

DUGOUT INTENT vs. NOISE

Participating in the game from the dugout, one pitch at a time.

Championships are won by teams who play one pitch at a time in the present, working the process with a positive mentality. **"The Game Knows"** and will reward the team that does the best job at controlling the controllable aspects of the game. **You WILL influence the game with your DUGOUT INTENT** – COWS DRINK WATER... NOT MILK!!!

DUGOUT INTENT Standards. The four different teams I have worked with that made it to the college world series, were talented, but not the most talented teams in the country. What they did was understand that ***the best team never wins, it is always the team that plays the best.*** In order to play the best you must **MAXIMIZE the things you can control.** You can control how "into" the game you are as a team by how much energy and intent you bring to participating in each pitch.

OFFENSIVE:

MENTAL AB's - When not in the game taking a mental AB with someone in the line up.

STAY IN IT – Run down - BATTLE – When a guy fouls off a pitch with 2K

SAC LEADS TEAM INTO DUGOUT – Get out and pick up the sacrifice

BARRELL – Called out when we hit a Barrell – The BARRELL CHART – We mark our Barrells on the Chart in the dugout

YES, YES, YES, - ball in the dirt, runner should advance

NO, NO, NO, - ball in the dirt, runner should not advance – We use this on defense as well

NO HE DIDN'T – check swing we don't want to be called a strike on offense

GOOD TAKE – When we have a hitter take a pitch in rhythm showing he is aggressive and ready to hit in our plan.

BACK – Called out on a pick off - SAFE – Close play at first, influence the game, stay into the game

TRAILER – First baseman trails our runner to second when he hits a ball with a double cut needed

DEFENSIVE:

GET OVER – Ball hit to the right side

YOU GOT ROOM – Fly ball near the wall

YES HE DID – check swing we want to be called a strike on defense

GOT EM' – Pick off or close play at first

IN – Shallow hit fly ball

BUNT – Batter squares around

RUNNER – Runner tries to steal

BINGO – Fly ball with infield fly – drop it – look to make a play or – fast lead runner – drop it and throw him out lead

OTHER:

SPRINT ON AND OFF – OUTFIELD = 10 & INFIELD 5 Seconds

"SO WHAT" – When you need to move on to the next pitch (Know the difference between right and wrong so what)

SHADOW PEN's - Before the game, just 5 pitches a day for work on your routine.

NATIONAL ANTHEM – Stand at attention – hold for three seconds – turn over right shoulder

TIME INFIELD/OUTFIELD PRE-GAME – Set the tone and tempo for the game with timing IN/OUT

CLEAR THE FIELD – Set the tempo on SUNDAY "Attitude Day" to clean the field

SHAKE & TAKE – Take the hill when we shake hands after the game

BE FIRST: Be the first to welcome recruits and others to the program

