on calling the ball and who has priority in the infield.
- Pop Ups between Infielders and Outfielders-Throw or hit balls that will land in a zone of the field where multiple players can get to it. Focus is on communication and prioritization of who gets the ball.
- Pop Ups between Outfielders-Throw or hit balls between two outfielders in position for them to work on reacting to the ball and communication with one another. Center fielder has priority over the right and left fielder, as well as all infielders.

- Stationary Ball Drill-Line up balls 5-10 feet apart in a location of the field where a lot of throws occur. With the ball stationary, the player must go down for the ball, rather than playing the ball off of a hop. Additionally, the player must get the momentum of their body going in the direction of the throw while approaching the ball to make a strong and quick throw. For instance, line up balls along third base line for third basemen/infielders to charge and throw across diamond to first base. Can also set up balls at various positions in outfield for outfielders to charge, surround and throw to predetermined or varying bases.
- Catcher Bunt Fielding Drill (with or without base runners at various bases):
 - With catcher in full gear, coach rolls a ball out from behind catcher in various directions, speed and range for the catcher to collect.
 - Depending on the base runner situation, the catcher must retrieve the ball and make throw to appropriate base.
 - On throw to first base catcher must check the position of his body so as not to make a throw over a base runner. Catcher should set himself inside the baseline or outside of the baseline to make the throw at an angle to the base off the straight line of the baseline.
 - Can add in pitcher and other position players to work on full infield bunt defense.
- Play it Live-Set up infield and/or outfield positions for players (can chart the positions for players so players know where to go). Coach can throw or hit balls and have fielders play it live with live base runners. Coach can set base runners at various positions to repeat situations.