

Yes, Yes, Yes, and Yes! Game instruction is a critical component to your child's development as a baseball player. Practice and private instruction can teach you individual physical mechanics including:

1. Hitting Mechanics
2. Fielding Mechanics
3. Pitching Mechanics
4. Bunting Mechanics

Game instruction, however, offers the opportunity to learn critical team and game skills including:

1. Flyball/Pop-Up Communication
2. In-game baserunning (including stealing, reacting off the bat, proper decision making, etc...)
3. Pickoffs/Rundowns
4. Cutoffs/Relays
5. Bunt Defense
6. Bunt Offense (as a team, including baserunning responsibilities)
7. 1<sup>st</sup> and 3<sup>rd</sup> Offense
8. 1<sup>st</sup> and 3<sup>rd</sup> Defense
9. Situational Offense
  - Big Inning Offense
  - Do The Job (DTJ)
  - Hit & Run (H & R) vs. Run & Hit vs. Straight Steal (there is a difference)!
  - Apply The Rule
  - Runner On 3<sup>rd</sup> & Less Than 2 out
  - Sacrifice Bunts
  - Bunting For Hits
  - Suicide Squeeze
  - Safety Squeeze
  - 2 Out 2 Strike Baserunning
10. Situational Defense
  - Positioning (double play depth, pull side shifts, take-it-away, holding runners **properly**, big infield situations, no doubles)
  - Leave Your Feet (Take A Chance – Do or Die situations)
  - 5 Man Infield
  - Sun-Field
  - Cutoff responsibilities for all players, including outfielders throwing the ball – ***if you are teaching your kids to throw the ball to the cut on singles you are teaching them incorrectly. Their job is not to throw the ball to the cut, but to keep their throw to a base cut-able – there is a difference!*** I have yet to see this taught correctly at any youth game I have attended.