



# Academies Tournament



## CZECH BASEBALL ACADEMY

### GAME 1 / 19.3.2016/ CZECH ACADEMY vs. TEAM GERMANY

#### GAME PLAN and RULES

- 1) 100% - Every single time, Every single play, Every single Moment on the Field
- 2) 100% - Between INN sprint to the field and back / All throws between INN for 100%
- 3) ALL Players – STUDY, LEARN and FEEL the Game Momentum
- 4) No Body language
- 5) Communication
- 6) Help

#### Pitchers

- 1) 1st pitch strike
- 2) Get the lead off Hitter – OUT
- 3) Get the Hitter OUT of the box in 4 pitches
- 4) No BB to 1st Hitter / No BB

#### Hitters

- 1) LeadOff Hitter – Get on Base
- 2) Bases Loaded No OUTS – min. 2 runs
- 3) Move the Runners
- 4) Discipline – Do not try to do too Much, Do not swing Bad pitches
- 5) Make Decision and Approach at Bat
- 6) Know Your speed

#### Game Report / Summary

**Pitchers** – Padyšák 47P-28S-19B / Kozač 35P-23S-12B / Hlouch 12P-6S-6B / Zelenka 9P-6S-3B

- 1) **7 / 7 Inn 1st OUT**
- 2) 15 / 29 1st Pitch Strike
- 3) **0 x BB**
- 4) 1 x HBP
- 5) ERA 0

#### DEFENSE Minus

- 1) – After block SO bad throw to 1st Base
- 2) – Dropped easy Fly ball to OF – after that No Communication – Bad throw to 2nd Base
- 3) – Communication – 2b vs. SS vs. C
- 4) – Throw to HP from OF – Pitchers back Up HP to the Fence

#### DEFENSE Plus

- 1) Good Approach
- 2) Great play from OF – throw to 3rd Base
- 3) Great Catch to finish the Game
- 4) Pitching



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## OFFENSE Minus

- 1) 1st Inn / Leadoff Hitter SO on high FB / count 3-2
- 2) 1st Inn / SO – FB Out Looking
- 3) 1st Inn / count 3-0 wait for Umpires Call
- 4) 2nd Inn / Bases Loaded – 1st and 2nd Hitter SO – in front CU / CH
- 5) 2nd Inn / Bases Loaded – Baserunning
- 6) 3rd Inn / Check the Coach or make decision on Your responsibility – when You see the ball
- 7) 3rd Inn / NO Move R from 2nd to 3rd with 0 Out
- 8) 3rd Inn / NO Move R from 3b with 1 Out
- 9) 4th Inn / 3x SO on 3 / 9 Pitches – All 3 Hitters – st Pitch FB / than CH
- 10) 5th Inn / Runner on 1st and 2nd - long Fly Ball to CF – No tag R on 1st Base
- 11) 5th Inn / 1st Baseman no cover base – NO steal, count 3-2, 2 Out – NO Running on Pitchers move
- 12) 6th Inn / R on 1st and 2nd – Bunt only strikes – thing about Move the Runners
- 13) 6th Inn / SO with Bases Loaded on 2 very low Pitches – The Decision to Make a Change
- 14) 7th Inn / Bases Loaded – 1st Pitch – GB to 3B – NO score – SO / GB = 0 Runs with Bases Loaded – 0 Out

## OFFENSE Plus

- 1) 1st Inn / BB on 7 Pitches
- 2) 1st Inn / single to RF on 1st Pitch
- 3) 1st Inn / BB with Bases Loaded = RUN
- 4) 2nd Inn / single to RF with Bases Loaded with 2 strikes = RUN
- 5) 2nd Inn / BB with Bases Loaded with 2 Out = RUN
- 6) 3rd Inn / Lead Off Hitter – perfect Drag Bunt
- 7) 3rd Inn / single to RF with R on 2nd and 3rd Base = RUN
- 8) 4th Inn / No
- 9) 5th Inn / Lead Off Hitter get on Base – Steal 2nd = R in Scoring Position with 0 Out
- 10) 5th Inn / 1st and 3rd – Change the Out for Run – Productive Manufacturing Runs
- 11) 5th Inn / Triple to RF – than GB to SS = Run
- 12) 6th Inn / Good Baserunning – Wild Pitch = Move to 3rd, Good Read – GB to P = RUN