



CALLS

ZONE

CALLS

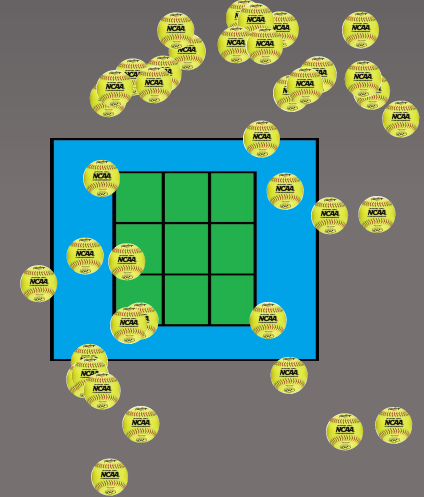
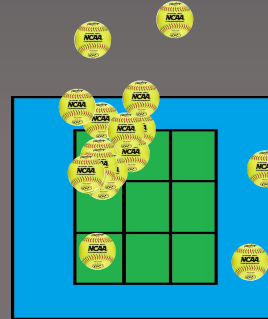
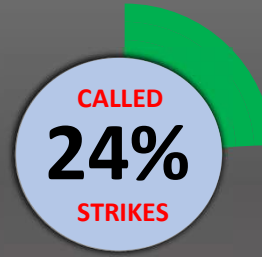
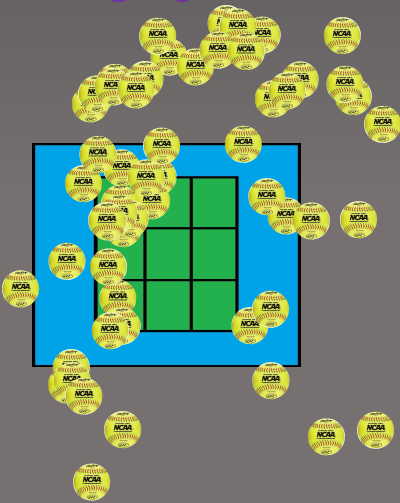
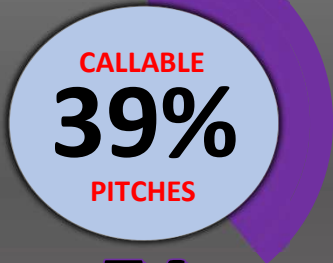
PITCHES

BLUE



TOTAL PITCHES: 190

PITCHES CALLED : 74

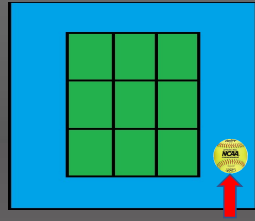


You seen **190** pitches during your game. Out of **190** pitches, there were **74** callable pitches where you had to render a decision. If the batter was hit by the pitch, swung at, fouled, or hit the ball; those pitches were not counted as callable pitches. This chart shows you the location of all the callable pitches during the game from all pitchers. **You mainly seen pitches on the left side of the plate during your game.**

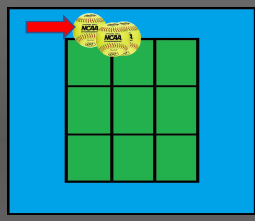
Out of the **74** callable pitches, you rendered **18** of them as strikes. The **green** boxes represent the hard strike zone. The **blue** area to the sides represent the Inside/Outside (I/O) area not touching the plate nor the chalk of the batters box. The **blue** area at the top and bottom represents sternum and knee pitches accomodating for batter height.

Out of the **74** callable pitches, you rendered **56** 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.

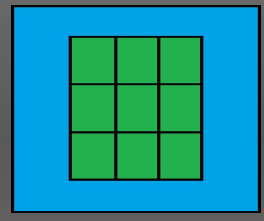
I/O
1
STRIKES



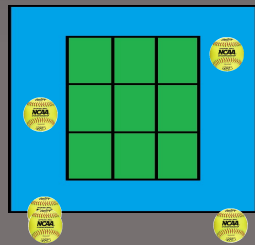
STERNUM
3
STRIKES



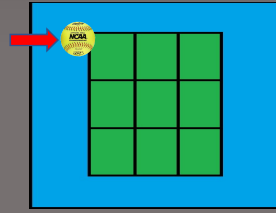
KNEE
0
STRIKES



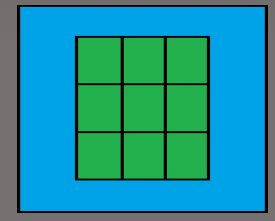
I/O
5
BALLS



STERNUM
1
BALLS



KNEE
0
BALLS



There was **1** I/O strike, and **5** I/O balls. We want to be consistent with the I/O pitches. The I/O strike with the **red** arrow was in the middle between (not touching) the plate nor the chalk. To remain consistent and where the ball was located, this pitch should have been called a ball. The **5** I/O balls were out of the zone making all of them great ball calls.

There were **3** sternum stikes and **1** sternum ball. The sternum ball pitch with the **red** arrow would be a good aggressive sternum strike for both short and tall batters. The **2** lower sternum strikes are great aggressive sternum strikes for both short and tall batters. The top sternum strike with the **red** arrow is a good aggressive sternum strike for a tall batter only. The height of batters were not given for this tournament.

There were **0** knee balls and **0** knee strikes.



CALLS

ZONE

ZONE

PITCHES

BLUE



95%



STRIKES CALLED BALLS

88%

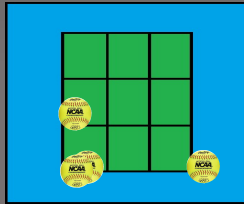


BALLS CALLED STRIKES

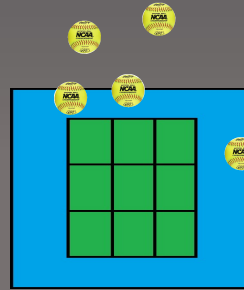
93%



4



9



5



During this game you had 9 missed calls. There were 4 strikes that you called as balls, and 5 balls that you called as strikes. As the game progresses your focus is not as sharp as the beginning of the game. Train with mental focus techniques to give yourself a trigger during the game to help re-focus and keep your eyes tracking the ball all the way thru the zone.



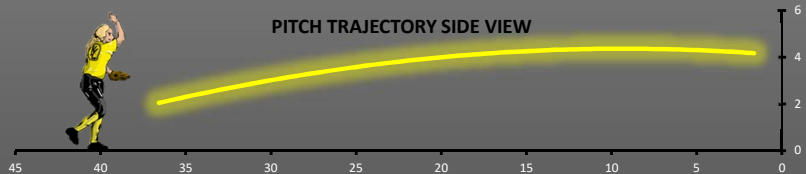
CALLS

ZONE

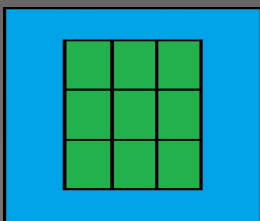
PITCHES

PITCHES

BLUE



Fastball



PITCH #
74
125
128
132

MISSED PIT...
BALL CALLED...

55 MPH

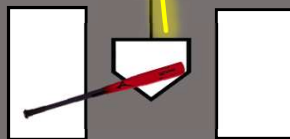


PITCH SPEED

0.458 Sec.

PITCH TIME

Called Strike



This was pitch **74** during the game. You had a RH pitcher with a RH batter. This was the first ball that you called as a strike during the game. This is later in the game. **Recommendation:** Mental training techniques can give you a trigger to help your mind and body re-set and maintain focus.



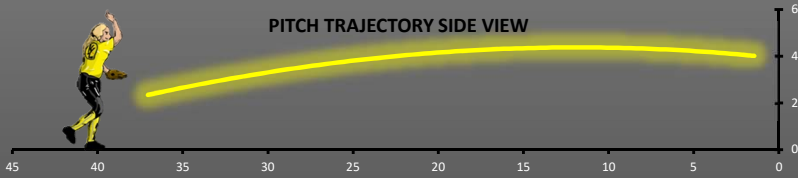
CALLS

ZONE

PITCHES

PITCHES

BLUE

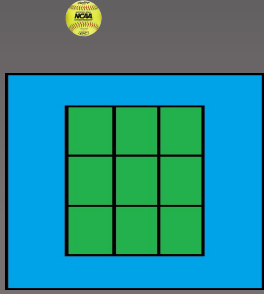


Curveball

51 MPH

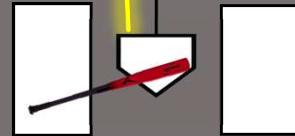


PITCH SPEED



0.495 Sec. PITCH TIME

Called Strike



PITCH #
74
125
128
132

MISSED PIT...
BALL CALLED...

This was pitch 125 during the game. You had a RH pitcher with a RH batter. This is towards the end of the game. **Recommendation:** Mental training techniques can give you a trigger to help your mind and body re-set and maintain focus.



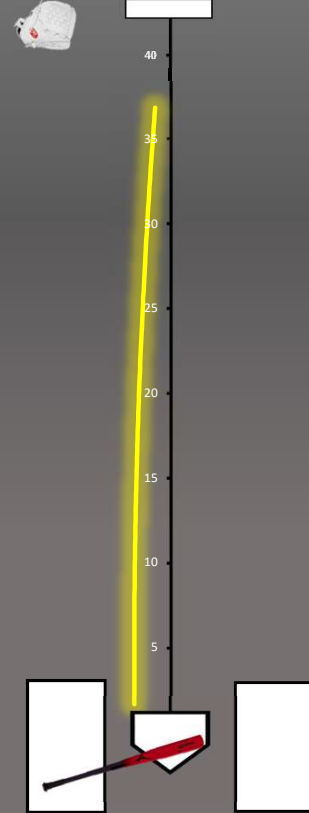
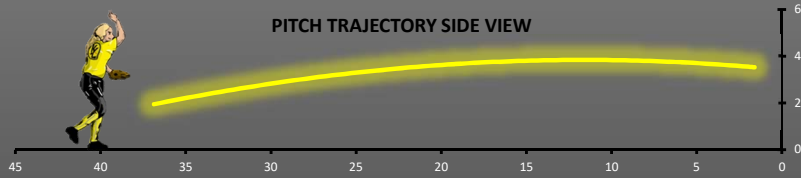
CALLS

ZONE

PITCHES

PITCHES

BLUE

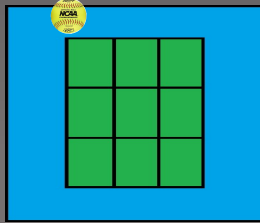


Curveball

53 MPH



PITCH SPEED



PITCH #
74
125
128
132

MISSED PIT...
BALL CALLED...

0.473 Sec.

PITCH TIME

Called Strike

This was pitch 128 during the game. You had a RH pitcher with a RH batter. This is towards the end of the game and you had called a strike on a ball 3 pitches prior that was higher in the zone. **Recommendation:** Mental training techniques can give you a trigger to help your mind and body re-set and maintain focus.



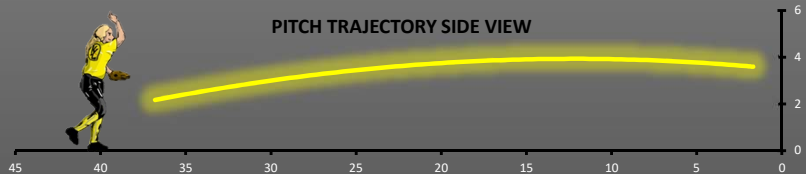
CALLS

ZONE

PITCHES

PITCHES

BLUE

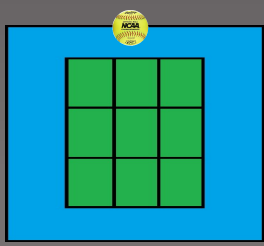


Curveball

55 MPH



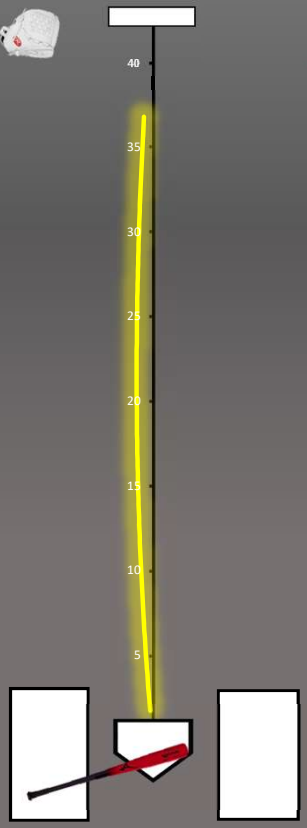
PITCH SPEED



0.464 Sec.

PITCH TIME

Called Strike



PITCH #
74
125
128
132

MISSED PIT...
BALL CALLED...

This was pitch 132 during the game. You had a RH pitcher with a RH batter. This is towards the end of the game and you had called a strike on 2 previous pitches prior that were higher and in the same vicinity in the zone. **Recommendation:** Mental training techniques can give you a trigger to help your mind and body re-set and maintain focus.



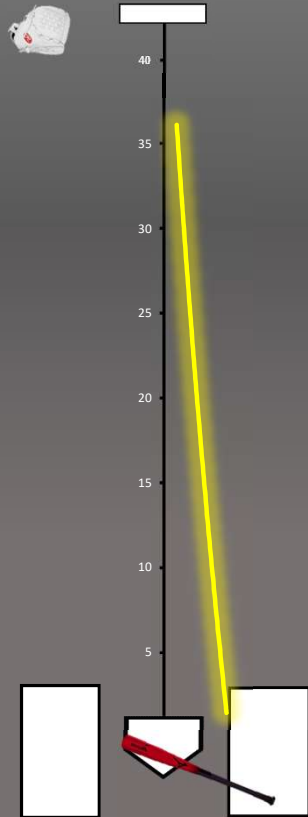
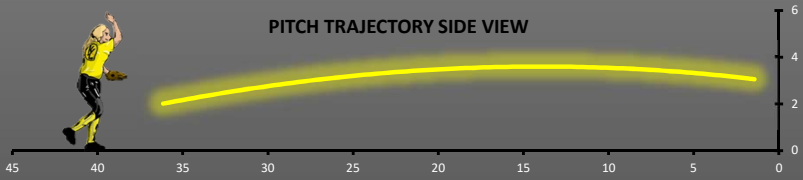
CALLS

ZONE

PITCHES

PITCHES

BLUE

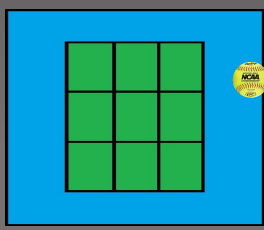


Rise Ball

50 MPH



PITCH SPEED



0.5 Sec.

PITCH TIME

Called Strikeout

PITCH #
18

MISSED PIT...
BALL CALLED...
BALL CALLED...
STRIKE CALL...

This was pitch **18** during the game. You had a RH pitcher with a LH batter. This was an important call because you altered a players' batting average by calling this batter out on a pitch that was out of the zone. You stopped tracking this ball around the 10-15 ft mark. **Recommendation:** Work on tracking the ball all the way thru the zone.



CALLS

ZONE

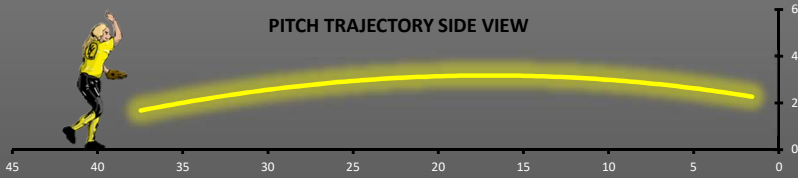
PITCHES

PITCHES

BLUE



PITCH TRAJECTORY SIDE VIEW

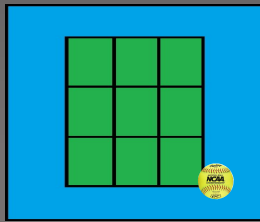


Drop Ball

49 MPH

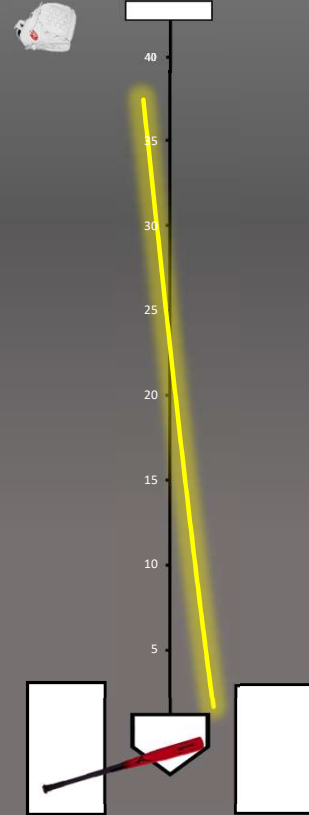


PITCH SPEED



0.512 Sec.
PITCH TIME

Ball



PITCH #

34
80
161
164

MISSED PIT...

STRIKE CALL...

This was pitch 34 during the game. You had a RH pitcher with a RH batter. Viewing the trajectory of the pitch you can see that the ball entered the strike zone in the lower RH part of the strike zone. By time the catcher received this pitch the ball was in the batters box, making this pitch understandable why it was called a ball.



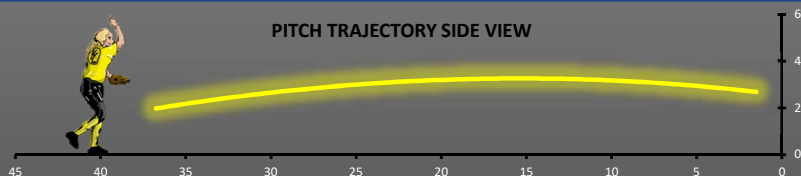
CALLS

ZONE

PITCHES

PITCHES

BLUE

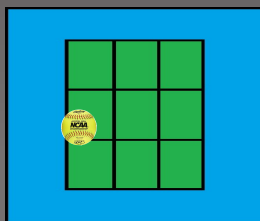


Curveball

55 MPH

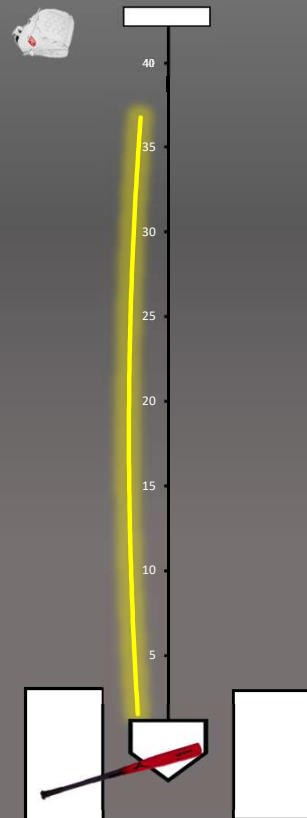


PITCH SPEED



Ball

0.451 Sec.
PITCH TIME



PITCH #
34
80
161
164

MISSED PIT...
STRIKE CALL...

This was pitch **80** during the game. You had a RH pitcher with a RH batter. From the trajectory of this pitch you can see that it began moving back in around the 15 ft mark. This is where you stopped tracking the ball. **Recommendation:** Work on tracking the ball all the way thru the zone.



CALLS

ZONE

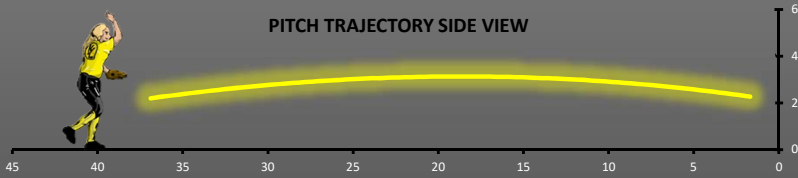
PITCHES

PITCHES

BLUE



PITCH TRAJECTORY SIDE VIEW

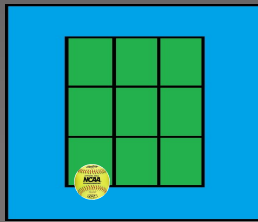


Curveball

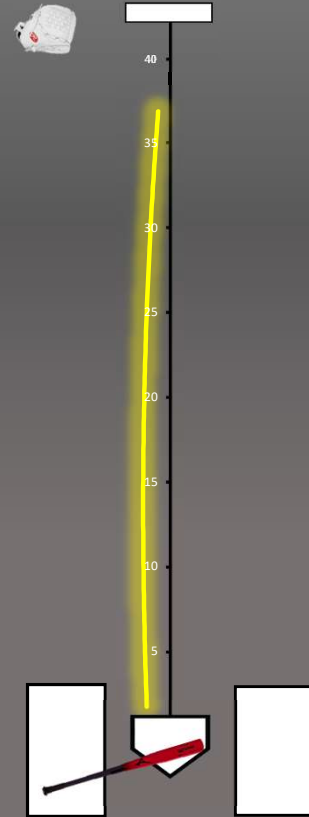
54 MPH



PITCH SPEED



Ball



PITCH #

34

80

161

164

MISSED PIT...

STRIKE CALL...

This was pitch **161** during the game. You had a RH pitcher with a RH batter. From the trajectory of this pitch you can see that it began tapering off around the 15 ft mark. This is where you stopped tracking the ball. **Recommendation:** Work on tracking the ball all the way thru the zone.



CALLS

ZONE

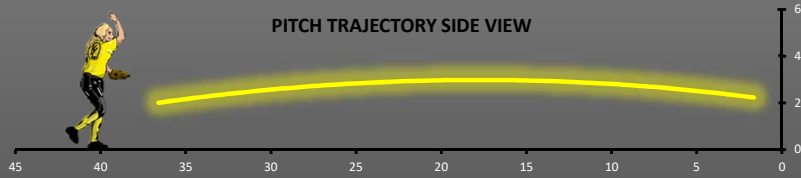
PITCHES

PITCHES

BLUE



PITCH TRAJECTORY SIDE VIEW

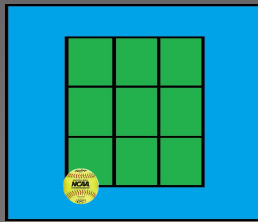


Fastball

55 MPH

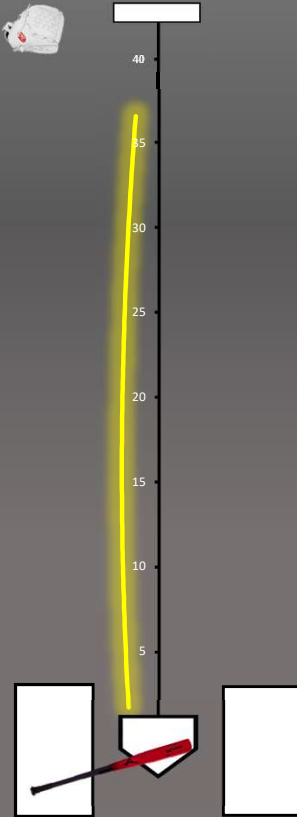


PITCH SPEED



0.448 Sec. PITCH TIME

Ball



PITCH

- 34
- 80
- 161
- 164

MISSED PIT...

STRIKE CALL...

This was pitch **164** during the game. You had a RH pitcher with a RH batter. You had called a ball in this same general location 3 pitches prior. **Recommendation:** Work on tracking the ball all the way thru the zone.