BATTING

Skill	Cue	Common Errors
HITTING		
Stance	 Stand sideways Feet slightly wider than shoulder width Weight over balls of feet, heels lightly touching the ground, more weight on back leg 	 Stand forward Feet too far apart or too close together Weight on heels
Arm Swing	Hitter should think "shoulder to shoulder" (start with chin on front shoulder; finish with chin on back shoulder)	Moving head during the swingHead too tense
Hip Rotation	 Back hip snaps or rotates at pitcher; drive body through ball; take a photograph of pitcher with belly button Throw hands through baseball: "slow feet quick hands" 	 No hip rotation Using arms instead of wrists
Focus of Eyes	Imagine middle of baseball has a face that is laughing at you; try to hit the ball in the face	Not seeing ball hit bat
Step	 Step 3 to 6 inches (stride should be more of a glide) "step to hit" 	 Over striding causes bat to drop during swing (jarring step) Hitter "steps and then hits"
Follow Through	Top hand rolls over bottom hand; bat goes all around body	
BUNTING		
	 Pivot toward pitcher; square body to pitcher Slide top hand up bat; keep bat level at all times. Keep fingers behind bat or protect fingers from ball Catch ball with bat 	 Hitter or bunter does not get properly squared around in position to bunt Hands remain together (bat is not kept level if pitch is either high or low); wrap hand around bat Push bat at ball, swipe at ball

BATTING

Skill	Cue	Common Errors
HITTING INEXPERIENCED BATTERS		
Grip	 Hold bat in base of fingers (this technique allows wrist to roll freely and generates bat speed) Align knuckles 	Bat held in palm of hand squeezing bat
Closed Stance	 Feet are shoulder-width apart; then front foot is placed toward plate (helps untrained hitter step toward pitcher) 	Stepping back
Bat Position	 Bat held at armpit high and far enough away from the body that two players' fists could fit Back elbow held away from body 	Bat held too close to shoulderBack elbow drops
Bat Angle	Straight up in air or up and angled slightly over back shoulder	Cradling bat around head; bat is pointing back toward pitcher

THROWING

Skill	Cue	Common Errors
Grip	 Get a seam, either across the seams or with the seams Hold ball with fingertips; first two fingers on the top of the ball, second two underneath to the side, thumb opposite side 	 Not getting enough seam, poor control of ball Holding baseball in palm or placing more fingers on top of ball
Stance	Stand sideways, ankle bone toward target	Stand facing target
Throwing Action	 Point glove-hand shoulder at target Take a long step toward target Stretch arm way back Make L shape with throwing arm Pull glove arm down, and replace glove arm with throwing arm Whip the arm through, snap wrist Follow-through, wrist goes to opposite knee-slap knee 	 Staying square to target (no shoulder or hip rotation is possible) Stepping across body, no step at all, or step that is too high Taking the ball directly behind head with bent elbow No wrist action, all arm No follow-through

FIELDING

Skill	Cue	Common Errors
FIELDING GROUND BALLS Stance Catching Action	 Feet shoulder-width apart, weight on balls of feet (right handers lead slightly with left foot because the slight lead of the left foot means that less time is needed to rotate body to throw) Create a triangle with both feet and glove; the glove is the top of the triangle Bend at knees; slightly at waist Field ball out in front Keep glove close to or on ground Elbows inside knees 	 Weight on heels, feet too close or too far apart Glove inside or behind knees Bending at waist and not knees
FIELDING-FLY BALLS	 Put your nose on the ball; follow the ball into the glove with eyes Secure ball with both hands Read a hop, read the path of the baseball; try to field ball on big or long hop; after a big hop ball will usually stay low 	
Stance	Comfortable stance, weight on balls of feet	Rigid, fight stance; weight on back of heels like a boxer
Catching Position	Position body underneath flight of baseball (the path should becoming down to the eyes)	Having to catch ball behind your head or below your waist
Catching Action	 Place glove slightly out from and above head; reach for the sky with fingers just before the ball arrives Always use two hands to secure ball Follow ball into glove with eyes 	 Catching ball to side of the body; fingers stretched out rather than up One-handed "showboat" Not watching ball all the way into the glove

SLIDING

Skill	Cue	Common Errors
Feet First	 Sprint Slide early Sit down Curl leg under, making a figure 4 Roller-coaster ride 	 Slowing up Sliding too late (injuries) Falling and hopping Sliding with both legs forward Lying down completely
Head First	 Sprint Sink Dive Outstretched arms Superman in flight 	 Slowing down Upright and no balance Belly flopping into base Hands and arms too close to body

THROWING

Skill	Cue	Common Errors
Stance	Stand sideways	Feet and stomach facing the target
Grip	 Grab top of ball like holding a soda pop can sideways or making a C Finger pads hold laces 	Grabbing middle of ballPalm holding ball
Leg Action	Take a short to medium step	Over striding, high stepping, or tak- ing no steps
Arm Action	 Stretch arm way back, make an L Whipping action with wrist (palm out) Index finger responsible for the spin on the ball Palm out at point of release Nose of ball should travel slightly up 	 Taking ball behind head No snap of wrist Palm turning in Nose of ball in any other position
Release	Picture an eye on right and left front shoulders and on right and left knees; when these four checkpoints on body face target, release ball	

CATCHING AND RECEIVING

Skill	Cue	Common Errors
Above the Waist	 Make diamond or triangle with fore-fingers and thumbs; look through the diamond or triangle Thumbs in 	Hands apart, palms face sky
Below the Waist	 Touch pinkies Thumbs out Fingers collapse around the ball like a butterfly net or a Venus fly trap Elbows should act as shock absorbers on ball contact Quiet hands/soft hands 	Hands apartHands are like a wall (no collapse)Stiff arms
Coaching Point	DiamondCollapse fly trapShock absorber	Wrong sequenceSqueeze ball too soon

BALL CARRYING TECHNIQUE

Skill	Cue	Common Errors
Tuck Away After Catch	 Tuck ball into four pressure points REEF (four pressure points) Rib Cage (stuff ball into rib cage) Elbow (tuck elbow in) Eagle Claw (spread fingers over point of ball) Forearm (cover ball) 	 Ball not on one of four pressure points Carrying like a loaf of bread

RUNNING STRATEGIES

Skill	Cue	Common Errors
Fundamentals	 Stay light on feet Feet off the ground Run on the balls of feet, like a ballerina, smooth and controlled so feet can spin Run like a Ferrari race car (low to ground) 	 Planting your heal Feet coming out from underneath, jerky and uncontrolled Planting heels can cause knee injury Running like a semi (top heavy) can injure ribs
Running Down Sidelines	 SOAPS: Switch Outside Arm Position Running down right sideline, carry ball in right hand Running down left sideline, carry ball in left hand 	
Change in Directions	Cut off with your lateral foot	Cutting off medial foot causes one to slip
Making a Turn	Make a tight turnKeep the turn tight	Making a wide turnKeeping angle of turn loose

BLOCKING

Skill	Cue	Common Errors
Techniques	 Sit on heels/sit on a chair Arm hangs Hot feet/choppy feet Mirror the opponent Bust a door open with shoulder and forearm Push a car uphill 	 Weight is forward Too much weight on hands Stopping feet and lunging Not keeping with opponent Using any other parts for blocking

HIKING OR CENTERING

Skill	Cue	Common Errors
Long Snap, 12-14 yards	 Sit on heels Pyramid base Cock the trigger (rotate ball clockwise with wrist in flexed position) Extend hips and knees like getting kicked in the butt Focus on punter's belt Reach for belt (palms out) 	 Slow snap Generating power with arms Not looking at target No follow through
Shotgun Formation Direct Snap (Quarterback Under Center)	Same cues as long snap, less forceWhile snapping turn ball 1/4 turn	Not turning ball

DEFENSIVE STRATEGIES

Skill	Cue	Common Errors
Techniques	 Pedaling bike backward staying on toes High knees backward, quick and choppy Look through receiver to quarterback 	Falling backwardInability to change direction quicklyInability to locate ball
Running Strategy Man to Man	 Grapevine of crossover Play inside out Force opponent outward	Poor hip rotationGetting beat to inside (letting receiver get inside position)
Zone	Play outside armFunnel toward center	Receiver able to turn ball up field for more yardage
Hatchet	Use arm closest to ball as a hatchet to make opponent miss ball	Receiver not stripped of ball after catch
Coaching Point	Defense is meant to be suppressed; this is mainly an offensive game	

SET SHOT

Skill	Cue	Common Errors
SET UP		
Shooting Hand	Spread fingersPalm up; balance a waiter's tray	Ball held in palm
Non Shooting Hand	Hand faces side wall; fingers only touch ball	
Alignment	Arm, eye, and hand lined up with bas- ket, like throwing a dart	Push ball sidewaysArm at 45-degree angleElbow points to side
Sight	Focus on back edge of rimBasket looks like a big bin	
Legs	Slightly bend knees and buttocks out	Insufficient force from no use of legs
Balance	Body square to basket	

SET SHOT

Skill	Cue	Common Errors
SHOOTING ACTION		
Fingers	• Spin ball off middle and index finger: fast spin, lines on ball not visible	Ball is thrown
Wrist	Flip wrist, wave good-bye to ball	Inadequate wrist action
Shoot Over	Shoot up over a telephone booth	Insufficient drive upward, loss of balance
Path of Ball	Make a rainbow; put it in the pot of gold	
FINISH POSITION		
Wrist	 Gooseneck finish, thumbs points at shoes Everything stays in a straight line Wrist points at rim or put finger in basket Follow Shot 	 Lack of follow-through Fall backward and relax

JUMP SHOT

Skill	Cue	Common Errors
Arm and Hand Preparation	Bring back of hand to forehead in preparation, as if holding a waiter's tray over head	Hand is off line, insufficient force from wrist
Shooting Action	Same as the set shot	Shooting from behind head
Timing	 Jump-hand-then shoot Shot released at top of jump	Shooting on way up

FREE THROW

Skill	Cue	Common Errors
Set Shot	Refer to Set Shot Cues with a couple of exceptions	
Set-Up, Feet Parallel	Feet squareBoth toes on foul line, shoulder width apart	Line violation
Offset Stance	One foot slightly forward	Line violation
Ritual	 Prepare Breathe/Relax Focus/visualize Shoot Mental imagery at different times during the day 	 No routine, no high-percentage shots Rushing shot; distracted-not concentrating

LAY-UPS

Skill	Cue	Common Errors
RIGHT-HANDED		
Steps	 Step right, left, hop (jump) Right knee up (90 degrees) Reach: shoot at peak of hop and reach 	 Jumping off wrong foot Shooting ball more likely to be blocked
Shooting Hand	 Underhand, laying up ball softly as if the ball is an egg Extend arm, reach high (ball kisses backboard) Release at peak of reach Soften shot because of speed 	 Not softening shot enough Hitting backboard too hard or soft Not compensating for speed
Shot Focus LEFT-HANDED	Square on backboard	Looking at dribble, not focused on aim
Steps	Step left, right, hop (jump)Left knee up (90 degrees)	Jumping off wrong foot
Shooting Action	Left hand shoots ball	Using wrong hand on wrong side

DRIBBLING

Skill	Cue	Common Errors
Position of Hands	 Fingers spread, stretch fingers Wrist firm but movable Pads of fingers control ball 	 Fingers together Lack of tension in the wrist Palm touches ball
Forearm and Wrist Action	 Action from forearm, pushing action Absorb ball back into pads of fingers (hesitation in hand): "spring action" Ball attached to hand, you and the ball are one: "yo-yo action" 	 Slapping ball with wrist action Slapping ball, not absorbing the ball Treating ball as obstacle apart from self
Hand Placement- More Complex Dribble	Move hand on different angles of ball	Palming the ball (carrying the ball)
Eyes	Keep eyes up	Do not watch ball
Height of Dribble	Below waist	Dribble too high
Range of Dribble	Knee to waist	Dribble to hear yourself dribble
Overall Rules- More Complex Dribble	Higher dribble for higher speedLower dribble for lower speeds and tight situations	Not advancing the ballDribble without purpose
Body Protection	Protect ball with body but see basketProtect/shields ball if guarded	Turning back to teammates and basket

BASIC BALL HANDLING

Skill	Cue	Common Errors
Ready Position	 "Triple Threat" Purpose: to fake out opponent with the option of the following skills: shooting, passing, dribbling 	Not assuming the position
Hand Position	Shooting position on ball	Hands not in shooting position; hands too close together
Holding Ball	 Hold ball to side of hip Keep ball on hip-hold ball to side to pass, dribble, or step into shot Elbows out 	Ball held too high or too low

PASSING

Skill	Cue	Common Errors
TWO-HAND CHEST PASS		
Hand Position	Hand on side of ball, thumbs pointing to each other	Dominant hand does most of the pus- ing
Throwing Position	Step forward with preferred foot	No forward step or transfer of weight
Elbows	Push ball forward from chest, elbows out; snap it	
Finish Position	 Thumbs down Backs of hands facing each other Transfer weight to front foot 	
TWO-HAND OVERHEAD PASS		
Arm Action	Ball overhead, like a soccer throw-inStrong wrist flip	Misuse of passNot using both hands equally

BLOCKING OUT

Skill	Cue	Common Errors
Action of Body	• Find with hands	
Turn Back to Opponent	Put buttocks under opponent's hip or create a stable wall between opponent and ball	Not able to hold position
Hands (after Pivot)	Elbows out, palms wide; feel for opponent	

REBOUNDING

Skill	Cue	Common Errors
Timing	HesitateCatch ball at height of jump	Jumping too soon or late
Hands/Arms	 Grab ball with both hands Strong hands, elbows out, fingers spread	 Trying to tip the ball with one hand and possibly to someone else Elbowing in, fingers together
Go to Ball	Jump to ball	
Body Position for Defensive Rebounding	Buttocks out, elbows out, ball inProtect ball with bodyOutlet pass or dribble out	 Exposing ball to opponents in traffic Ball stolen or tied up as rebounder stands and looks
Body Position For Offensive Rebounding	 Protect the ball Tip ball to basket or assume shooting position as quickly as possible, like a "pogo stick" 	Exposing ball to trafficBringing ball down and getting set or dribbling

DEFENSIVE STANCE

Skill	Cue	Common Errors
Stance	 Weight on balls of feet Wide stance Knees bent, body low, like a sumo wrestler 	Stance too wideSurfer's stance, legs straight
Leg and Foot Action	Shuffle step, do not cross feetKnees bentHeel-to-toe foot placement	Weight backStraight leg shuffleBouncing on toes
Offense Dribbles	Palms up, swat upOne hand up, one hand down, hands active	Hands not moving
Offense Prepares to Shoot or Pass	 Like putting handprints on a mirror Cut off passing lane	Resting hands and arms on defense
Rules Off Ball	See both; see ball, see opponent	Playing too far from ballLosing sight of ball

PIVOTING

Skill	Cue	Common Errors
Stance	Toes of pivot foot pinned or nailed to floor	Dragging pivot foot
Movement	Anchored to floorStepping all directions, forward and backward	• Traveling
Going For a Ball Out of Bounds	Sacrifice your bodyGrasp the ballDive to the ground	Watching a perfectly fair ball go out of bounds

OFFENSE

Skill	Cue	Common Errors
Tactics –Offense	 Offense begins immediately when ball has been won All players are involved in offense from point of recovery Create options by utilizing width of field Quickly move ball into defensive half through quick, short, crisp passes to open players or directly to forward target Forward movement of offensive players not in possession creates dribbling or passing opportunities for player with ball Vary focus and method of attack Creativity and imagination in final offensive third of field is vital to creating chances for scoring Taking risk in front of opponents' goal is encouraged as loss of possession does not create immediate danger The ultimate object in soccer is to score goals; therefore, always attempt to end attack with a shot or goal 	 of possession Player fails to move into offense, limiting options Attacking players squeezing in toward center of field closed down space for players in possession Delay in advancing ball allows defense to recover Lack of movement provided few options for player with ball Team becomes predictable and easy to defend Lack of imagination and creativity stifles attack Without taking risk in front of defensive team's goal, scoring will become difficult

DEFENSE

Skill	Cue	Common Errors
Tactics	 Funnel players in front of goal Players in front of goad will be close together, closing down goal-scoring options for attackers Create lines of defense for depth and support Delay opposition as far away from goal as possible to allow players to recover Players closest to ball must provide immediate pressure Keep playing space narrow for opponents by channeling toward touchline or supporting defenders Keep balance of team organized through communication If ball cannot be won directly from challenge, clear ball away from danger area either upfield or over touchline Once ball has been recovered offense begins immediately Results can be achieved through manto-man marking, zonal marking, or a combination 	 Team is spread out in front of goal, creating space for attackers to exploit Defense posture is loose, allowing goal- scoring opportunities Players are caught in a straight line across the field, allowing for penetration with a single pass Team in possession allowed to freely advance forward Closest individual defender does not delay attacker Defending with body square to attacker allows for options to the sides or through lefs Confusion and disarray in defense through lack of communication Players in their defensive third of the field attempt to advance ball under extreme pressure and lose possession, possibly creating goal-scoring opportunity for opponent Slow transition form defending to attacking

DRIBBLING

Skill	Cue	Alternate Cue	Common Error
Technique	 Caress ball in stride Player can use inside, outside, sole, or laces of shoes Close control, pushing firmly Change pace and direction 	 Contact made on various areas of foot, depending on situational demands Head up Arms out with elbows bent for balance 	 Keep ball too far in front allowing it to escape Poor recognition of situation resulting in improper contact and loss of possession Head always down Pace too hard or too soft

TRAPPING

Skill	Cue	Alternate Cue	Common Error
Control Trap	 Catching an egg Present controlling surface to ball: example foot or thigh is raised up toward ball and pulled back on contact 	Water balloon catchSquare up with ball and cushion on contact	 Meeting with too hard a surface Ball bounces too far to be controlled No cushion on contact

CHIPPING

Skill	Cue	Alternate Cue	Common Error
Technique	 Popping a billiard ball with a pool stick Straight on approach Quick hard stab under ball Very little follow-through creates backspin 	 Square up with ball Keep head steady Strike where ball contacts ground 	 Striking too high on ball will not provide backspin Stabbing too soft under ball does not allow it to rise Too much follow-through will cause ball to be propelled too low

PASSING

Skill	Cue	Alternate Cue	Common Error
Push Pass on the Ground	 Pendulum swing with foot Inside of foot contact Ankle firm Non-kicking foot alongside ball Knee of kicking leg over ball on contact 	 Follow-through in front of body Flex knee and strike through midline of ball Flex non-kicking foot balancing leg Correct weight of pass 	 Improper momentum causes pace to be too soft or hand and inaccurate Follow-through goes across body Ankle loose, not allowing player to guide ball Non-kicking foot points away from target causing poor follow-through Knee of kicking leg too far behind ball may cause ball to rise
Lofted Aerial Pass of 15 Yards or More	 Wide approach with non-kicking foot; use surface between laces and inside of foot Strike ball where ball touches grass, with good follow-through Non-kicking foot plants to side and slightly behind ball Lean back 	 Toes pointed down, foot turned slightly out Keep ankle locked when striking Follow-through in front of body 	 Non-kicking foot too close to ball causing it to strike too high on ball Ankle loose, causing ball to go astray Non-kicking foot too close to ball, keeping ball low Body to erect, not allowing ball to rise

VOLLEY

Skill	Cue	Alternate Cue	Common Error
Technique	 Contact mad through vertical midline, follow-through from center of ball to top as if ball is rolling off foot causing topspin Non-kicking foot along-side as in push pass Ankle firm, toes pointed down Land on kicking foor 	 On contact, knee slightly over ball Square up with ball and use full instep when striking Head steady, constantly watching ball 	 Contact is made underneath ball making it rise Non-kicking foot too far behind ball Toes pointing up causing ball to go straight up Head not steady on contact, causing ball to go astray

SHOOTING (INSTEP DRIVE)

Skill	Cue	Alternate Cue	Common Error
Technique	 Firing a cannonball Pull back kicking leg Non-kicking foot along-side ball pointing at target Ankle firm, toes pointing down 	 Load up kicking leg After follow-through land on kicking foot Head down and steady with weight over ball to keep ball low 	 Leg not properly pulled back, resulting in less momentum through ball Follow-through across body carries ball wide of target Body leaning back causes ball to rise Ankle loose, head not steady, causing ball to stray

CHALLENGING (TACKLING)

Skill	Cue	Alternate Cue	Common Error
Definition	Meet ball as same time as opponent		Went fishing and caught nothing (player not fo- cused on the ball)
Technique	 Tackling foot turned out at right angle Swing through as in push pass Powerful controlled follow -through 	 Weight behind ball On contact, weight of body goes through ball Balance with arms out 	 Diving in or poor timing Tentative challenge with kicking leg or going in too strong and out of control (can result in broken leg)

HEADING

Skill	Cue	Alternate Cue	Common Error
Heading	 Bend at the waist Meet ball with forehead Eyes open, watch ball onto forehead Weight of ball goes through ball 	 Project ball out and away from body Lean back, tighten stomach muscles, and propel torso and head forward when contacting ball 	 Bumping ball and leaning back, causing improper follow-through Making contact with ball too high on the head (headache) Closing eyes Striking too low on ball causes ball to spin upward; striking too high on ball may cause ball to hit nose

PUNTING

Skill	Cue	Alternate Cue	Common Error
Technique	Like holding a skunk	Hold ball out away	Holding ball to close to chest
Hand Position			Chest
Technique	Drop the ball		
Drop Action			
Technique	Like and underhand serve	• Shoelaces flat	Swinging leg from stand-
Kicking Leg	in volleyballLike kicking a football	Pull back kicking leg	ing position does not cre- ate momentum
	Swing leg under body making contact with ball below knee		
Technique	Support leg plants simulta-		Ball is met too high on leg
Support Leg	neously with dropping of the ball		with shins or too low on end of toes

GOALTENDING

Skill	Cue	Alternate Cue	Common Error
Catching	 Making a W with thumbs and index fingers Elbows bent Cushion on contact while pulling ball back in front of body 	 Keep thumbs and heel of hand behind ball for sup- port Fingers spread Soft hands 	 Keeping hands to side of ball, allowing ball to slip though Arms held too rigid, not allowing for controlled comfort when receiving Ball meets hard surface and bounces away
Punching	 Clear ball our when unable to grab Fits clenched and together Time jump 	 High and wide Elbows cocked ready to release when contacting ball Meet ball as high as possible and under control when striking 	 Punching ball down toward feet of offensive players Extending arms, not allowing for punching action Meeting ball too low because of poor timing
Receiving	Knee and foot together		Knee and foot not close enough to each other, leaving space for the ball to go through
Receiving Low Balls	 Scoop shovel Elbows bent and slightly tucked in toward body Bring into chest 	 Cup hands together and create a shovel Watch ball into arms Always secure ball in safe area in front of body 	 Hands spread apart, allowing ball to squeak through Arms too stiff, not allowing to receive comfortably Collecting ball to side, not providing second surface in case ball is mishandled
Receiving High Balls	Meet a highest comfortable pointPull ball in	 Hand technique same as in catching cues Reach out with both hands 	Meeting ball too low, allowing opposing players the chance to make contact
Lobbing (20 + Yards)	 Cup ball in hand and forearm Throw a javelin Release overhead and in front of body 	 Rotation begins from behind body and level with hip Arms swing from hip behind body, and then overhead 	 Ball not securely held Trajectory is limited by poor rotation Releasing ball too low, limiting distance of lob
Throwing (10-20+ Yards)	 Throwing a baseball Shove ball forward Twisting action will limit bounce for player receiving 	 Grasp ball with one hand and cock arm Throwing action comes from side of head next to ear Hard push from side of head 	 Arm not properly pulled back does not allow for quick release Release of ball is too slow; ball may be intercepted No spin on release makes ball bounce and difficult to receive

GOALTENDING

Skill	Cue	Alternate Cue	Common Error
Rolling (<10 Yards)	 Rolling a bowling ball Underhand pitch in softball Roll in front of or directly to player's feet 	 Cup ball into hand and forearm as in lob Swing from behind body and past hip Keep ball low with no bounce 	 Holding ball to loose Too short a follow-through will not allow ball to reach target Releasing ball too high causes it to bounce and be hard to control