

# OFFENSIVE IDENTITY

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# IDENTITY

- WHAT IS IT?

- SHORT LIST OF PILLARS YOU WANT YOUR POSITION GROUP TO VALUE
- CREATING A STYLE OF PLAY
- SHOULD BE ESTABLISHED AND TRAINED IN THE FALL

- WHY IS IT IMPORTANT?

- GIVES YOUR PLAYERS A CLEAR UNDERSTANDING OF YOUR EXPECTATIONS / STYLE OF PLAY
- GIVES THE COACH A WAY TO GET A POSITION GROUP BACK ON TRACK WHEN FACING ADVERSITY THROUGHOUT THE SEASON

# OFFENSIVE IDENTITY

**PRESSURE ON THE DEFENSE**

ON TIME TO THE FASTBALL

EXECUTE

HOLD OUR GROUND

FIGHT WITH 2 STRIKES

# PRESSURE ON THE DEFENSE – AT THE PLATE

- TEAM OFFENSIVE PLAN / APPROACH
- SWINGING AT STRIKES / TAKING BALLS
  - TAKING DOSES
  - DRAG / PUSH
- HITTING BALLS LOW AND THROUGH THE INFIELD
- PUTTING THE BALL IN PLAY WITH 2 STRIKES
- MAKING THE DEFENSE MAKE PLAYS
- STRINGING TOGETHER QUALITY AB'S

# ON TIME TO THE FASTBALL / APPROACH

## APPROACH

1. WHAT PITCH ARE WE HUNTING AND ON TIME TO?
  - MOST OF THE TIME, WE ARE ON THE FB
2. WHERE ARE WE LOOKING TO DRIVE THIS PITCH?
  - RED, YELLOW, GREEN

### TEAM OFFENSIVE APPROACH

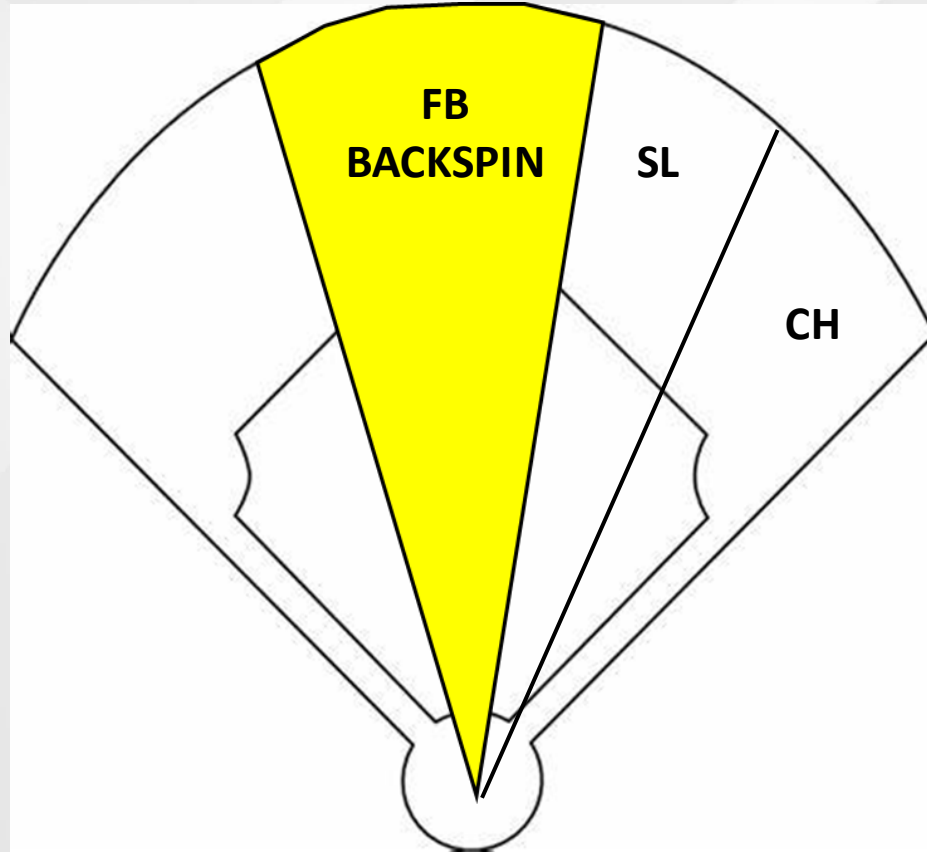
- AGGRESSIVE, TAKE A PITCH, TAKE A STRIKE?
- DEPENDS ON OPPOSING PITCHER

## • PLAN

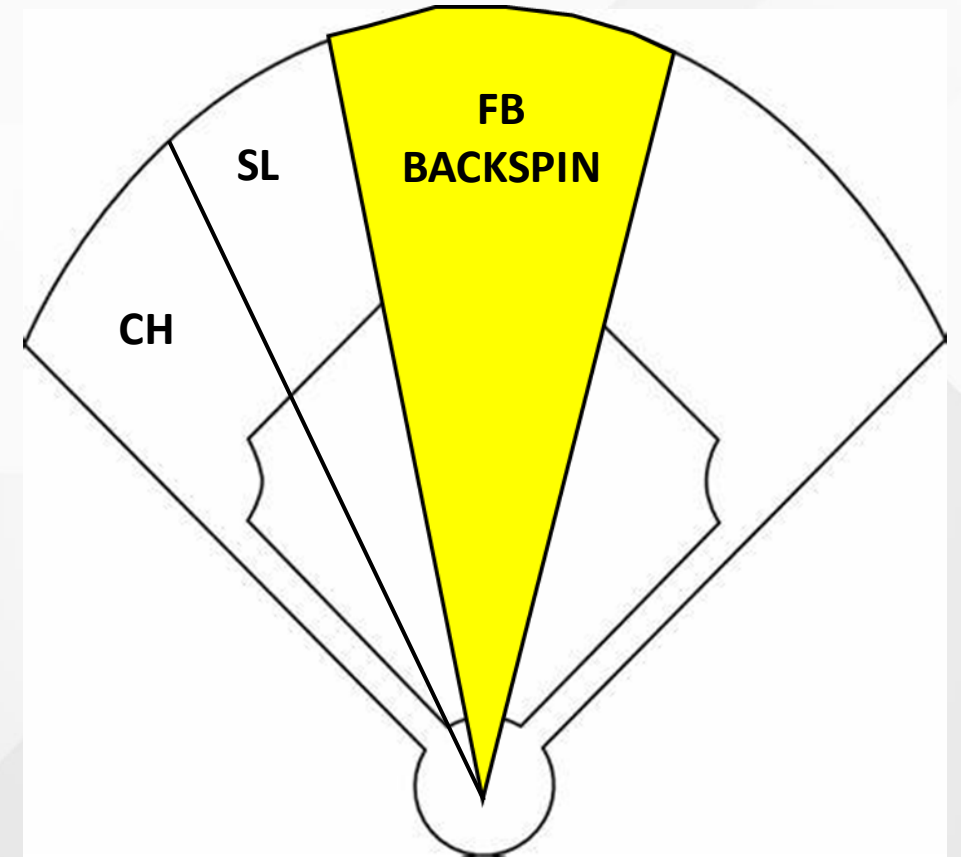
- WHAT IS THE GAME ASKING US TO DO?
  - GET A JOB DONE / EXECUTE
  - SITUATIONAL HITTING
  - DEFENSIVE POSITIONING
    - DRAG/PUSH
  - SCORE / INNING

# APPROACH - YELLOW

LHH

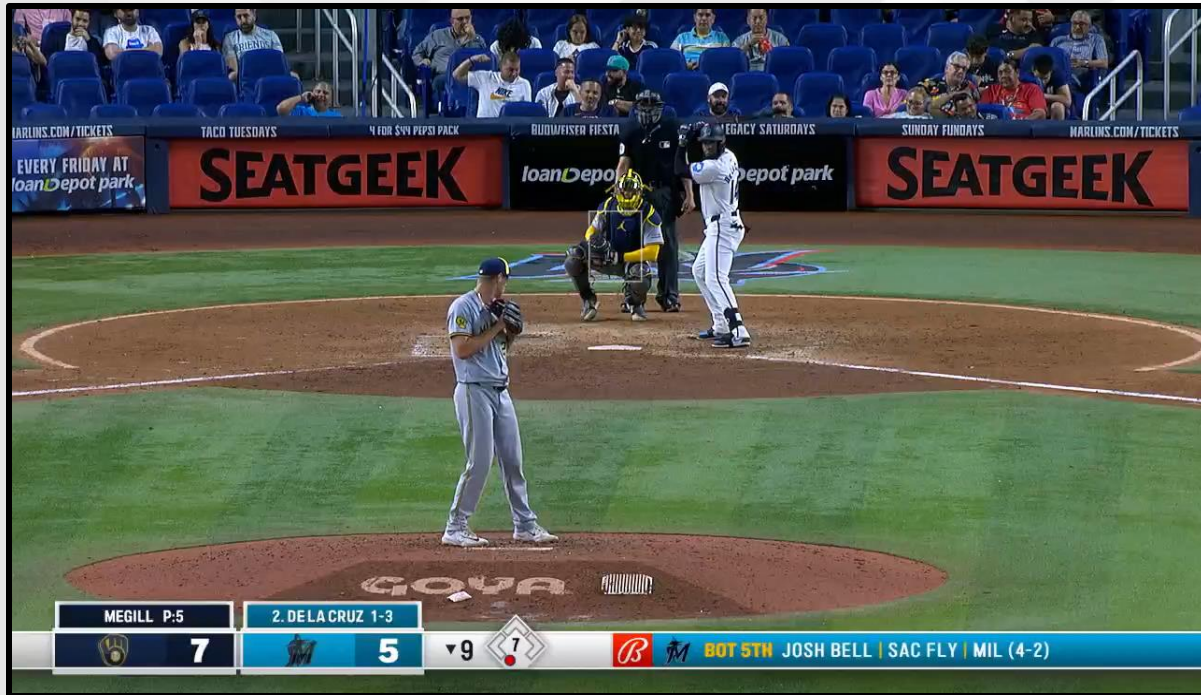


RHH





# YELLOW – FASTBALLS





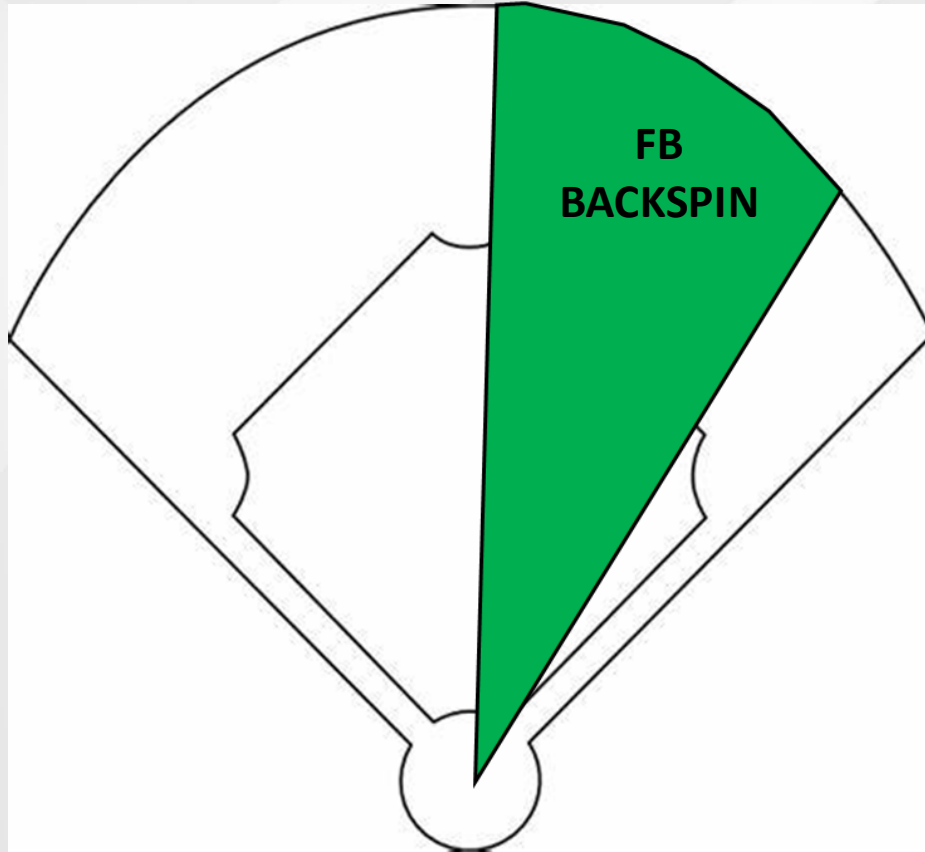
# YELLOW – SLIDER / CHANGEUP



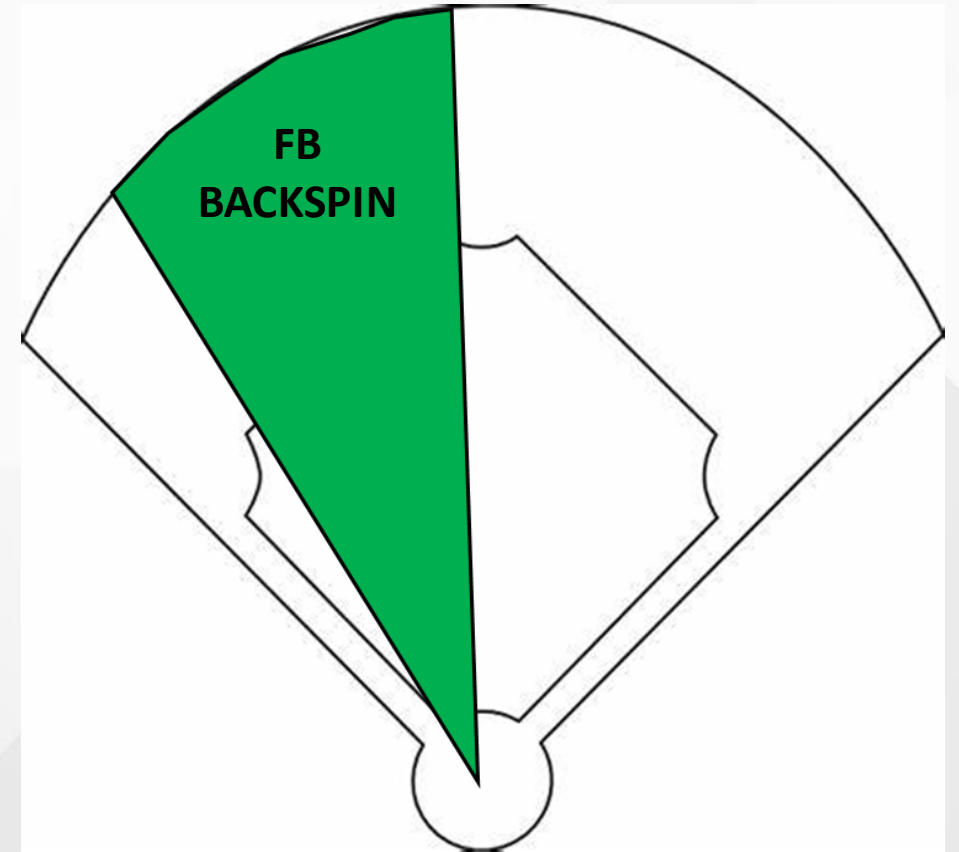


# APPROACH - GREEN

LHH



RHH

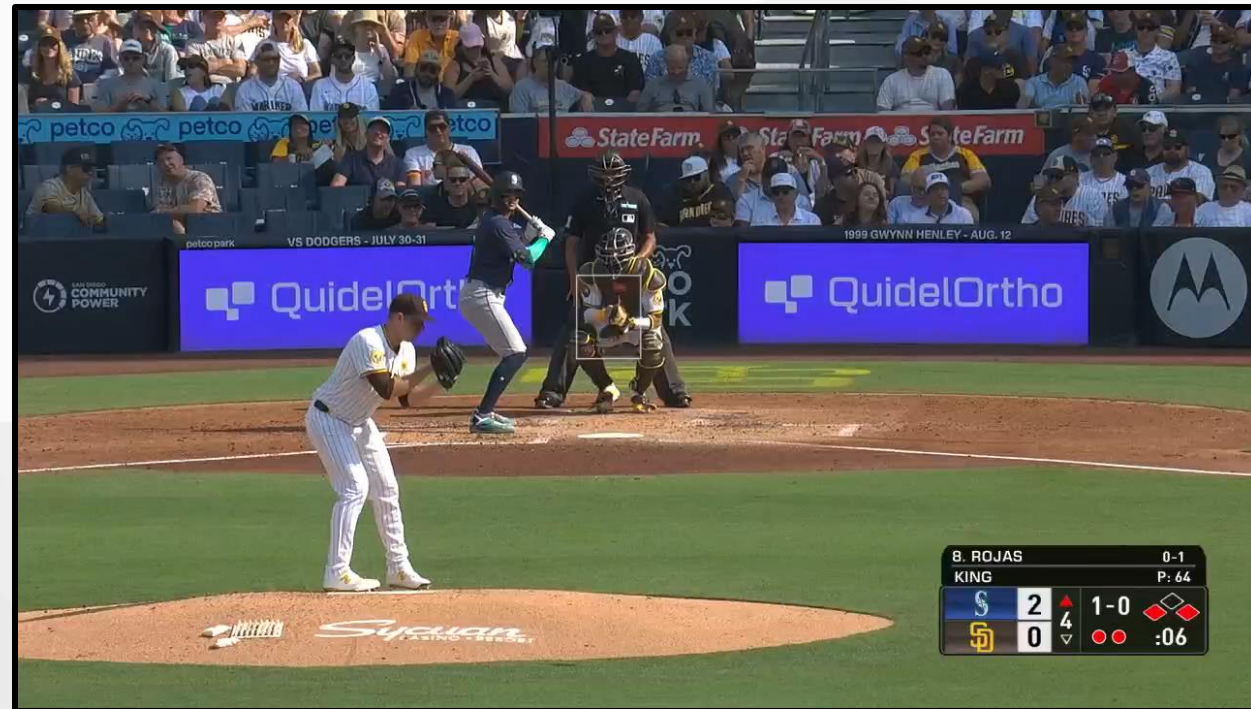


# GREEN – FASTBALLS



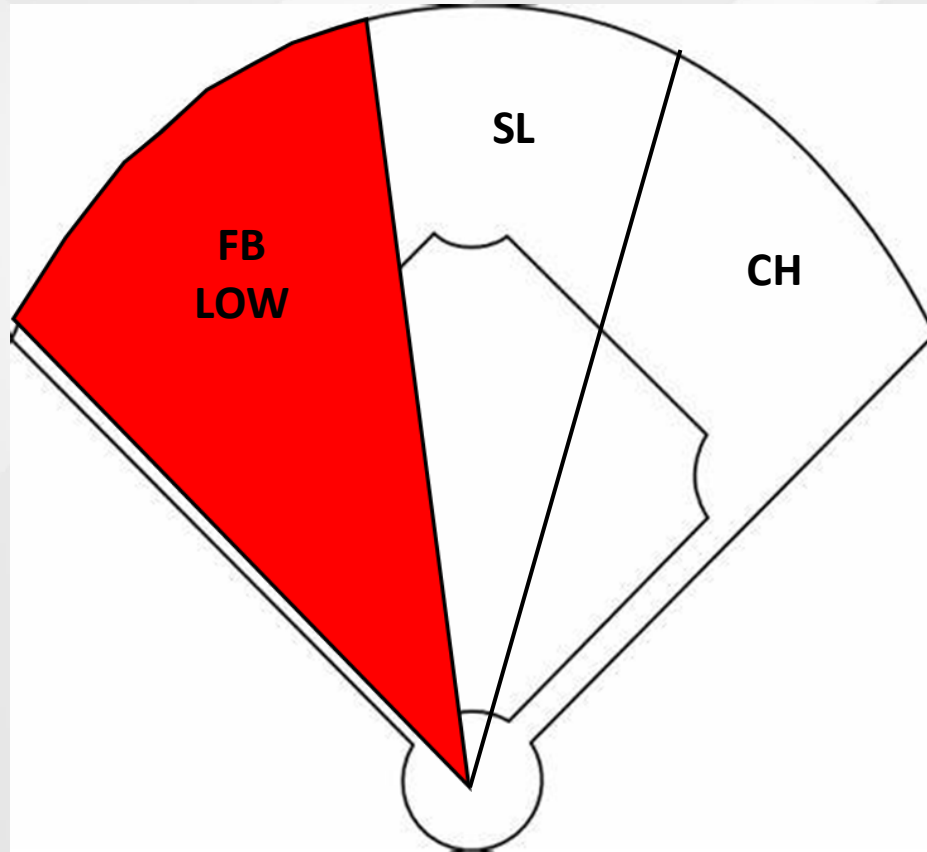


# GREEN – SLIDER / CHANGEUP

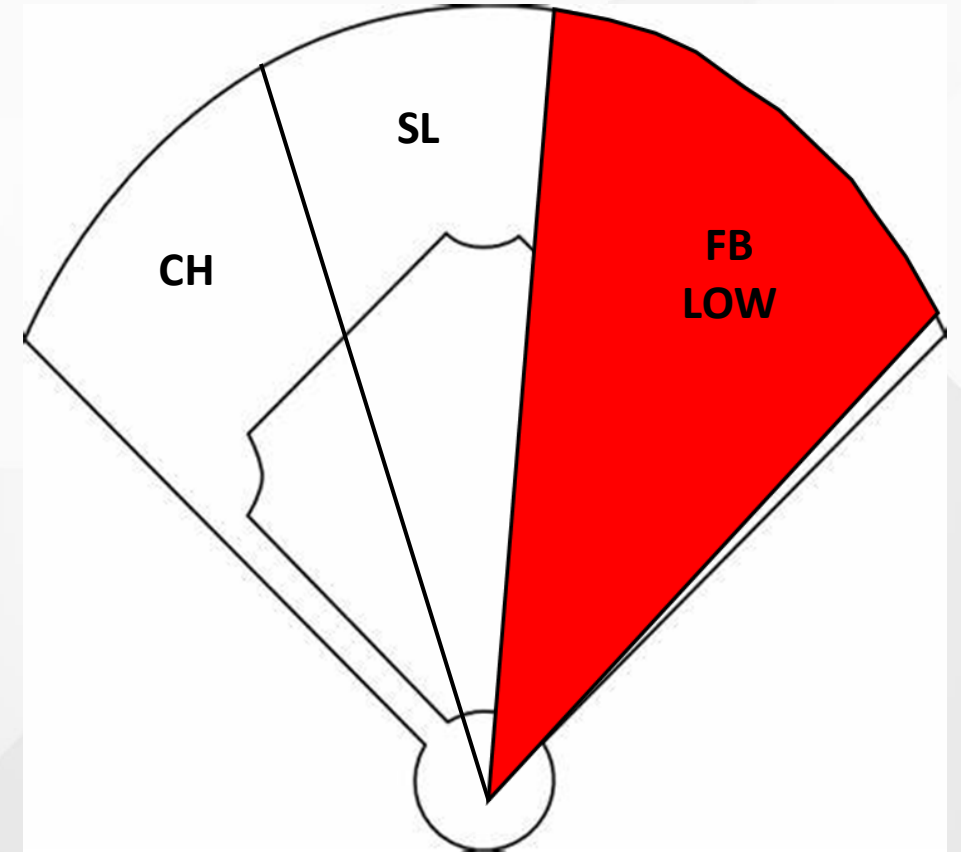


# APPROACH - RED

LHH



RHH





# RED – FASTBALLS



# RED – SLIDER / CHANGEUP





COUGARS

## OFFENSIVE STATIONS

COUGARS

JANUARY 9TH, 2025

	STATION 1	STATION 2	STATION 3	STATION 4		KEY			LIVE ROUNDS							
CRESSWELL	2	1	4	3		1	LIVE		1	5 - 2K RED / DRAG						
FLECK	1	4	3	2		2	CAGES		2	1 H&R, 2 IMP, 2 SCORE HIM / PUSH						
HAMPTON	1	4	3	2		3	DEFENSE		3	5 - YELLOW						
HARTMAN	2	1	4	3		4	BASERUN		4	5 - YELLOW OR GREEN						
JOHNSTONE	3	2	1	4		5	BUNT		5							
JONES	4	3	2	1												
KENNEL	4	3	2	1		CAGES			BUNTING		BASERUNNING		DEFENSE			
LONGO	1	4	3	2		C1	2 PLATE				1B	H&R	C	TAG PLAYS		
MYERS	2	1	4	3		C2	7 BALL				2B	0 / 1 OUT	INF	FUNGO		
NORTHROP	3	2	1	4		C3					3B	CONTACT	OF	LIVE		
OBENOUR	4	3	2	1												
ROY	1	4	3	2		OFFENSIVE IDENTITY										
SHULL	4	3	2	1												
SKJONSBY	1	4	3	2		PRESSURE ON THE DEFENSE										
THEIN	2	1	4	3		ON TIME TO THE FASTBALL										
THIELE	4	3	2	1		EXECUTE										
WATTERSON	3	2	1	4		HOLD YOUR GROUND										
WEISE	3	2	1	4		FIGHT WITH 2 STRIKES										

# EXECUTION

## NOTES

- STARTS WITH EACH PLAYER'S WILLINGNESS AND WANT TO EXECUTE
- TAKES UNSELFISHNESS AND **DESIRE TO WIN**
- **INTENT** IS CONTROLLABLE

## SKILL GAME

- HIT AND RUN
- RUN AND HIT
- BUNTING GAME
  - DRAG / PUSH
  - LATE SHOW SAC
  - SAFETY / SQUEEZE

## SITUATIONAL HITTING

- IMPORTANT
  - RUNNER AT 2ND BASE / 0 OUTS
- SCORE THE RUNNER FROM 3B
  - INFIELD BACK
  - MIDDLE BACK / CORNERS IN
  - INFIELD IN



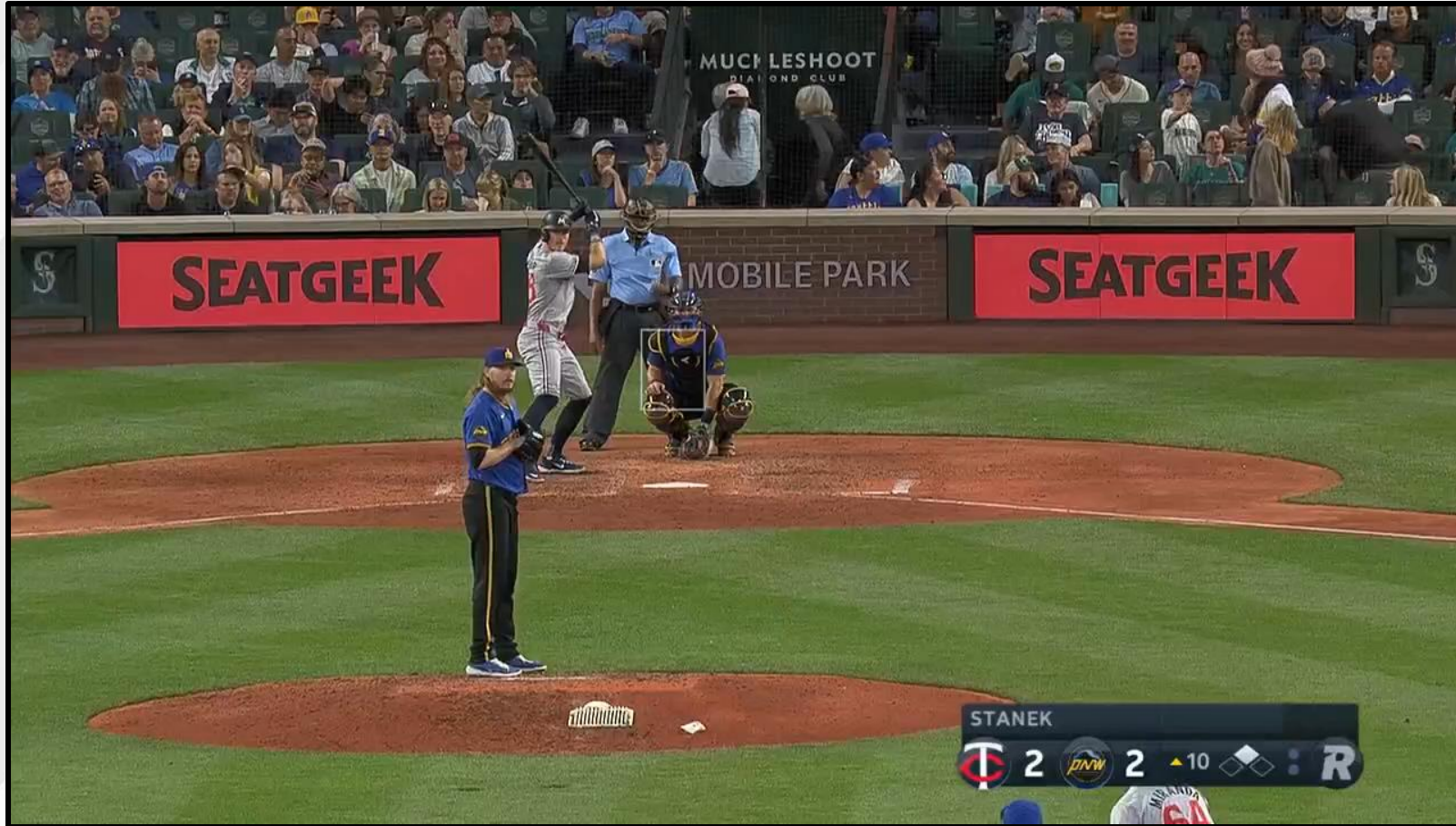
# SITUATIONAL HITTING

## IMPORTANT – RUNNER AT 2B / 0 OUTS





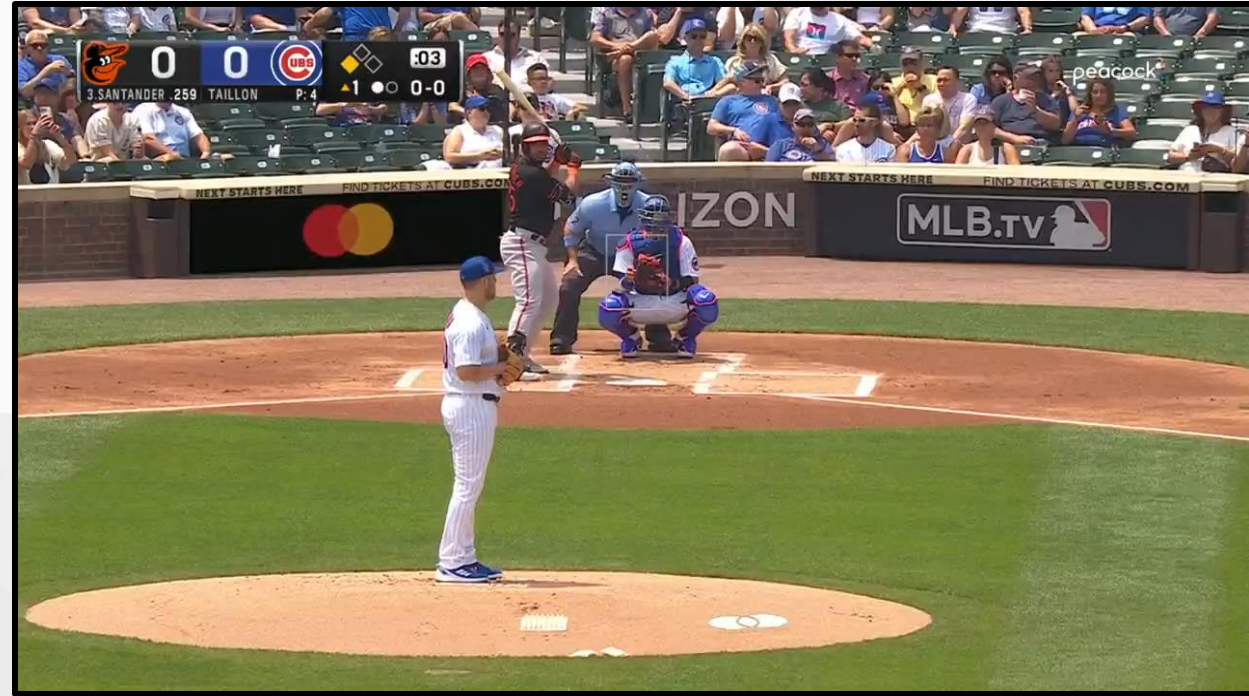
# SITUATIONAL HITTING FAILED IMPORTANT





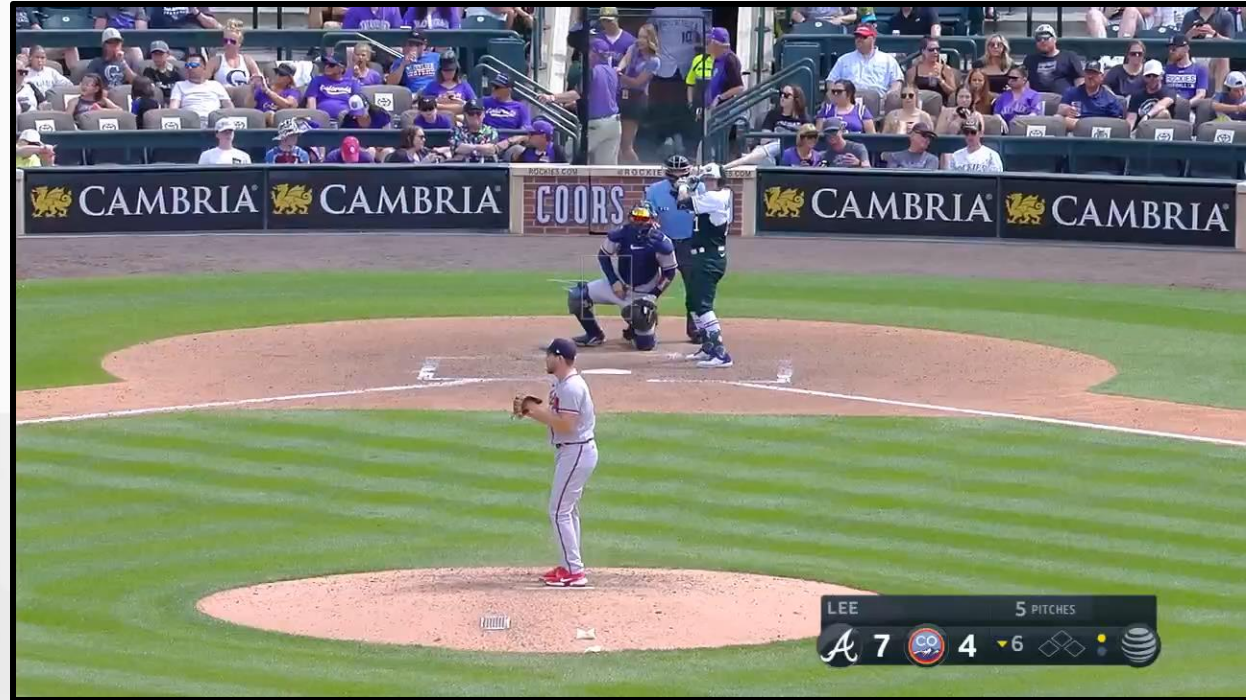
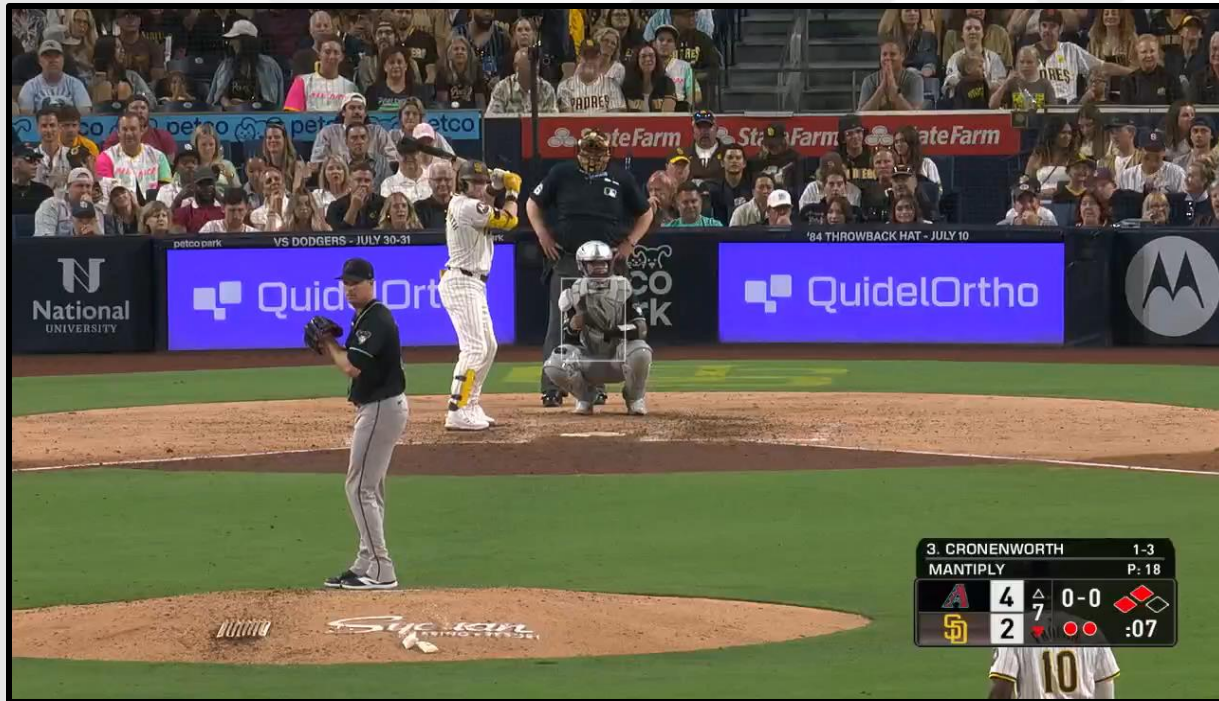
# SITUATIONAL HITTING

## SCORE THE RUNNER FROM 3B





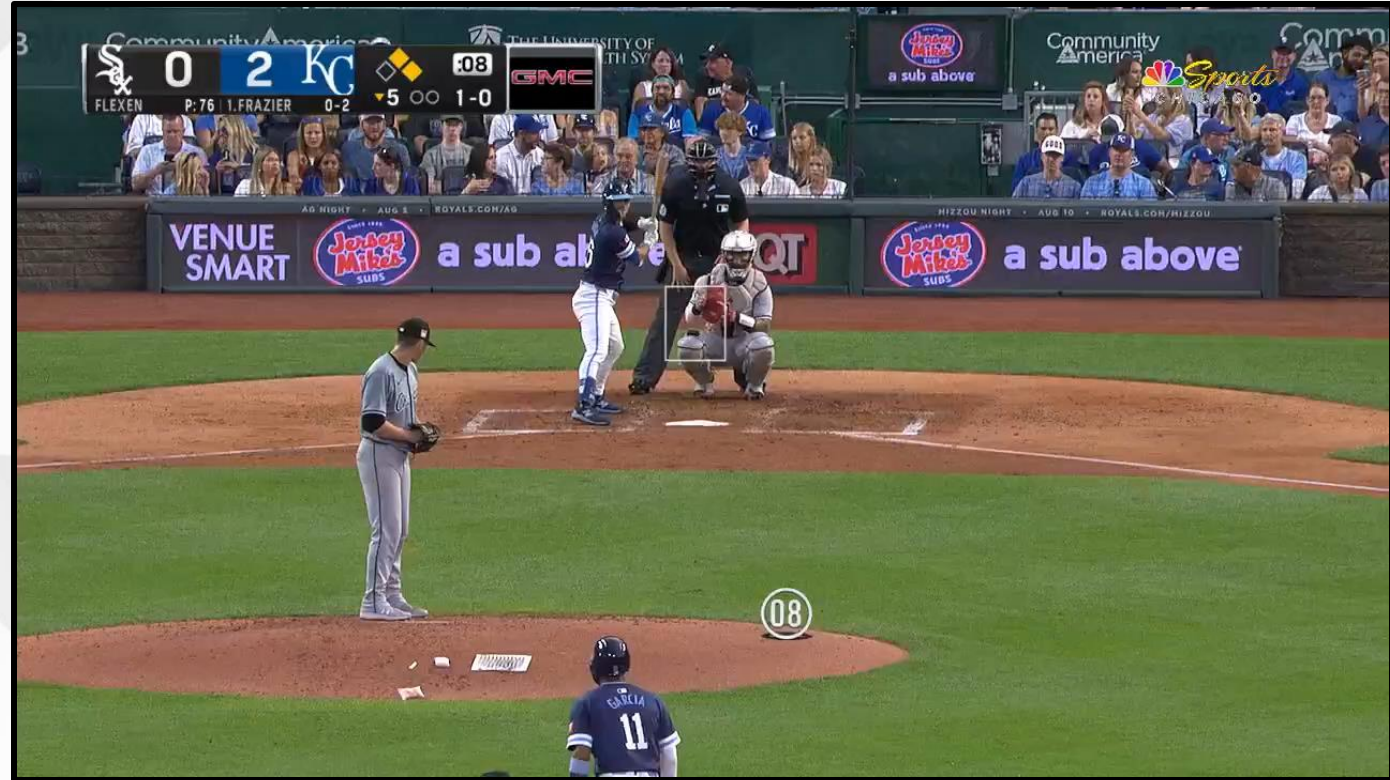
# EXECUTION - PRESSURE DRAG / PUSH





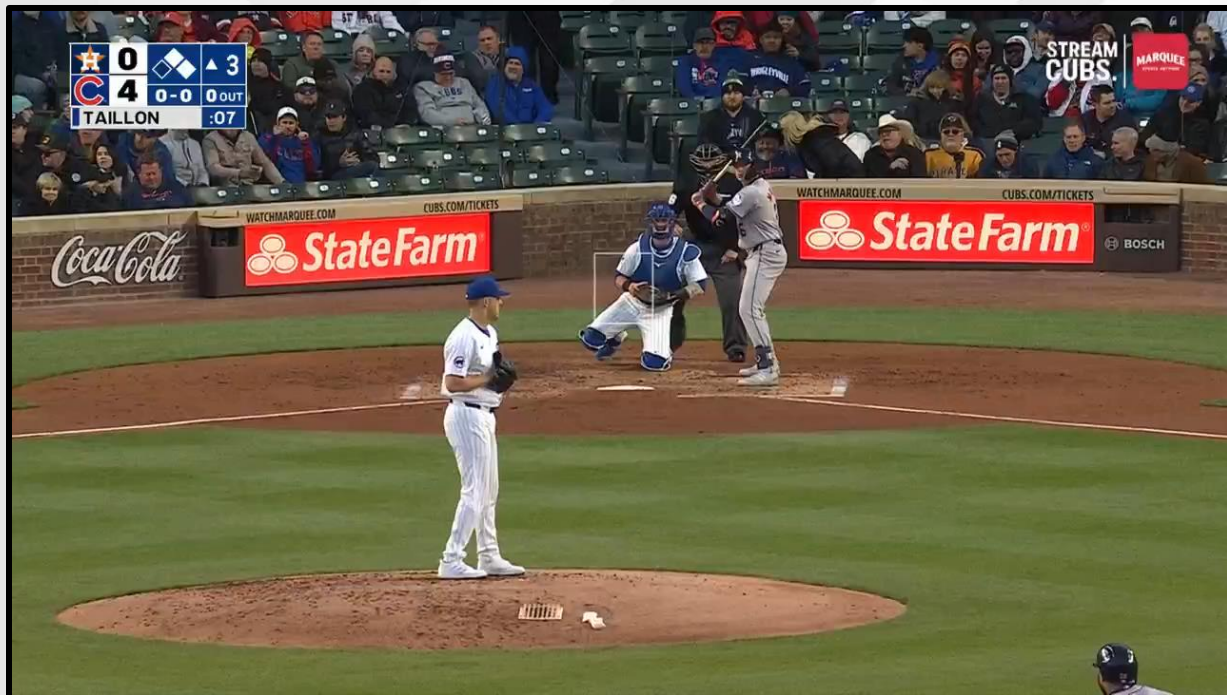
# EXECUTION - PRESSURE SACRIFICE BUNTS

- PLAYER HAS TO **WANT** TO GET THE JOB DONE
- STARTS WITH MENTALITY
- GET YOUR FACE IN THERE
- SEE THE BUNT DOWN BEFORE WE RUN TO 1B



# EXECUTION

## SACRIFICE BUNTS – PLACEMENT CREATES PRESSURE





# HOLD OUR GROUND

- WE DO NOT MOVE OUR FEET
- IF WINNING IS IMPORTANT, WE WILL HOLD OUR GROUND
- OPPORTUNITY TO SHOW PHYSICAL TOUGHNESS
- NO DRAMA
- **CREATES PRESSURE**
  - NOT AS WILLING TO PITCH IN
  - MORE MISTAKES / PITCHES TO HIT
  - PITCHERS NOT AS GOOD OUT OF THE STRETCH



# FIGHT WITH 2 STRIKES

- STARTS WITH MENTALITY
- NO LONGER YOUR AT-BAT, IT IS THE TEAM'S AT-BAT
- APPROACH – RED
  - HUNTING A FASTBALL AWAY
  - LOOKING TO BEAT THE OPPOSITE SIDE MIDDLE INFIELDER
  - NOT AFRAID TO GET JAMMED
  - **NEVER LATE EARLY, NEVER EARLY LATE**



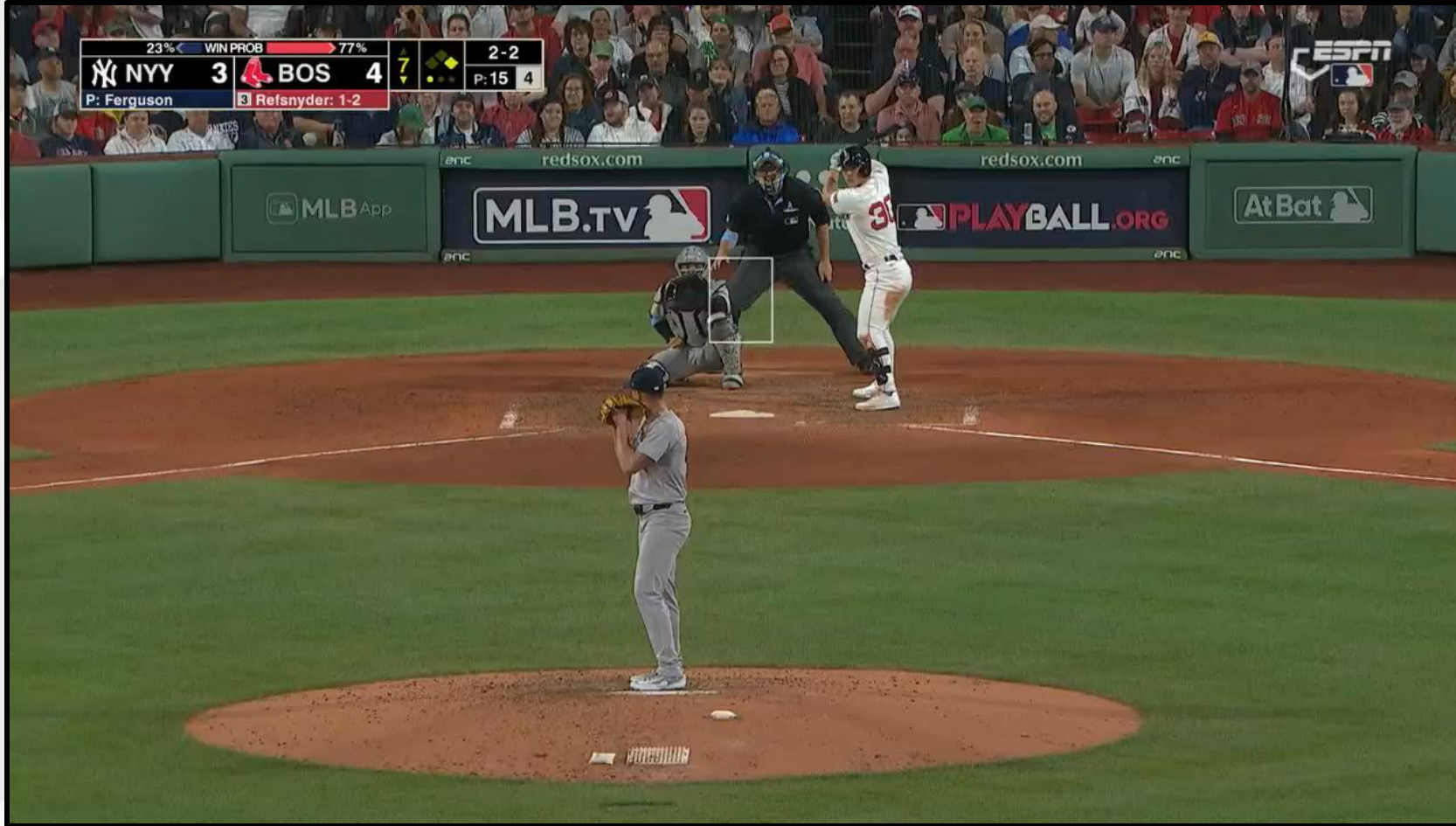


# PRESSURE ON THE DEFENSE – ON THE BASES

- RUN HARD 90'S AND TOUCH 1B
- HARD TURNS
- LOOKING TO RUN IN OUTFIELDER'S FACE
  - STRECH 1B INTO 2B
  - 1ST TO 3RD
- STEALING BASES
- FAKE STEAL
- BALL IN DIRT
- CONTACT PLAY

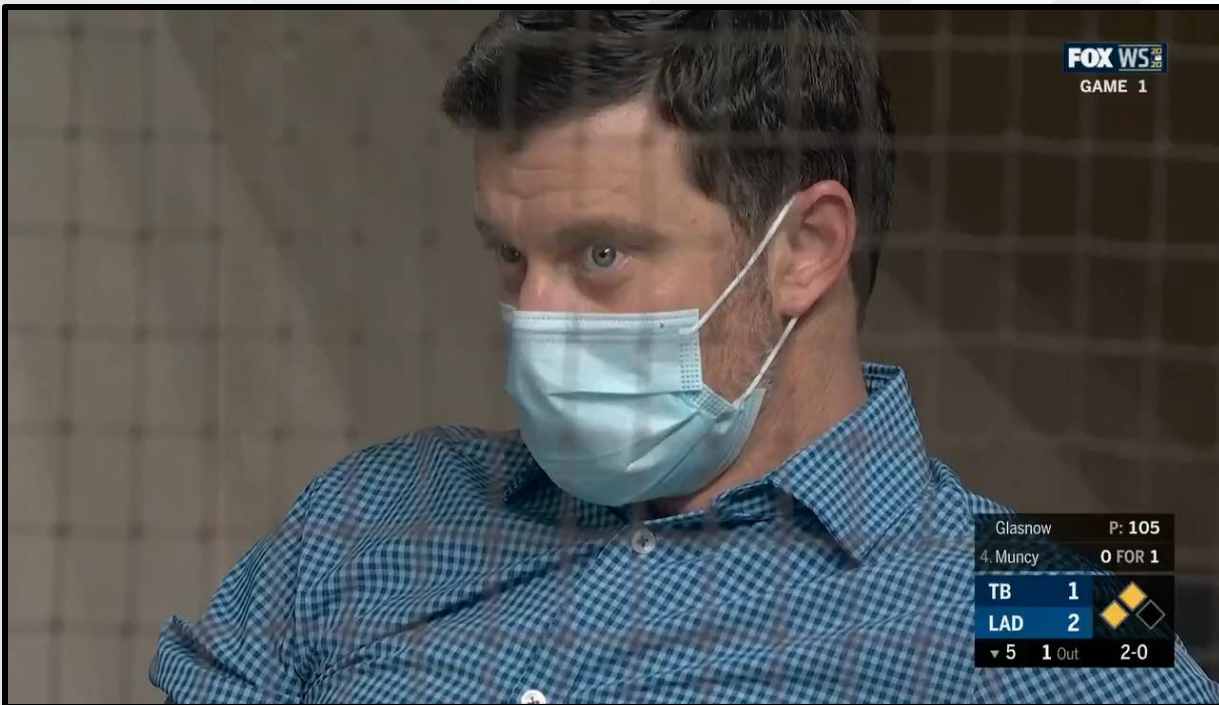
# PRESSURE ON THE DEFENSE

## 1ST TO 3RD



# PRESSURE ON THE DEFENSE

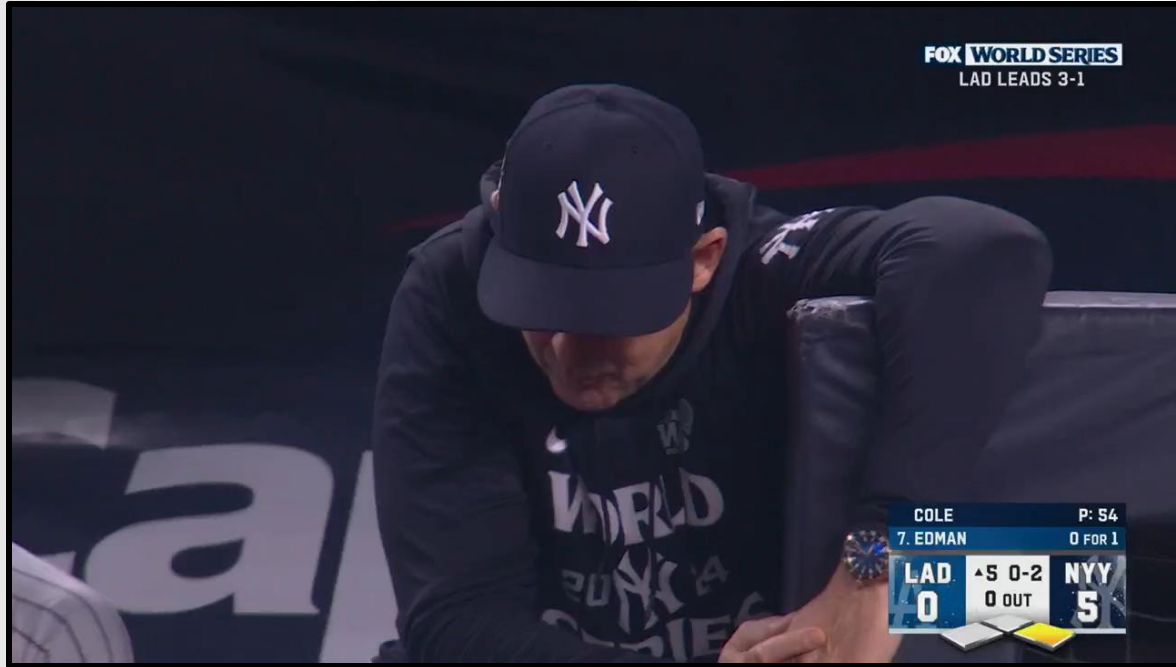
## CONTACT PLAY





# PRESSURE

## MAKE THE DEFENSE MAKE PLAYS



# THEN WE GET OUR SWINGS...



# MAJOR POINTS

- CREATE AN IDENTITY FOR YOUR POSITION GROUP
  - PITCHING, OFFENSE, INFIELD PLAY, OUTFIELD PLAY, CATCHING, BASERUNNING
- PLAYERS WILL CLEARLY UNDERSTAND WHAT YOU EXPECT
- GIVES YOU AN ABILITY TO HOLD PLAYERS ACCOUNTABLE TO WHAT IS IMPORTANT TO YOU
- THERE IS NOT ONE CORRECT WAY TO COACH THIS GAME
- THE BEST WAY IS THE ONE YOU HAVE THE MOST **CONVICTION** IN