

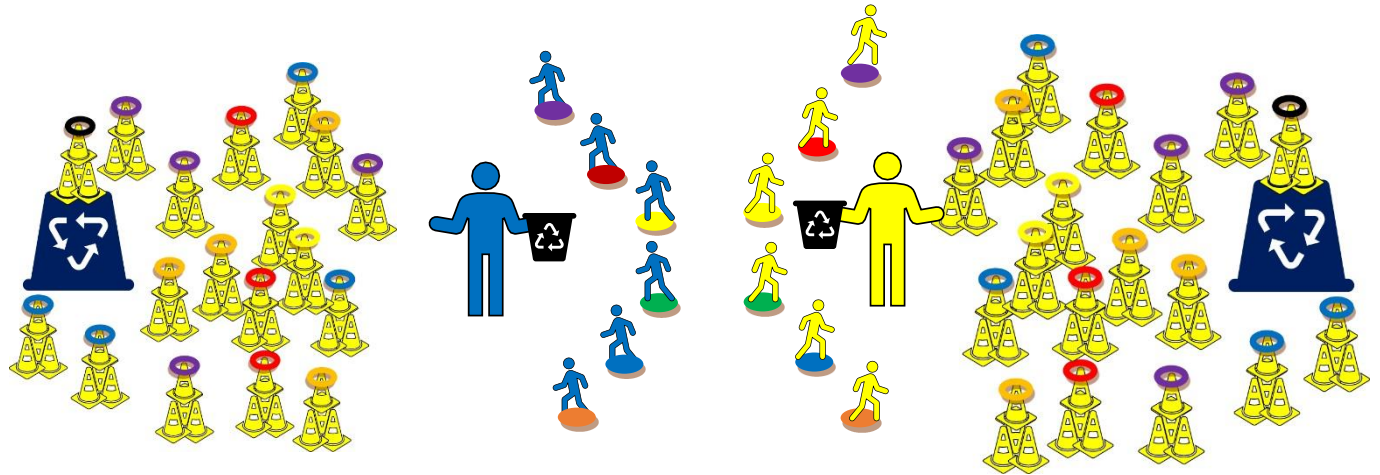
Pirate Ship Throwing w/ Defensive Drills:

Purpose: Fielding & Throwing

Ratio: Designed for 2-Coaches and up to 14-kids

Equipment: Cones, Colored Disks, Colored Spots, Snag Balls, Buckets (if available)

Set Up: In the middle put two sets of matching colored spots (one for each kid), facing in opposite directions. On either side of the cannon put 10-12 cone towers (20-24 Total) with a colored disk on top to mark the pirate sails.



Execution:

1. Narrate Storyline: Blue Pirate vs. Yellow Pirate (in example below). Coaches are the captains. The two pirate teams are going to race to see who can sink the other team's Pirate Fleet the fastest by Loading their Cannons (Fielding Pop-Fly's, Ground Balls & Line Drives) and Firing the Cannons (Throwing the Ball) at the Pirate Ships. If they knock the cone/disk off the bucket, they sink the ship.
2. Give each child a Glove
3. Review proper technique for fielding a Line Drive - Glove Straight Out – Coaches Cue - STOP
4. Coach tosses each player a Line Drive. Once everybody had a ball, coach tells them to rip the ball off their glove and get ready to fire (Flex, Point) or (Ready, Aim).
5. When Coach yells "FIRE!" all the players throw the ball at the fleet.
6. Make sure the players don't leave their spot to chase their ball. They will want to. They must stay on their Cannon (The Colored Spot) They are not going to collect the Balls until the coaches bucket is empty
7. Review proper technique for fielding a Ground Ball - glove on the ground and use now glove hand to guide it in. Coaches Cue – Alligator mouth
8. Coach rolls each player a ball, has them rip the ball off their glove and throw the ball together as a team when coach yells FIRE!
 - a. Review proper technique for fielding a Pop Fly - Glove up over their head. – Glove to the Sky
9. Coach tosses each player a ball, has them rip the ball off their glove and throw the ball together as a team when coach yells FIRE! –
 - a. *For younger players, hold the ball over their glove and have them move their glove with the ball. Then drop the ball on their glove.*
10. Continue to rotate through pop-fly, ground ball and line drive until bucket is empty.
11. Coach tells all the players to hold their glove out like a pizza, and fill it with 6 Baseball pepperoni (this is just a fun way for them to collect the balls).



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12. Make sure they know they are not allowed to knock over any Pirate Ships while collecting balls. That is called CHEATING! If they intentionally knock down a bucket, coach stands 2 up as a penalty. If they do it again, they sit out a round.
13. Once all of the players have collected their 6-balls and are back on their cannon, Coach says “Rotate” and all players move down 1-spot (Blue Cannon to Green Cannon, Green to Yellow, Yellow to Red, Red to Blue). This is have them practice throwing from different angles.
14. Continue until one of the teams have knocked down all the pirate ships on the other side. That team “wins”, but not really.
15. Have all players give a high-five to the other team and say GOOD GAME!
16. Reset the pirate fleets and continue as time permits
17. Reinforce storyline, technique, game flow, and sportsmanship/encouragement throughout
18. Recap Throwing/Fielding Technique and when/why it is used in baseball