

Pewaukee High School – Catching

Common Problems & Solutions

1. My catcher has trouble catching the ball; it repeatedly pops out of the glove.
 - a. **Your catcher might be blinking as the ball is about to hit the glove. Just like any other position, the problem can probably be solved by emphasizing the importance of watching the ball all the way into the glove.**
 - b. **Another factor could be the glove your catcher is using. Catchers' gloves, especially in youth leagues, are usually passed from player to player, making it difficult for a catcher to get comfortable with a glove. Make sure the catcher is using a decent glove that will allow him or her to catch any ball cleanly.**
2. Balls in the dirt repeatedly go through my catcher's legs.
 - a. **Your catcher is probably not getting the glove to the ground first. Make sure the player is getting his or her glove all the way to the ground and leaving it firmly pressed against the ground.**
3. When my catcher throws to 2nd base, the balls always tails off toward right field.
 - a. **The most likely problem is that your catcher is not "getting the seams." If a catcher throws the ball 120 feet with a 2-seam grip, the ball will tail considerably. Make sure that your catcher is getting a good 4-seam grip on the ball.**
 - b. **If your catcher seems to be getting the 4-seam grip and the ball is still tailing, the catcher is likely dropping his or her arm angle to $\frac{3}{4}$ or sidearm to make the throw. A 120 foot throw made from anywhere other than directly over the top will also tail considerably. Make sure to emphasize the importance of bringing the ball straight to the ear and following through down toward the shin instead of across the body.**
4. My catcher's ball does not tail, but he or she rarely throws the ball accurately to 2nd base.
 - a. **Your catcher is probably not getting his or her shoulder and front foot pointed toward 2nd base. Just like throwing from any other position, it is essential to have your momentum going toward your target.**