

Top Dog

SOFTBALL

OFFENSIVE SIGNS

KNOW YOUR SIGNS

OBJECTIVE: Keep the defense thinking and create chaos

BEFORE EVERY PITCH

- 1. Step out of the box and put eyes and ears on the Coach**
- 2. Hear the sign/see the sign**
- 3. Check the sign card**
- 4. Once you find the sign = TAP YOUR HELMET**

****YOU SHOULD TAP YOUR HELMET EVERY TIME A SIGN IS GIVEN**

****If you do NOT know the sign. Call Timeout**



**SWING AND
NO SWING**

SWING

OBJECTIVE: SET AN AGGRESSIVE MINDSET

- 1. Going into this pitch you are thinking you are going to swing**
- 2. Identify STRIKE and take an **AGGRESSIVE** swing**
- 3. If you identify ball - TAKE!**

****This is not a situation where we want you to get a called strike or take an unbalanced swing****

THINK AGGRESSIVE! BE AGGRESSIVE

TAKE / NO SWING

OBJECTIVE: TAKE THE PITCH

1. GET SET IN YOUR TIMING LIKE YOU ARE GOING TO SWING

2. DO NOT SWING!!!

3. WATCH THE BALL ALL THE WAY INTO THE CATCHER'S GLOVE WHILE HOLDING YOUR HITTING POSITION

**WE HAVE TO USE THIS PITCH TO SET OUR TIMING.
TAKE THIS PITCH LIKE YOU ARE GOING TO SWING!**

BUNTS



SAC BUNT

OBJECTIVE: MOVE THE RUNNER OVER

- 1. Get set up in the FRONT OF THE BOX and AS CLOSE TO HOME PLATE AS YOU CAN GET WITHOUT STEPPING OUT OF THE BOX**
- 2. When the Pitcher STARTS her motion to home plate SQUARE TO BUNT. GET SET EARLY!!!**
- 3. Get the ball on the ground. Once you see the ball hit the ground then you can run.**

KNOW!!!! WE ONLY BUNT STRIKES!!! IF SHE WANTS TO WALK YOU, LET HER WALK YOU

****If you do not get your bunt down on Strike 1 and Strike 2 there is a REALLY GOOD possibility we will bunt again to Strike 3****

SNEAKY BUNT

OBJECTIVE: GET YOURSELF ON BASE

- 1. Set up NORMAL in the batter's box**
 - 2. When you think the pitcher is about to release the ball
SQUARE TO BUNT**
 - 3. As soon as you make contact with the ball - RUN BUT!!!
Do NOT let it touch you in fair territory or you will be out**
- KNOW!!!! WE ONLY BUNT STRIKES!!! IF SHE WANTS TO
WALK YOU, LET HER WALK YOU**
- **WE GET ONE SHOT AT THIS! WE HAVE TO GET IT ON
THE GROUND AND OUR SETUP HAS TO SELL SWING!****
-

SLAP/SLASH

OBJECTIVE: BEAT THE DEFENSE FOR MOVING TOO EARLY OR CRASHING TOO HARD

1. Get set up in the FRONT OF THE BOX and AS CLOSE TO HOME PLATE AS YOU CAN GET WITHOUT STEPPING OUT OF THE BOX

2. When the Pitcher STARTS her motion to home plate SQUARE TO BUNT. GET SET EARLY!!!

3. When the ball gets in the air, pull back and SWING!

KNOW!!!! WE WANT TO GET THIS BALL DOWN ON THE GROUND

****We are trying to create space. Make the infield believe in the bunt to open up space for you to hit****

BUNT AND RUN

OBJECTIVE: CREATE CHAOS AND MOVE RUNNERS 2+ BASES

BATTER

- 1. Get set up in the FRONT OF THE BOX and AS CLOSE TO HOME PLATE AS YOU CAN GET WITHOUT STEPPING OUT OF THE BOX**
- 2. When the Pitcher STARTS her motion to home plate SQUARE TO BUNT. GET SET EARLY!!!**
- 3. Get the ball on the ground. Once you see the ball hit the ground then you can run.**

RUNNER

- 1. On the pitch STEAL!!!**
 - 2. After 5 steps peak in to home plate to make sure the batter made contact with the ball and put it on the ground**
 - 3. If there are LESS THAN 2 OUTS and the ball is bunted in the air GO BACK HARD!!! Keep your ears open**
 - 3B. If the batter does not bunt the ball this becomes a STEAL!!!! UNLESS You are at 3rd Base. If you are at 3rd base you have to create a pickle! Do NOT get tagged out.**
-

STEALS

STEAL

OBJECTIVE: MOVE YOURSELF UP 60 FEET

- 1. Get set and ready to run. Start in a running position. And be ready to EXPLODE off the base. Get your eyes on the pitcher and anticipate getting a good jump**
- 2. When the pitcher's elbow gets back into her body and you see the ball work down into her thigh - GO!!!! Put your head down and RUN!!**
- 3. SLIDE!!! Unless you hear contact or hear a coach say STAND UP**

IF YOU GET A LATE JUMP DO NOT GO!!! You CANNOT be late

****EVERY LEAD YOU TAKE HAS TO SELL STEAL SO WE CAN DELAY GIVING IT AWAY WHEN WE DO STEAL****

STEAL W/PROTECTION - RUNNER ON 1ST

OBJECTIVE: MOVE THE RUNNER UP 60 FEET AND GIVE HER PROTECTION WITH THE DEFENSE

BATTER

- 1. Get set up normal in the batter's box**
- 2. When the pitch gets into your hitting zone SWING AND MISS!!!**
 - Your miss has to sell SWING!! Get the defense to hold their position**

RUNNER

- 1. STEAL!!!**
- 2. There is no staying at 1st Base. The batter is giving up a pitch to move you 60 feet. GO!!!!**

BE ON TIME!!! KNOW THE BATTER IS GIVING UP A PITCH TO MOVE YOU 60 FEET. BE A TEAMMATE!

STEAL W/PROTECTION - RUNNER ON 2ND

OBJECTIVE: MOVE THE RUNNER UP 60 FEET AND GIVE HER PROTECTION WITH THE DEFENSE

BATTER

- 1. Get set up in the BACK of the batter's box**
 - 2. When the pitcher releases the ball show bunt**
 - 3. When the ball gets into your hitting zone pull the bat back in the catcher's eyes and do NOT make contact with the ball**
 - 4. HOLD YOUR GROUND IN THE BATTER'S BOX!!!**
- You have to sell bunt before you pull back. You have to get the 3rd baseman to crash HARD!**

RUNNER

- 1. STEAL!!!**
- 2. Keep your eyes on the Shortstop and 3rd Baseman. You cannot lose the race to 3rd base with the Shortstop. If the 3rd Baseman does NOT crash you shut it down and go back!**

YOU HAVE TO BE ON TIME AND YOU HAVE TO USE YOUR EYES!!

HIT AND RUN

OBJECTIVE: CREATE CHAOS AND MOVE RUNNERS 2+ BASES

BATTER

- 1. Get set up in the FRONT OF THE BOX and AS CLOSE TO HOME PLATE AS YOU CAN GET WITHOUT STEPPING OUT OF THE BOX**
- 2. When the ball is pitched you HAVE to make contact with the pitch.**
- 3. We need this ball on the GROUND!!!!**

RUNNER

- 1. On the pitch STEAL!!!**
 - 2. After 5 steps peak in to home plate to make sure the batter made contact with the ball and put it on the ground**
 - 3. If there are LESS THAN 2 OUTS and the ball is hit in the air GO BACK HARD!!!
Keep your ears open**
 - 3B. If the batter does not hit the ball this becomes a STEAL!!!!**
-



**SAME AND
EMPTY BOX**

SAME

OBJECTIVE: BE ABLE TO USE THE SAME NUMBER FOR MULTIPLE SIGNS

1. Whatever the sign was on the last pitch is the EXACT SAME SIGN it is for the this pitch

EXAMPLE:

- PITCH 1: BUNT

- PITCH 2: SAME

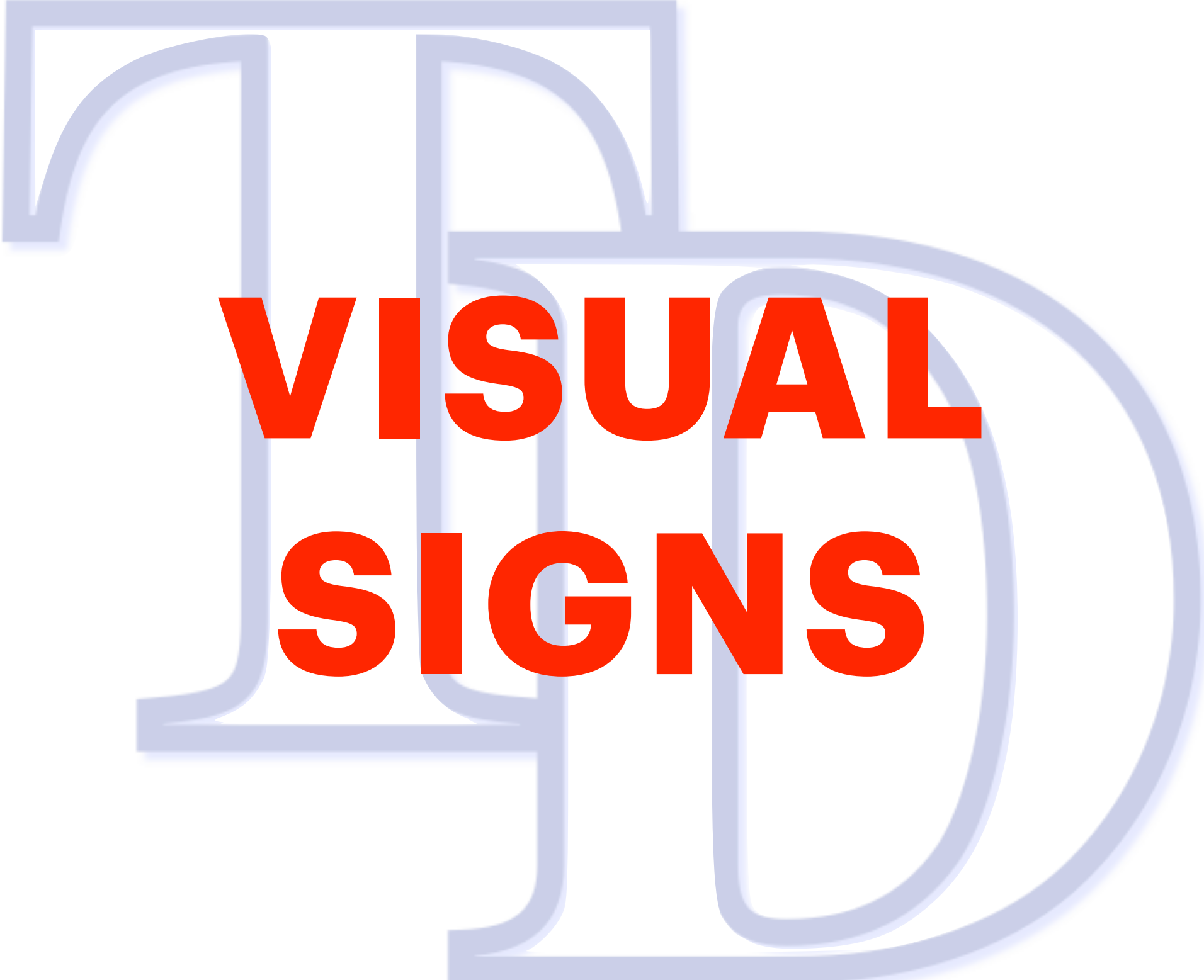
***PITCH 2 = BUNT**

EMPTY BOXY

OBJECTIVE: FAKE SIGN

- 1. This is a FAKE sign**
 - 2. If the pitch is a strike and you can put a good swing on it = SWING**
 - 3. If the pitch is a ball or you are not ready for it = TAKE**
-

VISUAL SIGNS



OPEN HAND DOWN BY POCKET

OBJECTIVE: STEAL SIGN ONLY FOR THE RUNNER WITHOUT THE OTHER TEAM SEEING

- 1. When you get set up on base, before the pitch, your eyes should be on Coach.**
- 2. Coach will put their hand down by their pocket and show you their palm with an OPEN HAND**

THIS MEANS STEAL!!!!

BE ON TIME AND GO!!! Know this is the exact same sign as STEAL on the card.

CLOSED FIST BELOW THE BELT

OBJECTIVE: TAKE SIGN WITHOUT USING A NUMBER ON THE CARD

- 1. Between every pitch. Step out of the box and look at coach.**
- 2. Coach will put their hand down by their pocket and show you a closed fist.**

THIS MEANS DO NOT SWING!!!!

**Know this is the exact same sign as NO SWING!!
On the card**

COACH TAPS THEIR BELLY BUTTON

OBJECTIVE: TAKE SIGN WITHOUT USING A NUMBER ON THE CARD

1. Between every pitch. Step out of the box and look at coach.

2. Coach looks at the batter and TAPS THEIR BELLY BUTTON

BUNT!

- RUNNER ON BASE = SAC

- NO RUNNER ON BASE = BUNT FOR BASE HIT

Know the situation to know which bunt you need to use

SIGNS TO MASTER BY AGE

WE TEACH THE GAME IN PIECES. PIECE THE GAME TOGETHER AS YOU GROW.

| 10u | 12u | 14u | HIGH SCHOOL |
|------------------|---------------------|------------|---|
| TAKE | SNEAKY | HIT & RUN | BY THE TIME YOU GET TO HIGH SCHOOL YOU SHOULD KNOW AND BE ABLE TO EXECUTE ALL OF OUR OFFENSIVE SIGNS |
| SAME | STEAL W/ PROTECTION | BUNT & RUN | |
| SAC | BUNT & RUN | | |
| STEAL | SLASH/SLAP | | |
| CLOSED FIST | DELAY | | |
| OPEN HAND | | | |
| PAT BELLY BUTTON | | | |
| ADVANCED SIGNS | ADVANCED SIGNS | | |
| DELAY | HIT & RUN | | |
| SLASH/SLAP | | | |