TOP DOG OFFENSE

OFFENSIVE OBJECTIVES

- 1. Have more QUALITY AT-BATS than the other team
- 2. Score First, Score Last
- 3.75% of Runners that reach base for FREE (BB, HBP, ERROR) Score
- 4. Score 80% of the time with Runners on 2nd Base, Less Than 2 Outs
- 5. Score 90% of the time with Runners on 3rd Base,
 Less Than 2 Outs
- 6. Make the pitcher throw 8+ pitches every inning

QUALITY AT-BATS

| HIT | 6+ Pitch At-Bat | Hard Hit Ball |
|------------------------|-------------------------------|---------------|
| Run Batted In (RBI) | 3+ Pitches After 2 Strikes | SAC Bunt |
| Hit By Pitch | Advance Lead Runner | SAC Fly |
| Walk | | |



TARGET: 70% Quality ABs Every Weekend

TOP DOG 10 RULES TO OFFENSE

- 1. TOP DOGS ARE **CONFIDENT AND COMPETE** EVERY PITCH
- 6. TOP DOGS MAKE MINOR ADJUSTMENTS **EVERY PITCH**

- 2. TOP DOGS DO **NOT** STRIKEOUT LOOKING
- 7. TOP DOGS NEVER BUNT FOR A BASE HIT **BACK TO THE PITCHER**
- **WAY OF PITCHES** (unless the pitch is coming at their head)
- 3. TOP DOGS DO **NOT** MOVE OUT OF THE 8. TOP DOGS HAVE SHORT TERM MEMORY & GIVE 100% FOCUS TO THE CURRENT **PITCH**
 - 4. TOP DOGS DOMINATE HITTER'S COUNTS

(0-0, 1-0, 2-0, 2-1, 3-1, 3-0)

9. TOP DOGS ARE TOUGH WITH 2 STRIKES

10. TOP DOGS ARE ALL IN FOR EACH **OTHER**

5. TOP DOGS DO NOT POP UP WITH **RUNNERS ON 3rd WITH LESS THAN 2 OUTS**

PASS THE BAT

WHAT PIECE ARE YOU?



SPEED!!!

Make the field small

Bunt, Slap, Steal Bases, Take Extra Bases

High On Base %



UCLA

GRINDER

Long At-Bats

High Contact Rate
Draw A Lot Of Walks
Capitalize On
Mistakes

High Quality At-Bat %



TEXAS A&M

POWER

Make the field BIG

Clear The Bases
RBI Producer
Extra Base Hits

High Slugging %
High RBI Count
High Total Base Count



OKLAHOMA

ULTIMATE THREAT

LOUD Contact

Make The Pitcher Earn Every Pitch

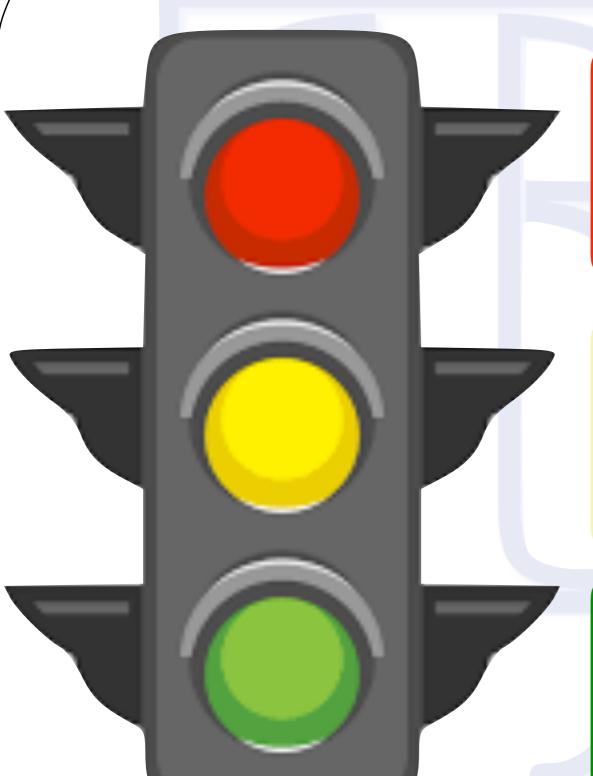
Opponents are very cautious of you

Can beat a defense with Strength, Speed, and Contact

High OPS %

BE REALLY GOOD AT BEING YOU!!!

TOP DOG COLORS OF AGGRESSION



- Losing BIG Early
- Middle of Game or Late in the Game down by 2+
- MUST see a strike before swinging
- Only advancing if we are forced to go OR can get to the next base 100% standing
- Chip away
- Avoid mental mistakes

- CLOSE GAMES! (+/- 2 Run Games Middle & Late in Game)
- Get momentum on our side
- Do not be overly aggressive
- Attack good pitches in good counts
- No tag outs & no double plays

- 1st & 2nd Innings or Winning by 4+
- Take the extra 60 feet: Play fast & create chaos
- 3-0 GREEN LIGHT! (Unless you are batter #1 or girl before you walked)
- Stay disciplined
- Create the energy & keep building with it

TOP DOG MONEY BALL AT-BATS



CASH IN! GET PAID!!!

Runner on 3, Less Than 2 Outs

Runner on 2nd, 2 Outs

Bases Loaded

These are situations where we can get energy and momentum on our side. These at-bats create opportunities for us to create or build on rallies and to bust games open.

TOP DOG SITUATIONAL AT-BATS

RUNNER ON 1st

OBJECTIVE

O Outs

Runner to 3rd, less than 2 outs

1Out

Runner to 3rd, less than 2 outs

At the minimum get the runner to 2nd

2 Outs

We need both of you on base

ALWAYS KEEP IN MIND

How do **YOU** best fit in this situation? What is **YOUR** job right now?

DETAILS TO CONSIDER

- What color zone are we working in? (Red, Yellow, Green)
- What are your strengths? (Are you fast? Do you bring the power? Are you a contact hitter?)
- What is the score?
- What inning is it or how much time do we have left?
- Do we have speed on the bases?
- What does the defense look like?
- What does the pitcher like to throw?

RUNNER ON 2nd OBJECTIVE

O Outs

Get Runner To 3rd with Less Than 2 Outs

1 Out

Score the Run

At the minimum get the runner to 3rd

2 Outs

Switch places

or

Get us 2 runners on base

ALWAYS KEEP IN MIND

How do **YOU** best fit in this situation?

What is needed from you to give the teammate who is next up a chance to be successful?

DETAILS TO CONSIDER

- What color zone are we working in? (Red, Yellow, Green)
- What are your strengths? (Are you fast? Do you bring the power? Are you a contact hitter?)
- What is the score?
- What inning is it or how much time do we have left?
- Do we have speed on the bases?
- What does the defense look like?
- What does the pitcher like to throw?

Know "hit behind the runner" isn't always a solution

RUNNER ON 3rd

OBJECTIVE

O Outs

Score The Run!

1 Out

Score the Run

At the minimum give us another base runner

2 Outs

Give us another base runner

AND

Score the run

ALWAYS KEEP IN MIND

How do **YOU** best fit in this situation?

What can **YOU** do to give us that run **AND** put the teammate who is next in a position to be successful?

DETAILS TO CONSIDER

- What color zone are we working in? (Red, Yellow, Green)
- What are your strengths? (Are you fast? Do you bring the power? Are you a contact hitter?)
- What is the score?
- What inning is it or how much time do we have left?
- Do we have speed on the bases?
- What does the defense look like?
- What does the pitcher like to throw?

With Less Than 2
Outs We Want To
Score 90% Of The
Time