Put the pieces together

Ages 7–8 | 90 minutes | 3 coaches | 9–12 players

Field, set and throw; force or tag?; apply it with cooperative defensive choices.

TIME	ACTIVITY
0-8 min	Warm-up: walk, jog, side-shuffle; stop signal
8-18 min	Ready partner catch; comfortable feeds and pauses
18-21 min	Water and groups
21-69 min	3 rounds x 16 min: 14 active + 2 transition
69-73 min	Water and regroup
73-84 min	Cooperative defensive choices
84-90 min	One useful cue, praise effort, equipment collection

Station assignments

H - Head coach: Track, choose, swing | See it before deciding.

F - Assistant 1: Field, set and throw | Secure it; find the target.

R - Assistant 2: Force or tag? | Who has to advance?

Rotate: A/B/C -> H/F/R; then C/A/B; then B/C/A.

Groups: A _____ B _____ C _____

Setup and safety

One isolated hitting/net zone; separate fielding and movement zones. Coaches stay; groups walk outside active lanes. Only the active helmeted hitter holds a bat. Stop all stations before rotations. Keep water available. Use pauses and simpler feeds; stop for pain or fatigue.

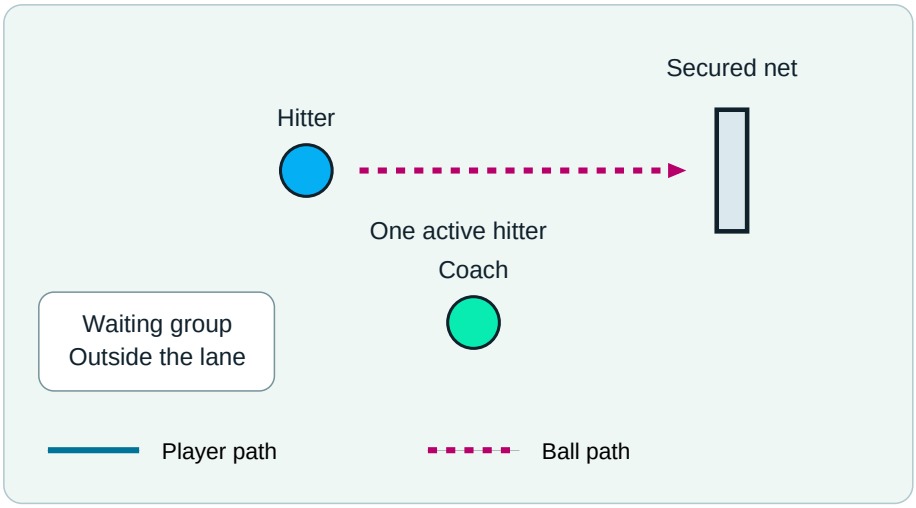
Equipment: field, age-appropriate balls, gloves, cones, buckets, one secured net and tee; bat and helmets. Fitted complete catcher gear and soft balls for catcher modules. No extra screen, machine or cage assumed.

Plan FP78-W10 | Full instructions: leefamilybaseball.com/coaching/ages-78-week-10.html

H - Head coach

Track, choose, swing

FP78-W10 | Ages 7–8 | Coach stays; groups rotate



1. Use soft side toss into the net with one helmeted hitter, the coach clear of bat and ball paths, and everyone else in the waiting zone.

2. First show a hittable toss with no bat so the player sees its path. Then alternate comfortable tosses and clearly unsuitable ones. Player swings only at comfortable balls; take the rest.

3. Three tosses per turn. This trains a decision, not an umpire’s exact strike-zone call. Stop if feeds become unpredictable.

Say: See it before deciding.

Easier: Use balanced tee contact instead if tracking or safe, consistent toss feeds are not ready.

Progress: Let the hitter decide without a verbal prompt.

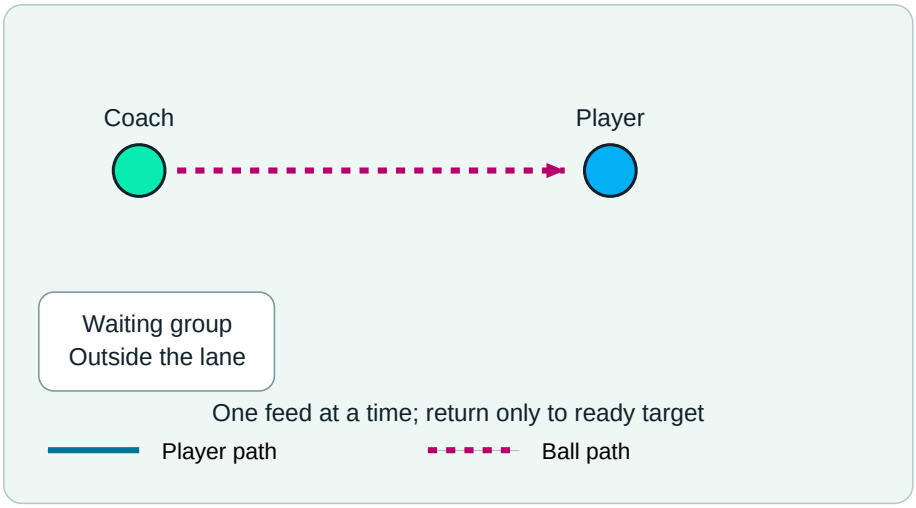
Ready when: Player can take a poor toss without chasing it.

Two or three attempts, then rotate. Stop before collection. Keep waiting players outside swing, feed and rebound paths. Position work: check throwing/rest eligibility; no live batter. The diagram is a setup schematic, not a scale drawing or mechanics demonstration.

F - Assistant 1

Field, set and throw

FP78-W10 | Ages 7–8 | Coach stays; groups rotate



1. Coach rolls from one end of a clear lane. One player fields; the next player waits behind a cone outside the lane.

2. Move feet behind the easy roll, bend knees and meet it with the open glove in front. Secure the ball, turn feet toward the coach and make a controlled throw only when the coach shows ready hands. Coach receives; no extra adult is required.

3. Switch players after three feeds. Keep distances short enough for comfortable receiving.

Say: Secure it; find the target.

Easier: Roll the return or remove the throw.

Progress: Add a small lateral feed after the complete sequence is controlled.

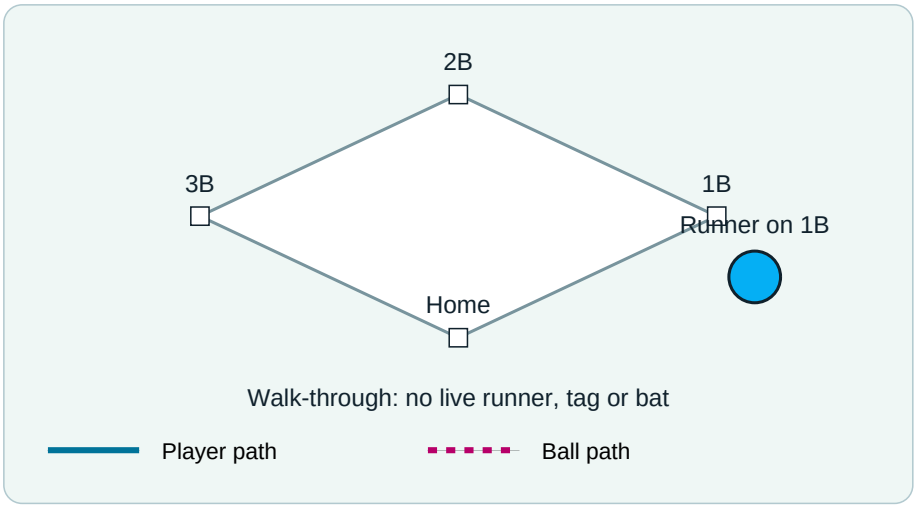
Ready when: Throw begins after the ball is secure and the receiver is ready.

Two or three attempts, then rotate. Stop before collection. Keep waiting players outside swing, feed and rebound paths. Position work: check throwing/rest eligibility; no live batter. The diagram is a setup schematic, not a scale drawing or mechanics demonstration.

R - Assistant 2

Force or tag?

FP78-W10 | Ages 7–8 | Coach stays; groups rotate



1. Lay out bases or cones. Coach describes a ground ball with a runner on first, then a separate example with only a runner on second. No live runners or tags.

2. Players point to a force option in the first example and explain that advancing from second is a choice in the second. Walk a tag motion away from another person.

3. Alternate the decision maker after each example. Current local rules govern the game; this is only the force-versus-tag distinction.

Say: Who has to advance?

Easier: Use only the runner-on-first example.

Progress: Change an out or base setup and explain the option.

Ready when: Player identifies the forced advance instead of calling every base play a force.

Two or three attempts, then rotate. Stop before collection. Keep waiting players outside swing, feed and rebound paths. Position work: check throwing/rest eligibility; no live batter. The diagram is a setup schematic, not a scale drawing or mechanics demonstration.