



Be The Top Dog

OFFENSE GAME PLAN

Top Dog Athletics
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TOP DOG OFFENSE

The Top Dog Offense is more than just stepping into the batter's box and taking swings. The Top Dog Offense operates under a philosophy and design to build understanding for one's self, teach the importance of every member of the lineup having an impactful role, and teach the dynamics of teamwork.

In the Top Dog Offense we **DO NOT** care who gets the credit because everything adds up to TEAM success. In everything we do, there is **NOTHING** that comes **BEFORE** the **TEAM!** Individually we are all capable of doing great things, but together we are capable of doing **EXTRAORDINARY** things.

THE BREAKDOWN

Top Dog Teams break the game down into **THREE** parts:

1st 2-Innings
Middle Innings
Crunch Time

1st 2-INNINGS

The 1st 2-Innings of every game are all about setting the tone and letting the other team know we are here to attack. We are going to throw blow after blow and we are not going to back down.

OBJECTIVES & GOALS

- Set an aggressive tone
- Do not let the opposing team's starting pitcher settle into the game
- Force a pitching change
- Be on offense for **20 to 25 minutes**
- Score multiple runs in both innings

CHARACTERISTICS OF THE 1st 2-INNINGS

- **High Energy:** We are **LOUD**. Every player's voice is supporting the hitter
- **High Intensity:** We celebrate every walk, hit by pitch, hard hit ball, stolen base, run scored, etc.
- **Aggressive:** We take **A+ SWINGS** on strikes. We take extra bases. We slide. We hustle. We make the opposing team make mistakes. No out is an easy out.

WIN THE 1st 2-INNINGS!

The 1st 2-Innings start with our 1st 2 hitter's in every offensive half inning. In order for us to win the 1st 2-Innings we have to get runners on base. Runners on base need to have aggressive thoughts that advance them to the next base, but also keep them on base. We cannot attack teams without runners on base.

We will steal bases. We will bunt and run. We will hit and run. We will pound the ball past the outfielders and push for extra bases.

Once we get runners on base we have to continue passing the bat down the lineup to help us keep throwing blows from one batter to the next.

MIDDLE INNINGS

Once the game gets into the **MIDDLE INNINGS** the game becomes an **ENERGY AND MOMENTUM BATTLE**. We have to be able to continue pushing the energy and maintain the momentum of the game.

OBJECTIVES & GOALS

- We have to win the energy battle
- We have to keep the wind in our sails
- We have to force our opponents to make mistakes, give away energy, and start to give away control of the game.

CHARACTERISTICS OF THE MIDDLE INNINGS

- **High Quality At-Bat %:** We cannot afford to give away cheap outs. Every at-bat has to be a battle. We have to compete every pitch.
- **SMART:** This is a point in the game where we have to be smart more than we are aggressive. We have to understand risk and reward. There will be opportunities for us to increase our risk, but we cannot take opportunities away from us to make a mark on the scoreboard.
- **CAPITALIZE:** When we have opportunities to score runs we have to make sure we make good of those opportunities and light up the scoreboard.

WIN THE MIDDLE INNINGS

The middle innings of every game are all about **ENERGY AND MOMENTUM**. We have to be able to minimize our mistakes while forcing our opponents to make mistakes. We are going to back off our aggression to play the game smarter. We have to continue to create opportunities and capitalize on those opportunities.

CRUNCH TIME

Crunch time is where everything falls under a microscope. Every little detail can make or break a tight game. This is where the Top Dog commitment to high expectations and attention to detail makes the biggest impact. Top Dog teams win in **CRUNCH TIME** because of our ability to execute.

OBJECTIVES & GOALS

- Every At-Bat is a productive and Quality At-Bat. We will fight to the finish
- We do the little things better than our opponents
- We bring more energy and intensity than our opponents

CHARACTERISTICS OF CRUNCH TIME

- **EXECUTION:** We have to be able to execute. Offensive Signs, Timing on Leads, Depth and Distance of Leads, etc. We have to be able to execute whatever it is the situation calls for.

- **ALL HANDS ON DECK:** Every athlete on the roster has to be ready to go. This is a point in the game where we may exhaust every player on the roster to fit the needs of a situation.

- **CALM AND CONFIDENT:** We have what it takes to get the job done. We have to confident in our skills and who we are as a team. **WE ARE CONFIDENT IN EACH OTHER AND ALL IN FOR EACH OTHER!**

WIN IN CRUNCH TIME!

Crunch time is where teams begin to separate themselves. We win in **CRUNCH TIME** by doing the little things well and executing to the highest level of our capabilities. Crunch time is where Top Dog Teams stay bonded together and have confidence in one another to get the job done.

We practice to shine in **CRUNCH TIME!**

Be The

Top Dog

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