

New England's Finest Showcase

Individual Player Camp

Thursday, July 26, 2018



Hosted by the RI Thunder Gold

**Plainville Athletic League
George Street
Plainville, MA 02762**



New England's Finest Showcase Recruiting Camp

more information provided at www.nefinestshowcase.com

Hosted by **the Rhode Island Thunder Gold**
Team website <http://eteamz.active.com/rithunderu16/>

Plainville Athletic League Complex
George Street, Plainville MA 02762
for directions www.palonline.org

The goal of the NE Finest recruiting camp is to provide benefits for the prospective student-athletes, the athletes' parents, institutions that field fastpitch softball teams, the college coaches, and the game of fastpitch softball. It is the mission of the camp to (1) create a positive experience for prospective student-athletes, (2) present an opportunity for the student-athletes to be observed by college coaches, and (3) assist the student-athletes in seeking a higher education degree while competing in softball. College coaches are provided the unique opportunity to effectively and efficiently use their recruiting dollars to observe recruitable high school age athletes. The specific camp goals are:

- To provide an opportunity for prospective college-bound student-athletes who have at least completed the 8th grade to be evaluated by college coaches.
- To provide a service to college coaches of evaluating and observing prospective student-athletes.
- To create a professional recruiting atmosphere for the college coaches and prospective student-athletes.
- To provide an efficient and cost-effective recruiting atmosphere for college coaches.



Camp Rules

The following are the camp rules and will be enforced at all times throughout the camp. Failure to follow any of the rules may result in immediate dismissal from the camp.

- The student-athlete must attend all parts of the session.
- The facilities must be treated with respect.
- No smoking, drugs, tobacco or alcohol are allowed at any time.
- All schedule times are to be observed.
- There is to be no communication (talking, passing notes, etc.) with the observing college coaches by players, parents or summer coaches.
- Only camp staff and players are permitted on the fields. Parents and recruiting coaches are to stay outside the field area.
- The camp staff is not permitted to discuss specific colleges or college coaches with the student-athletes.
- Athletes and staff are not allowed to wear shorts, shirts, hats or jackets with a specific college or university logo.



Your Responsibilities

- You will need to bring comfortable athletic clothing including a team jersey to be worn at the camp. Please be prepared for potentially cool weather.
- Be sure to bring your glove, cleats, batting gloves, helmet, and bat. Catchers must bring their own catching equipment! Be sure to label your own equipment with your name. You will be responsible for your own equipment at all times.
- We have a full concession & amenities available at the PAL facility.
- ***Due to the limited camp time and space, pitchers will be required to provide their own catchers.*** This can be a parent, sibling, friend, teammate or summer coach. Catchers should wear proper protective equipment. Please keep in mind that the catchers, as well as other participants, can have no contact with the recruiting college coaches.
- Again, because of the limited camp time, it will be important to make the most of every situation. Be aware, each athlete will have a limited number of swings, ground/fly balls, etc. Therefore, every drill/skill you perform should be taken seriously and done to the best of your ability.
- Camp Results will be posted by participant number at the New England's Finest Showcase Website www.nefinestshowcase.com under Camp Results. Please remember your assigned number (it will be on your shirt!).



Skills to be demonstrated to College Coaches

1. Athletes hit off of a pitching machine (56-59 mph)
2. Athletes run 60 feet and home-to-home timed sprints
3. Athletes throw overhand, clocked in mph from 60 feet (Except Pitchers)
4. Position Play Defense:
 - Pitchers throw from nine different stations, clocked from two
 - Catchers throw pop-to-pop, to bases, block and retrieve bunts
 - Infielders and outfielders field and throw from chosen positions

On Site Registration

Athletes should plan to arrive no later than one hour prior to **their scheduled session**. At Confirmed Check-In, athletes will receive an information packet, t-shirt with number signifying primary position & year of graduation.

- Session 1 is for Outfielders/Catchers
- Session 2 is for Pitchers
- Session 3 is for Infielders

Warm-Up

- Each athlete should allow adequate time for warm-up prior to participation. (Warming up is the athlete's responsibility and will not be done as a group).

Parent Information

- Parents are invited to attend and observe the skills evaluations.
- College coaches are in attendance at the camp to observe and evaluate talent. Athletes and their parents should not communicate with college coaches at the camp.



Session 1 – Outfield/Catchers

Time	Event
8:15am-8:25am	Introduce staff and explain field rotations
8:25am-8:30am	Field manager gives field instructions
8:30am-9:05am	First rotation
9:05am-9:10am	Water break; rotate fields
9:10am-9:15am	Field manager gives field instructions
9:15am-9:50am	Second rotation
09:50am-9:55am	Water break; rotate fields
9:55am-10:00am	Field manager gives field instructions
10:00am-10:35am	Third rotation



Session 1 – Outfield/Catcher Rotation

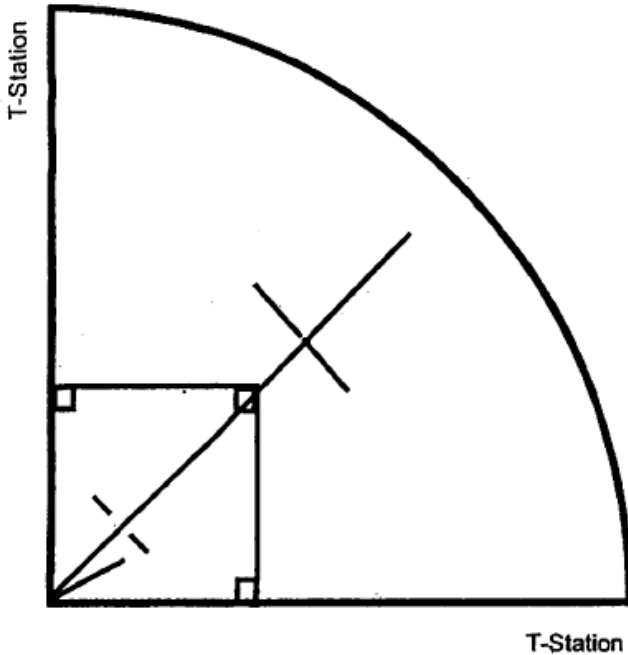
Group A - **Hit** during 1st Rotation, **Run** during 2nd Rotation, & **Field** during 3rd Rotation

Group B - **Field** during 1st Rotation, **Hit** during 2nd Rotation, & **Run** during 3rd Rotation

Group C - **Run** during 1st Rotation, **Field** during 2nd Rotation, & **Hit** during 3rd Rotation

****If you are showcasing as both a catcher and an outfielder, you need to use the Field rotation as a catcher & Run rotation as an outfielder. Please do your running rotation during the pitcher session when you are not catching for your pitcher (if you have one).***

****If you are showcasing as an infielder as your primary position & catcher or outfielder as your secondary position, please follow the Group C rotation schedule.***

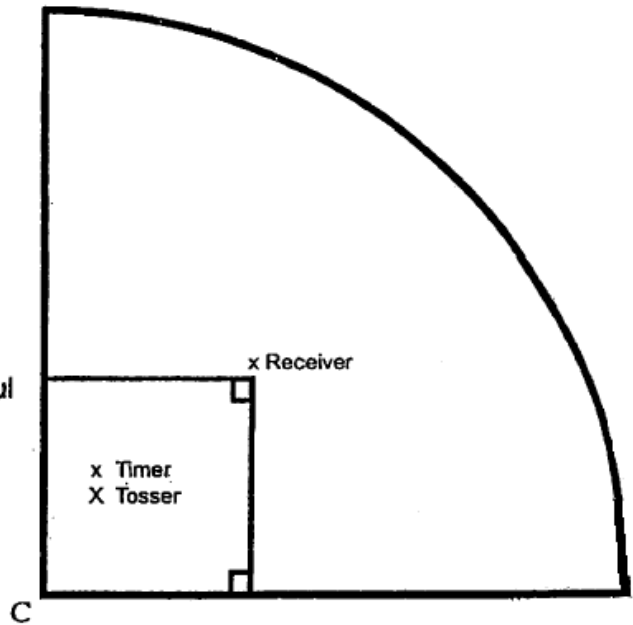


Pitching Machines' Speed is set at 57-58 mph

- 2 Bunts
- 10 Pitches to Hit

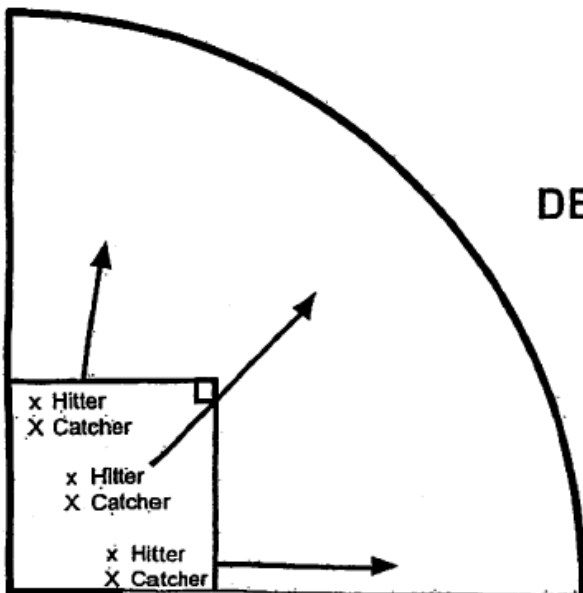
DEFENSIVE STATION: CATCHERS

- Catchers Time 3 Throws to 2B
- Time Run 1B to 2B 2X & H to H 2X
- Clock Overhand Throw from 60 ft. 2X
- Split rest of participants in ½. Put one group down foul territory 1st and 3rd base line. Perform skills ie. blocking, pop ups, pick off moves, throw downs, ect.



DEFENSIVE STATION: OUTFIELDERS

- Drills, Dive Balls, ect.
- Routine Fly Balls
- Routine Ground Balls
- Time-Run 1B to 2B 2X & H to H 2X
- Clock Overhand Throw from 60' ft. 2X





Session 2 – Pitchers

Time	Event
10:45am-10:55am	Introduce staff and explain field rotations
10:55am -11:00am	Field manager gives field instructions
11:00am -11:35am	First rotation
11:35am -11:40am	Water break; rotate fields
11:40am -11:45am	Field manager gives field instructions
11:45am-12:20pm	Second rotation
12:20pm-12:25pm	Water break; rotate fields
12:25pm-12:30pm	Field manager gives field instructions
12:30pm-1:05pm	Third rotation

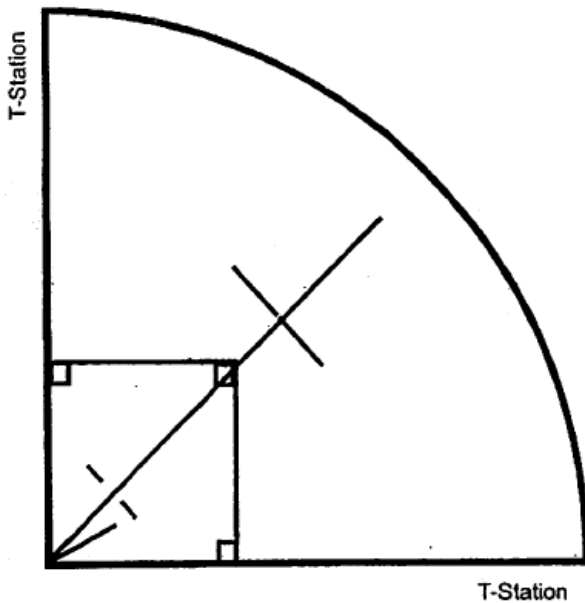


Session 2 – Pitcher Rotation

Group A - **Hit** during 1st Rotation, **Run** during 2nd Rotation, & **Field** during 3rd Rotation

Group B - **Field** during 1st Rotation, **Hit** during 2nd Rotation, & **Run** during 3rd Rotation

Group C - **Run** during 1st Rotation, **Field** during 2nd Rotation, & **Hit** during 3rd Rotation



OFFENSE STATION: HITTING

Pitching Machines' Speed is set at 57-58 mph

Format:

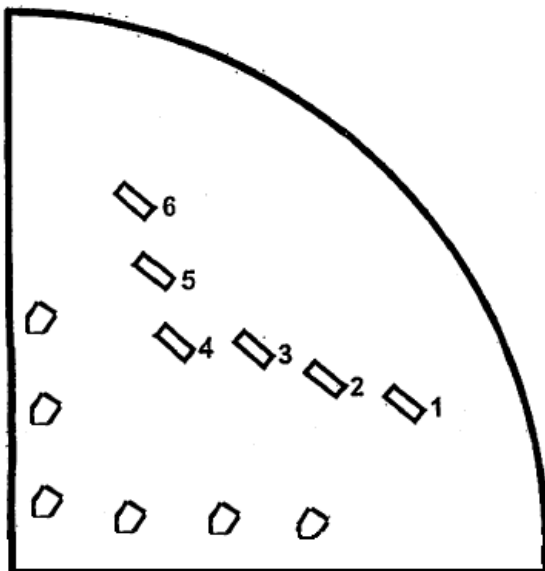
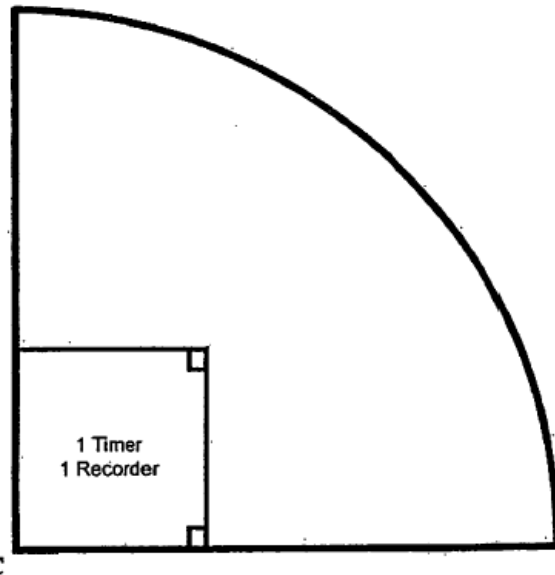
- 2 Bunts
- 10 Pitches to Hit

(Number of cuts will vary depending on number of participants in this session)

TIMED RUNNING

Format:

- Time from H to H 2X



DEFENSIVE STATION: PITCHERS

Format:

- Throw to 6 Targets:
 1. Curve Ball (43')
 2. Screw Ball (43')
 3. Drop Ball (43')
 4. RADAR (43')
 - 2 Fast Balls
 - 2 Change
 5. Rise Ball (43')
 6. RADAR (43')
 - Best Pitch x 4
- Keep Pitchers in # Order
- Rotate Clockwise Around
- Note: At #6, record what pitch is being thrown and all speeds. Announce *pitch* before she starts and *best time* after 4th pitch.



Session 3 – Infielders

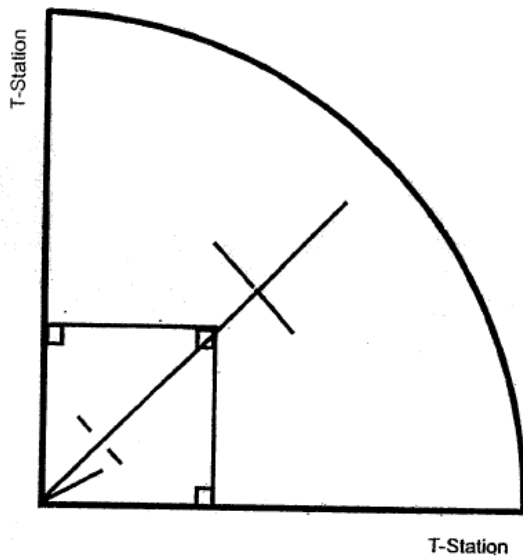
Time	Event
1:15pm -1:20pm	Introduce staff and explain field rotations
1:20pm -1:25pm	Field manager gives field instructions
1:25pm -2:05pm	First rotation
2:05pm -2:10pm	Water break; rotate fields
2:10pm -2:15pm	Field manager gives field instructions
2:15pm -2:55pm	Second rotation
2:55pm -3:00pm	Water break; rotate fields
3:00pm -3:05pm	Field manager gives field instructions
3:05pm -3:45pm	Third rotation

Session 3 - Infielders Rotation

Group A - **Hit** during 1st Rotation, **Run** during 2nd Rotation, & **Field** during 3rd Rotation

Group B - **Field** during 1st Rotation, **Hit** during 2nd Rotation, & **Run** during 3rd Rotation

Group C - **Run** during 1st Rotation, **Field** during 2nd Rotation, & **Hit** during 3rd Rotation



OFFENSE STATION: HITTING

Pitching Machines' Speed is set at 57-58 mph

Format:

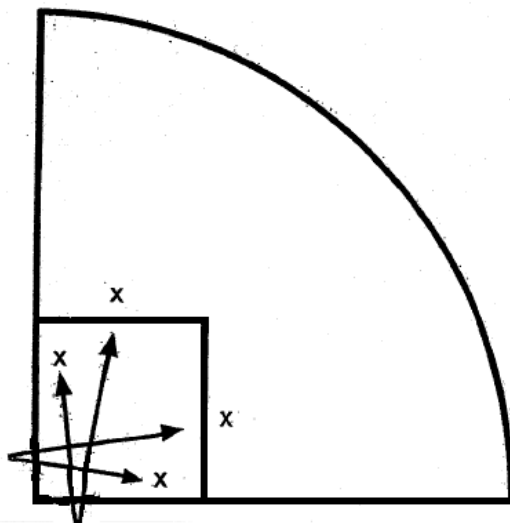
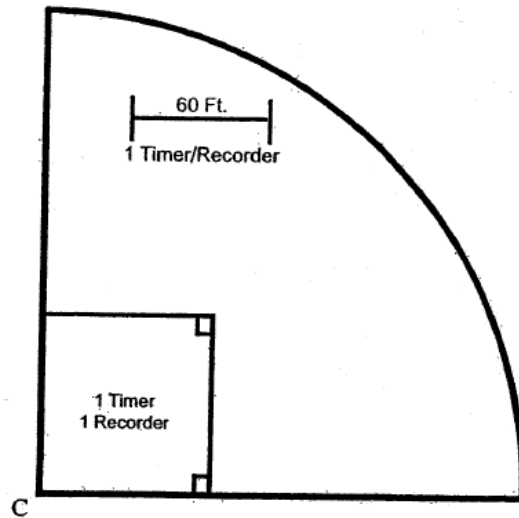
- 2 Bunts
- 10 Pitches to Hit

(Number of cuts will vary depending on number of participants in this session)

TIMED RUNNING & CLOCKED OVERHAND THROW

Format:

- Time from H to H 2X
- Clock overhand throw from 60 ft. 2X



INFIELD DEMONSTRATION

Format:

- Routine Grounders
- Back Hands, Glove Side
- Dive Balls
- Bunts, DP's, to Bases
- Cross Fire



Athlete Shirt Color & Number

For your convenience, we have assigned each athlete a shirt color with a number. The shirt color reflects the year of graduation and the number represents their **primary** position.

Here is the chart:

Shirt Coloring System

Shirt Color	Year of Graduation
Navy	2019
Red	2020
Green	2021
Yellow	2022 or greater

Number System

Primary Position	Number
Catchers	101-199
Outfielders	201-299
Pitchers	301-499
Infielders	501-699

Starting Rotation Spots

Starting Location	Rotation Assignment
Hitting	A
Fielding/Pitching	B
Running/Catching	C