



CALLS

ZONE

CALLS

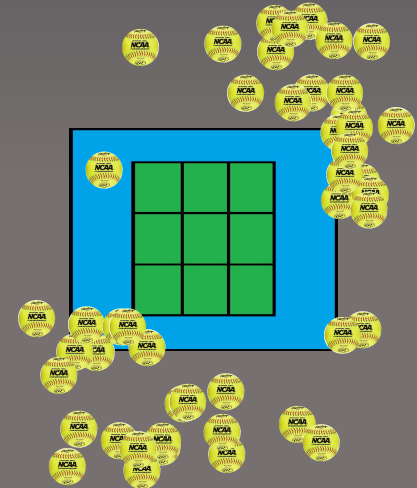
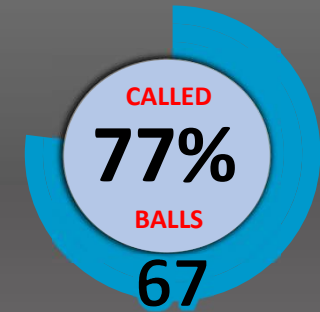
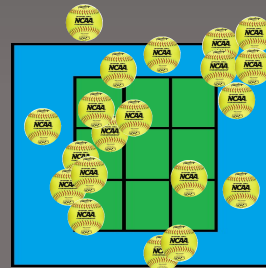
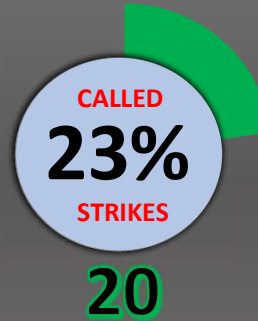
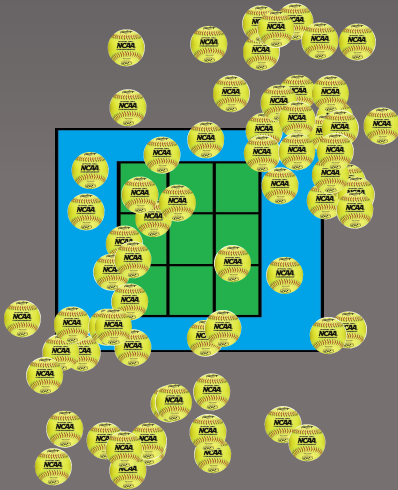
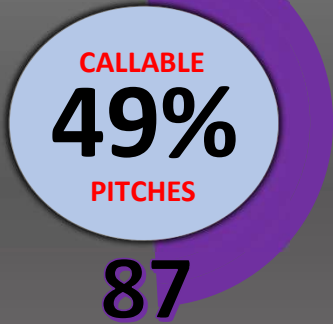
PITCHES

BLUE



TOTAL PITCHES: 177

PITCHES CALLED : 87

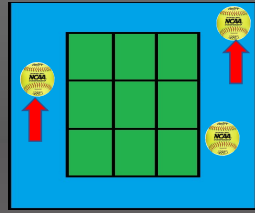


You seen 177 pitches during your game. Out of 177 pitches, there were 87 callable pitches where you had to render a decision. If the batter was hit by the pitch, swung at, fouled, or hit the ball; those pitches were not counted as callable pitches. This chart shows you the location of all the callable pitches during the game from all pitchers.

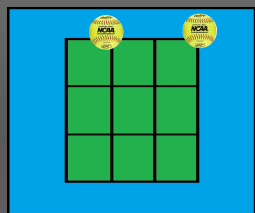
Out of the 87 callable pitches, you rendered 20 of them as strikes. The green boxes represent the hard strike zone. The blue area to the sides represent the Inside/Outside (I/O) area not touching the plate nor the chalk of the batters box. The blue area at the top and bottom represents sternum and knee pitches accomodating for batter height.

Out of the 87 callable pitches, you rendered 67 of them as balls. The green boxes represent the hard strike zone. The blue area to the sides represent the Inside/Outside (I/O) area not touching the plate nor the chalk of the batters box. The blue area at the top and bottom represents sternum and knee pitches accomodating for batter height.

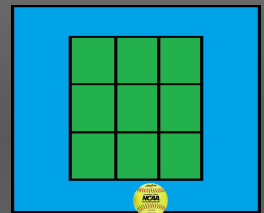
I/O
3
STRIKES



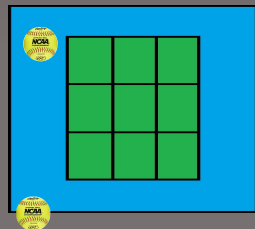
STERNUM
2
STRIKES



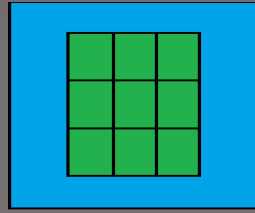
KNEE
1
STRIKES



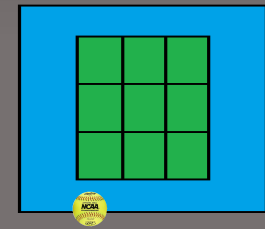
I/O
2
BALLS



STERNUM
0
BALLS



KNEE
1
BALLS



There was **3** I/O strike, and **2** I/O balls. We want to be consistent with the I/O pitches. The I/O strikes with the **red** arrows was in the middle between (not touching) the plate nor the chalk. To remain consistent and where the ball was located, these should have been called balls. The **2** I/O balls were out of the zone making both of them great ball calls.

There were **2** sternum stikes and **0** sternum balls. Both sternum strikes were at the upper sternum for a tall batter only. The height of batters were not given for this tournament.

There were **1** knee balls and **1** knee strikes. The knee strike was close to the strike zone making it an aggressive knee strike for both a tall and short batter. The knee ball was lower in the zone making it a great knee ball for a tall batter.



CALLS

ZONE

ZONE

PITCHES

BLUE



98%



STRIKES CALLED BALLS

93%

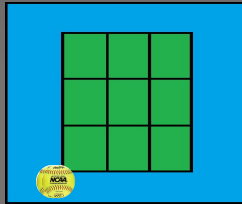


BALLS CALLED STRIKES

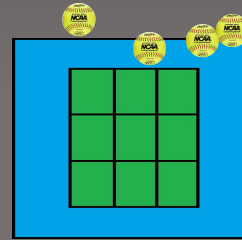
95%



2



6



4



During this game you had 6 missed calls. There were 2 strikes that you called as balls, and 4 balls that you called as strikes. The two strike calls after reviewing them individually and looking at the trajectory, it is understandable why these pitches were called balls. Your eyes are recognizing the high pitches as strikes. Working with the height zone locator would be beneficial in training your eyes to lower your zone.

Height Zone Locator





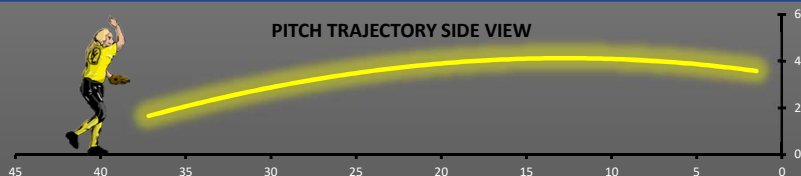
CALLS

ZONE

PITCHES

PITCHES

BLUE

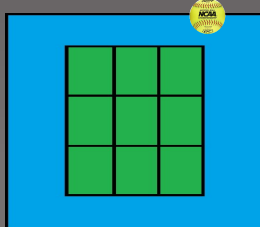


Curveball

46 MPH



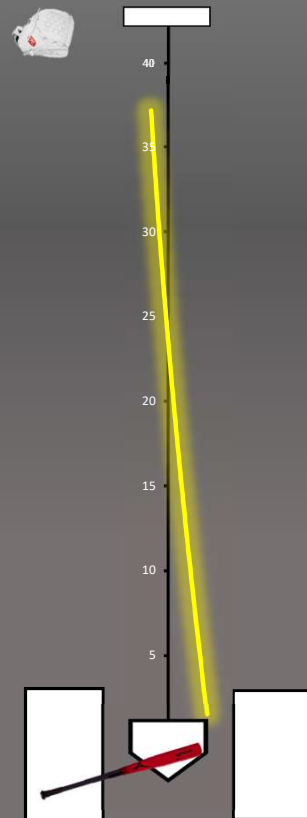
PITCH SPEED



0.546 Sec.

PITCH TIME

Called Strike



PITCH

- 107
- 156
- 158

MISSED PIT...

BALL CALLED...

This was pitch **107** during the game. You had a RH pitcher with a RH batter. This was the first ball called strike during the game. This was towards the end of the game. **Recommendation:** Mental training techniques to trigger your mind and body to re-set and maintain focus.



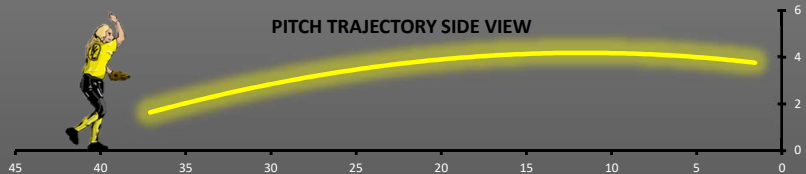
CALLS

ZONE

PITCHES

PITCHES

BLUE

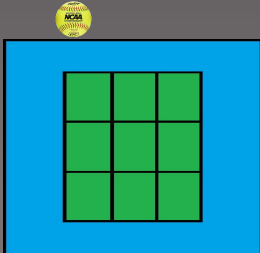


Curveball

48 MPH



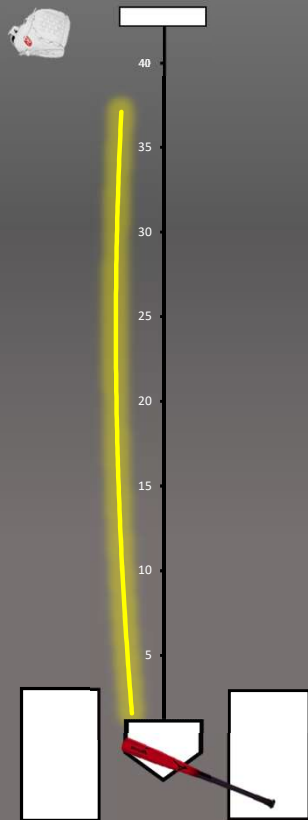
PITCH SPEED



Called Strike

0.533 Sec.

PITCH TIME



PITCH

107

156

158

MISSED PIT...

BALL CALLED...

This was pitch 156 during the game. You had a RH pitcher with a LH batter. This was at the end of the game. **Recommendation:** Mental training techniques to trigger your mind and body to re-set and maintain focus.



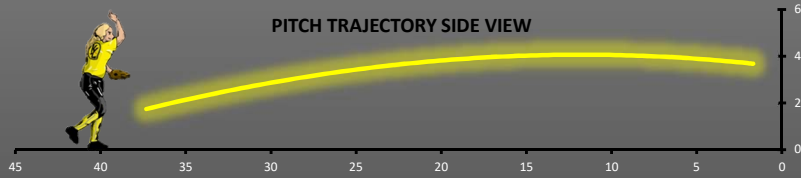
CALLS

ZONE

PITCHES

PITCHES

BLUE

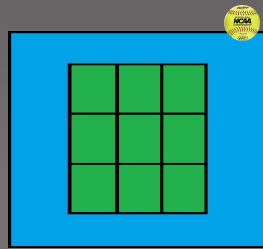


Curveball

49 MPH



PITCH SPEED



0.534 Sec. PITCH TIME

Called Strike



PITCH #
107
156
158

MISSED PIT...
BALL CALLED...

This was pitch 158 during the game. You had a RH pitcher with a LH batter. This was at the end of the game. **Recommendation:** Mental training techniques to trigger your mind and body to re-set and maintain focus.



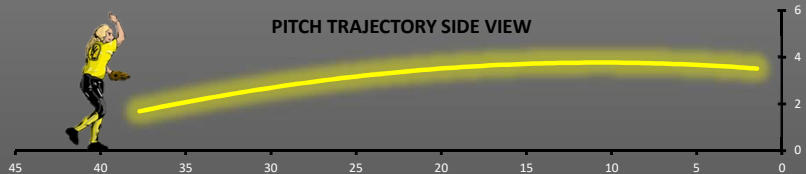
CALLS

ZONE

PITCHES

PITCHES

BLUE

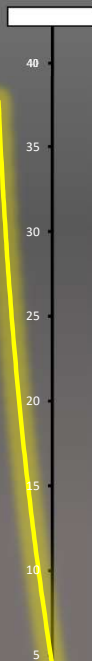
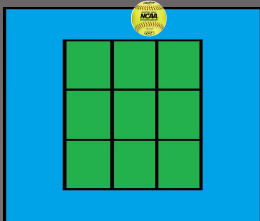


Curveball

56 MPH



PITCH SPEED



PITCH #

44

MISSED PIT...

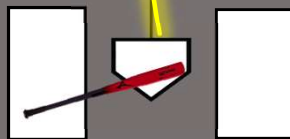
BALL CALLED...

BALL CALLED...

STRIKE CALL...

0.471 Sec.

PITCH TIME



Called Strikeout

This was pitch **44** during the game. This call was important because you changed the players' batting average by calling them out on a ball that was high in the zone even accomodating the tallest batter. From the side view trajectory, you can see that they ball was beginning to drop. It crossed high in the zone but by time the catcher received the ball it looked good. **Recommendation:** Pre-pitch how far back the catcher is set up from the zone. Train your eyes to see where the ball crosses in the zone and do not rely on where the ball is when the catcher catches it.



CALLS

ZONE

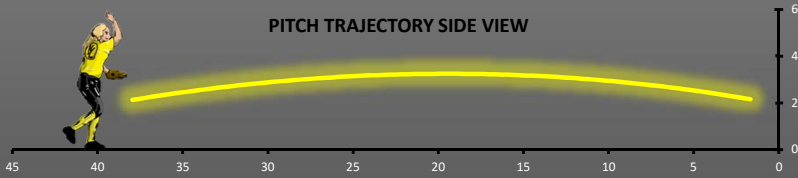
PITCHES

PITCHES

BLUE



PITCH TRAJECTORY SIDE VIEW

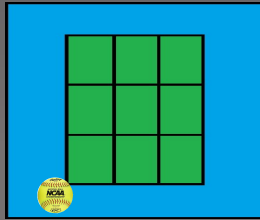


Curveball

52 MPH



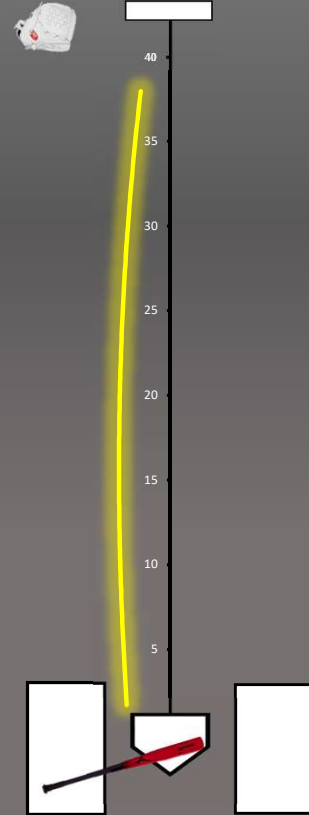
PITCH SPEED



Ball

0.499 Sec.

PITCH TIME



PITCH #
52
155

MISSED PIT...
STRIKE CALL...

This was pitch 52 during the game. From the side view trajectory you can see that the ball barely entered the strike zone but was already dropping in the zone. When the catcher received this pitch it was almost touching the ground, making the ball call understandable.



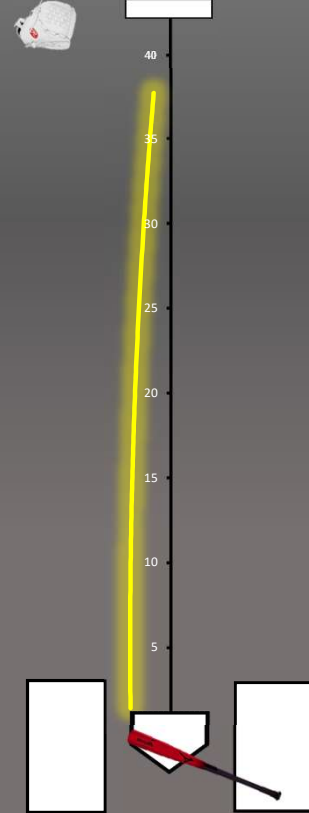
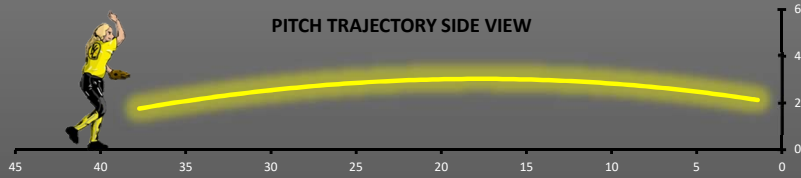
CALLS

ZONE

PITCHES

PITCHES

BLUE

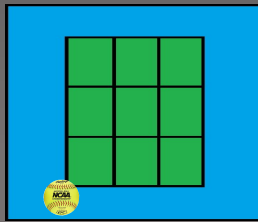


Drop Ball

49 MPH



PITCH SPEED



0.53 Sec. PITCH TIME

Ball

PITCH #
52
155

MISSED PIT...
STRIKE CALL...

This was pitch 155 during the game. From the side view trajectory you can see that the ball barely entered the strike zone but was already dropping in the zone. When the catcher received this pitch it was almost touching the ground, making the ball call understandable.