

Wind-up / motion:

Some pitchers may tip pitches (especially H.S. level), slowing down arm or changing motion (leg lift, body tilt). May hold glove differently for different pitches. Players on bench should constantly be looking for tipped pitches. Also pitch patterns.

Bench and especially on-deck hitter watch very closely when pitcher takes warm ups and signals to catcher what he's going to throw (for example, glove flip = fastball, raided glove=changeup).

Release point:

Soft focus on pitchers face or body or cap or fence behind, switching to hard focus on release point about when pitcher separates his hands.

“Thin wrist” for curveball.

Less white in pitcher's hand for changeup (esp. palm ball).

Initial Trajectory (first 5 – 10 feet):

Curve (if headed for strike zone) pops up, out of tunnel from pitcher's hand to strike zone. Eyes bob up/down with pitch. In tunnel is usually off plate.

Less “thrust” for changeup. In tunnel probably low.

Slider out and around action out of pitcher's hand (from opposite-handed pitcher only).

2-seam fastball “whitest” pitch. 4-seam a little “redder”.

Spin clues (10 – 30 feet from release):

Dime or quarter-sized white (some say red) hole in slider. In tunnel probably off plate. Use imagination to know ultimate location.

Split-finger fastball has “tumbling” action. May see red-white, red-white pattern.

Fastballs tight spin, don't see. Breaking balls looser spin, can sometimes see.