BASEBALL PLAYBOOK
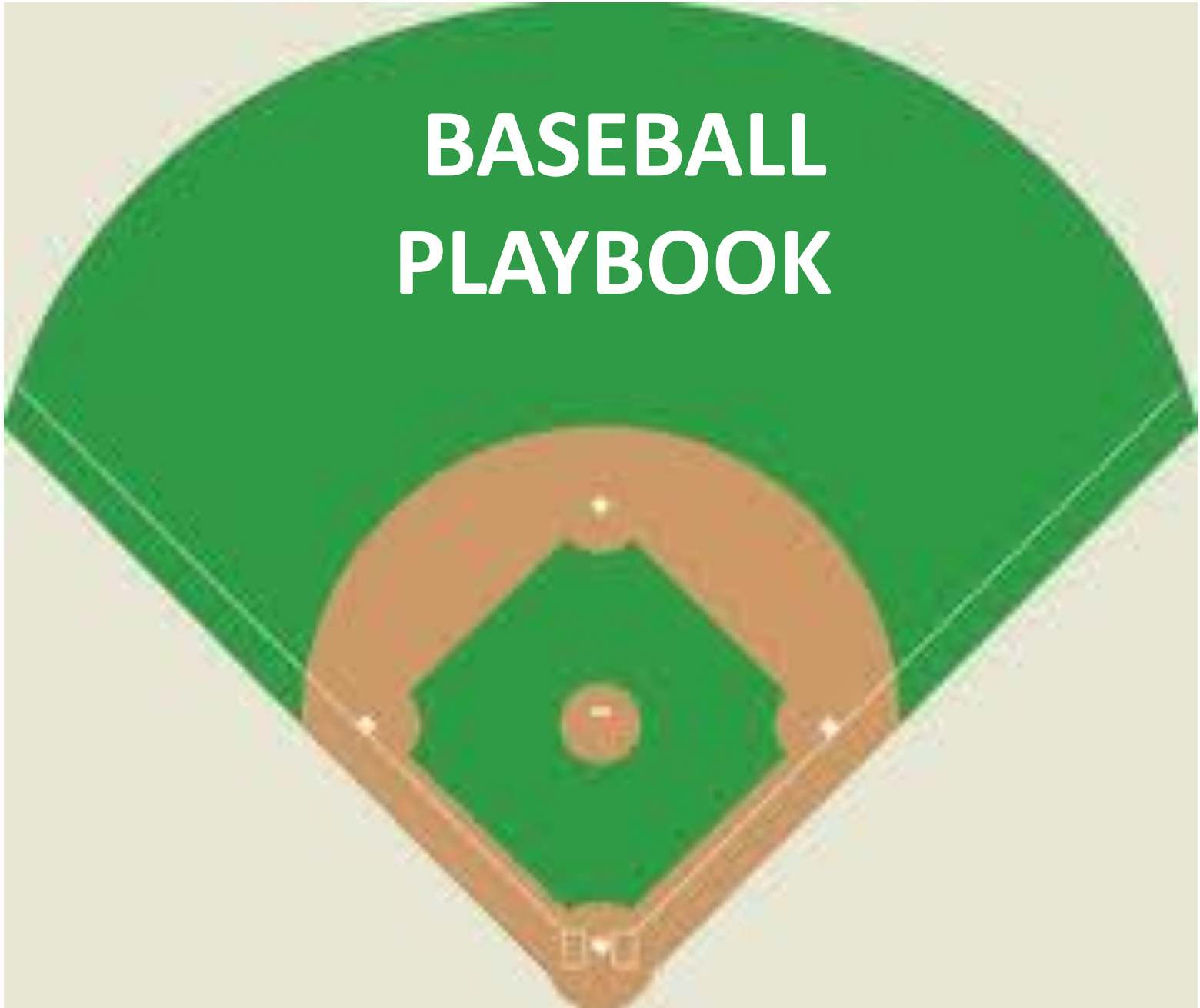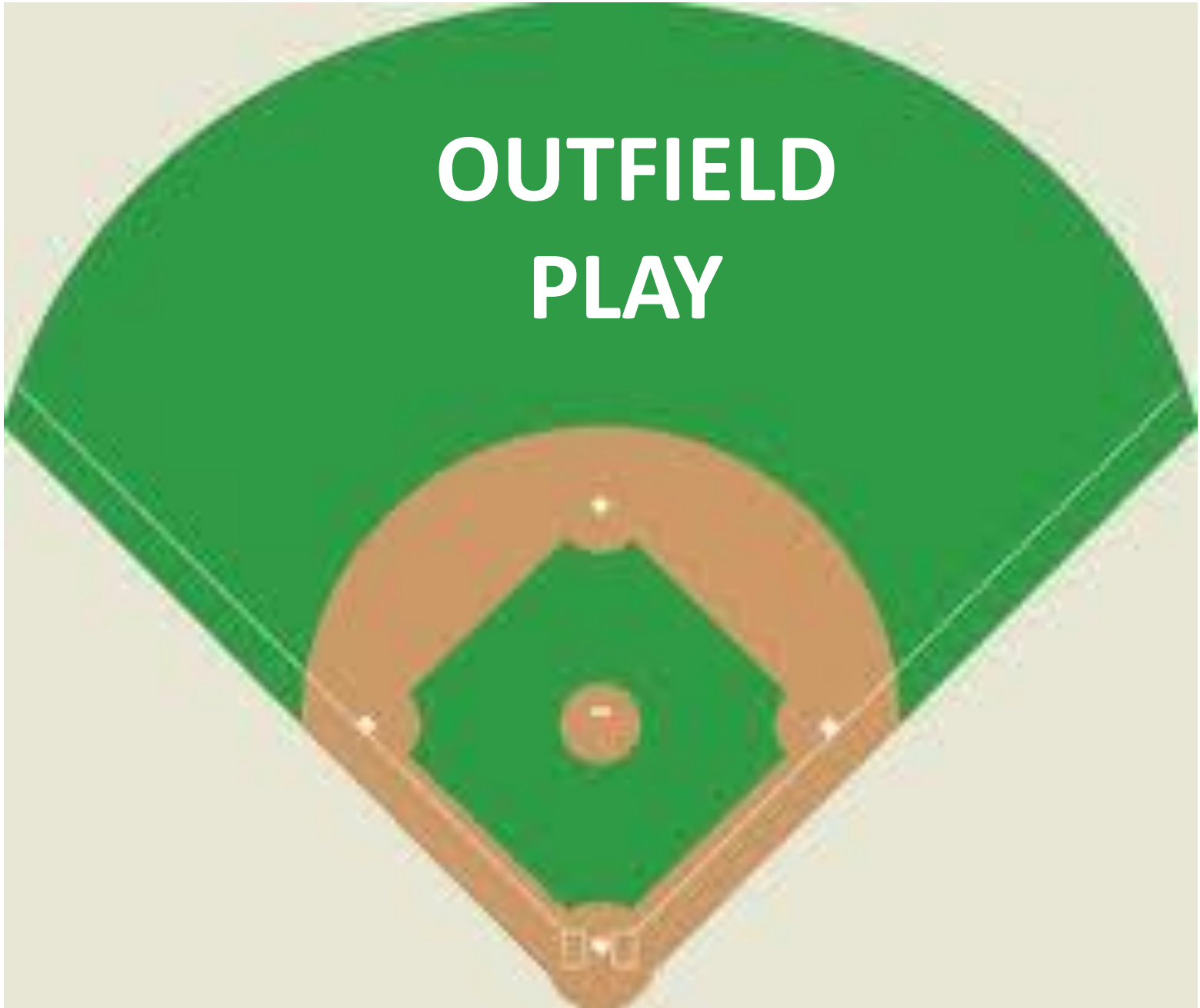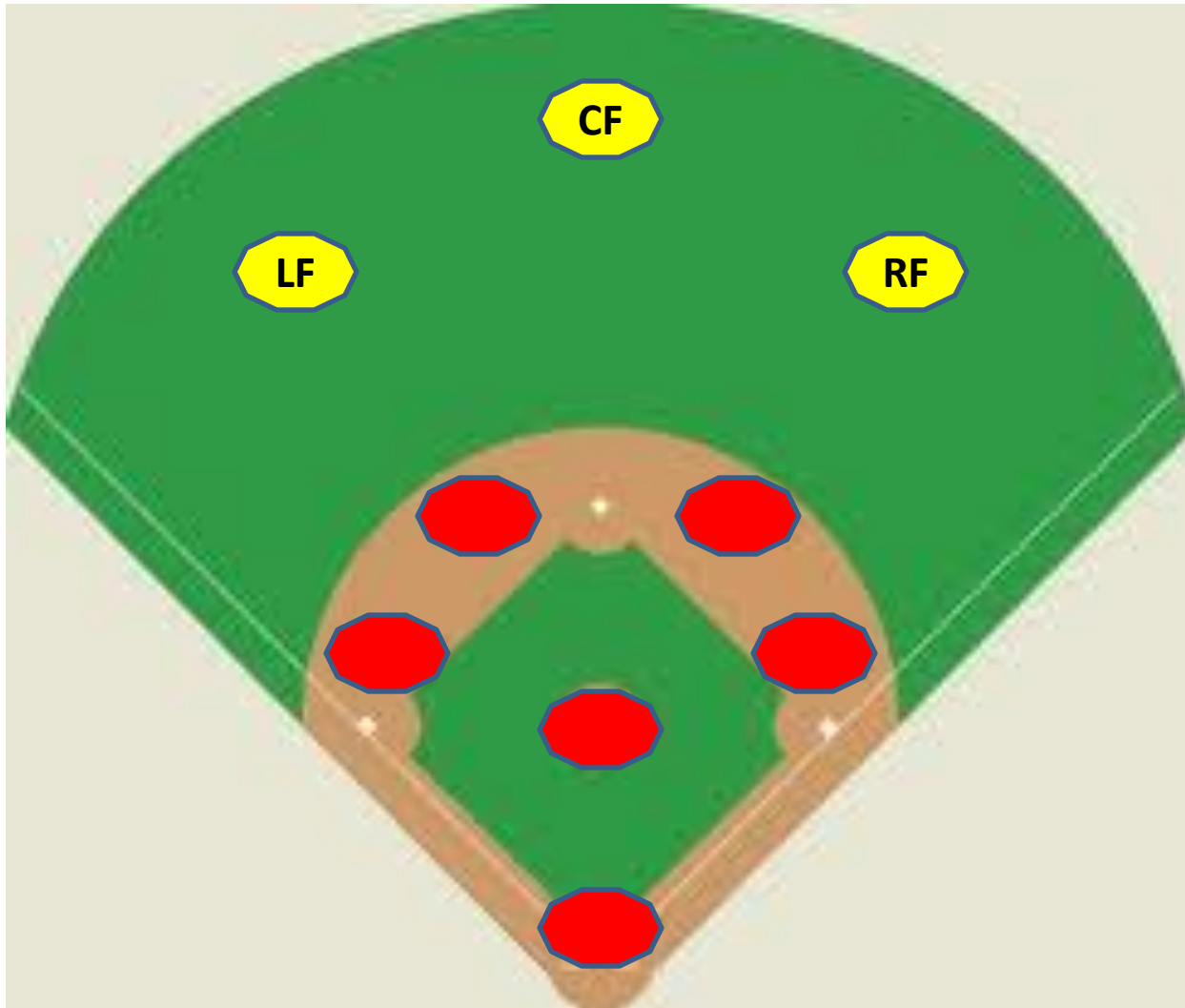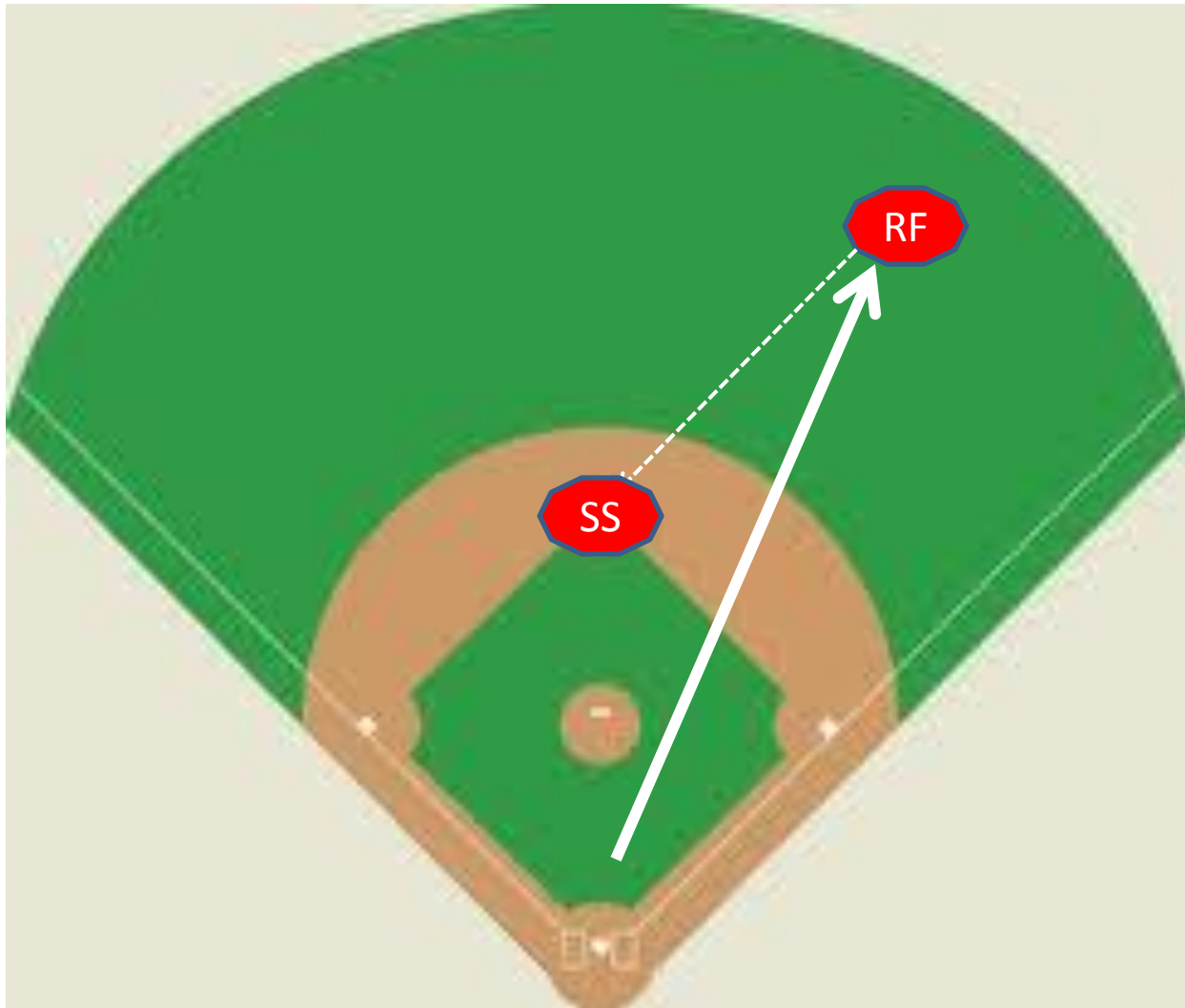
OUTFIELD PLAY
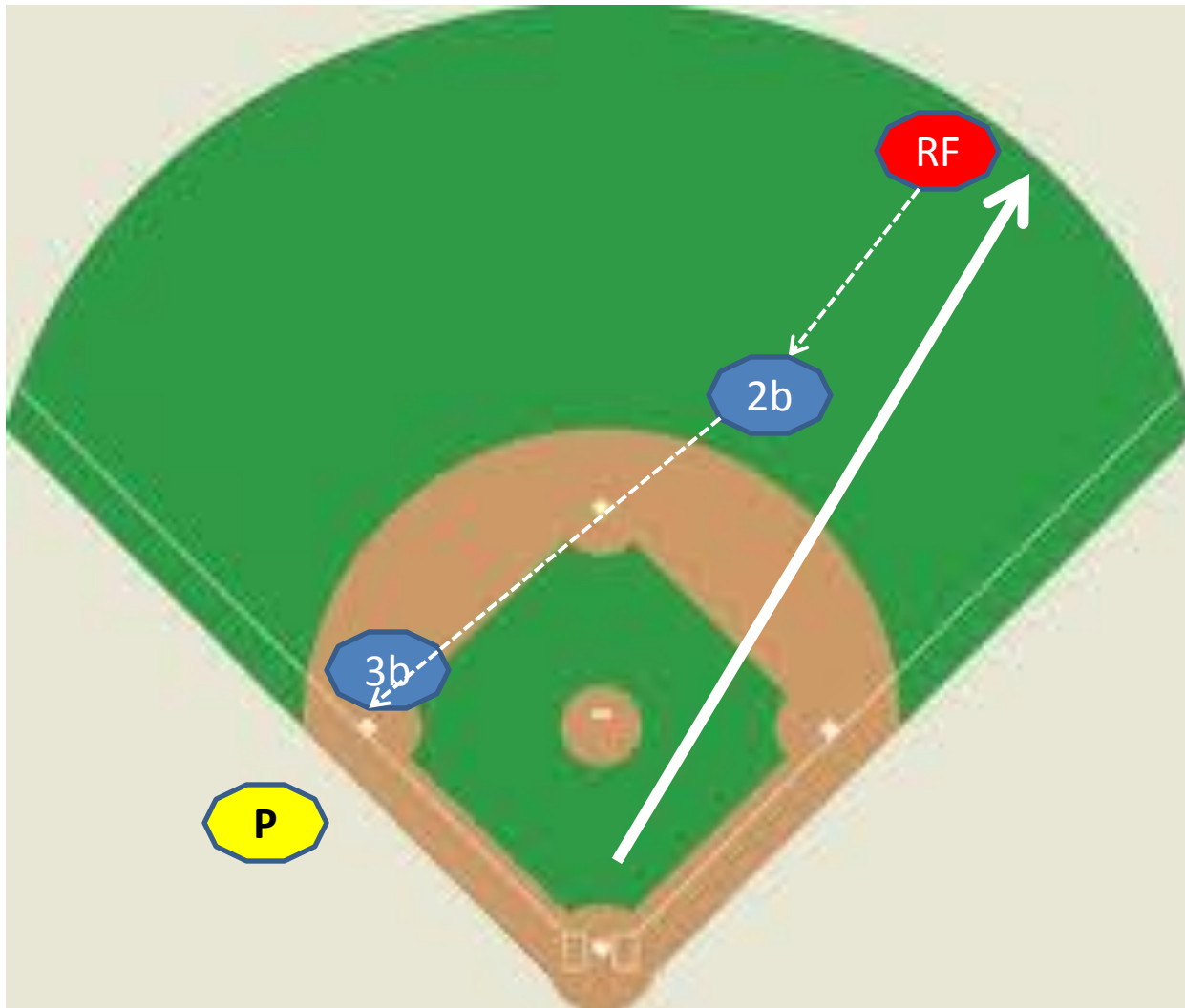
OUTFIELD POSITIONS

BASE HIT TO RF – IN FRONT OF RF – BASES EMPTY
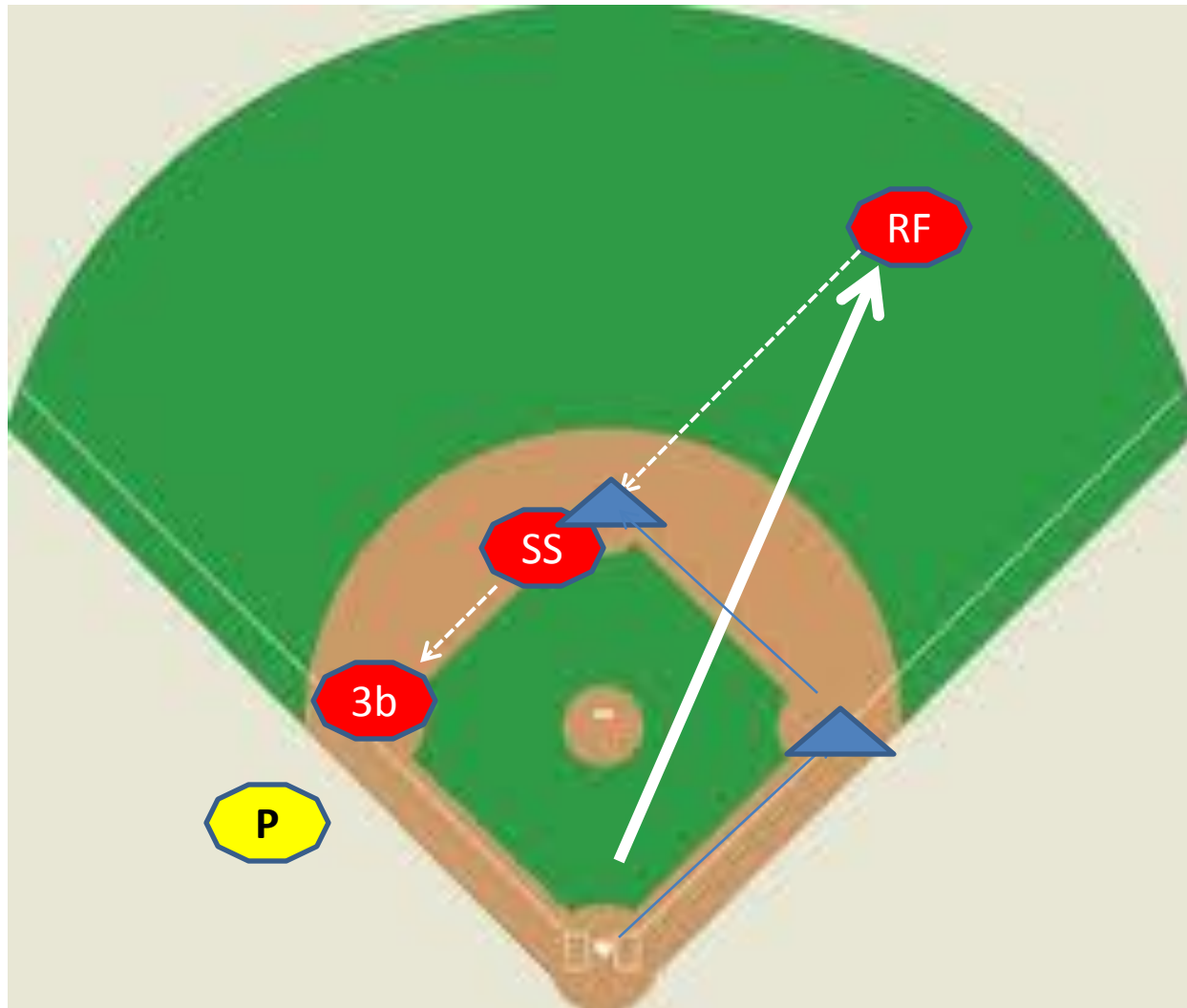
Ball Thrown back to 2nd base

BASE HIT TO RF – OVER RF HEAD – BASES EMPTY

Ball Thrown to Cut-Off (2b) 2b then looks to 3rd to keep runner from advancing an extra base
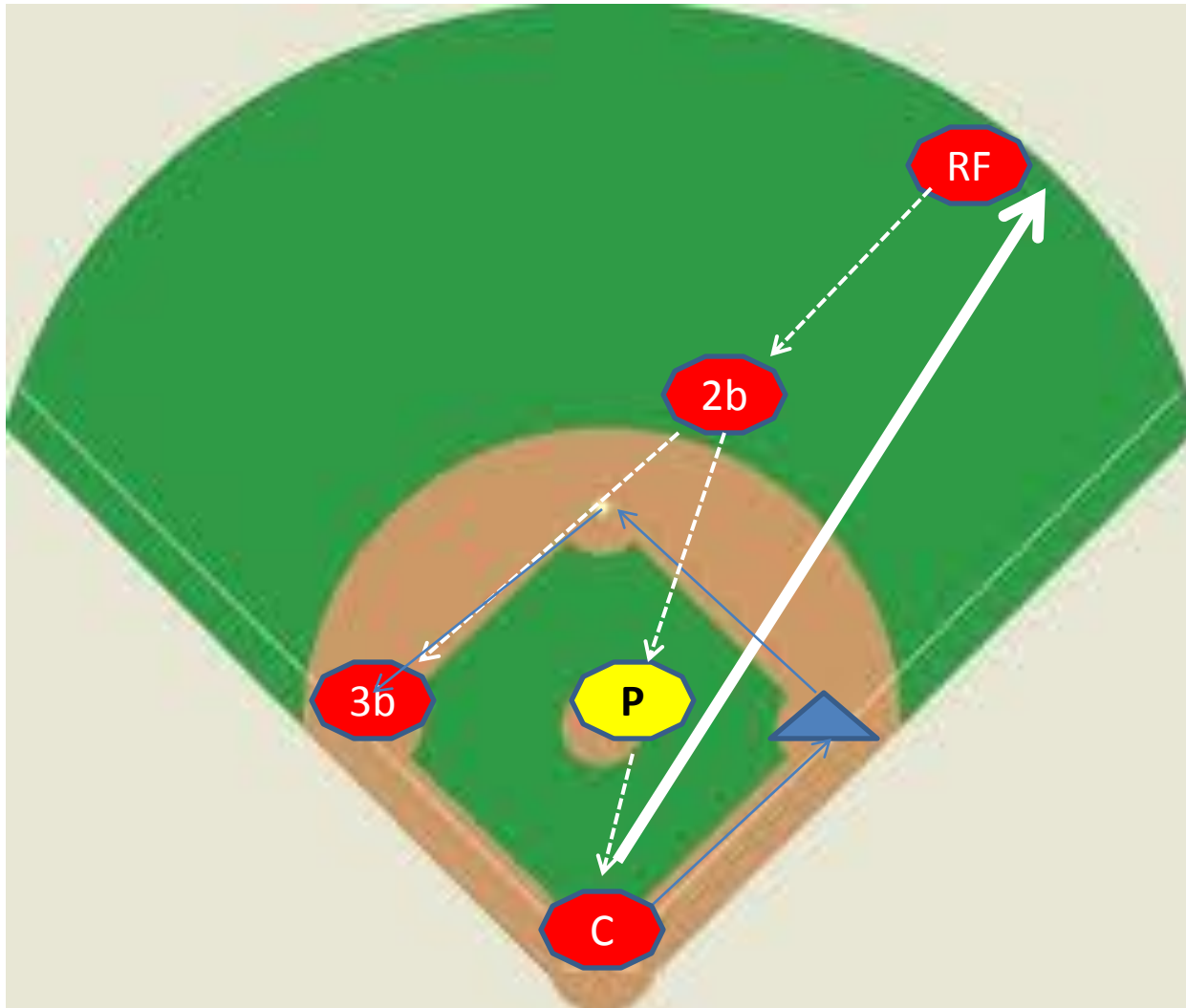
BASE HIT TO RF (In Front of RF) – MAN On 1st BASE

Ball Thrown back to cut off (SS) towards 3rd base – goal is to keep runner from **advancing** from 1st to 3rd on base hit
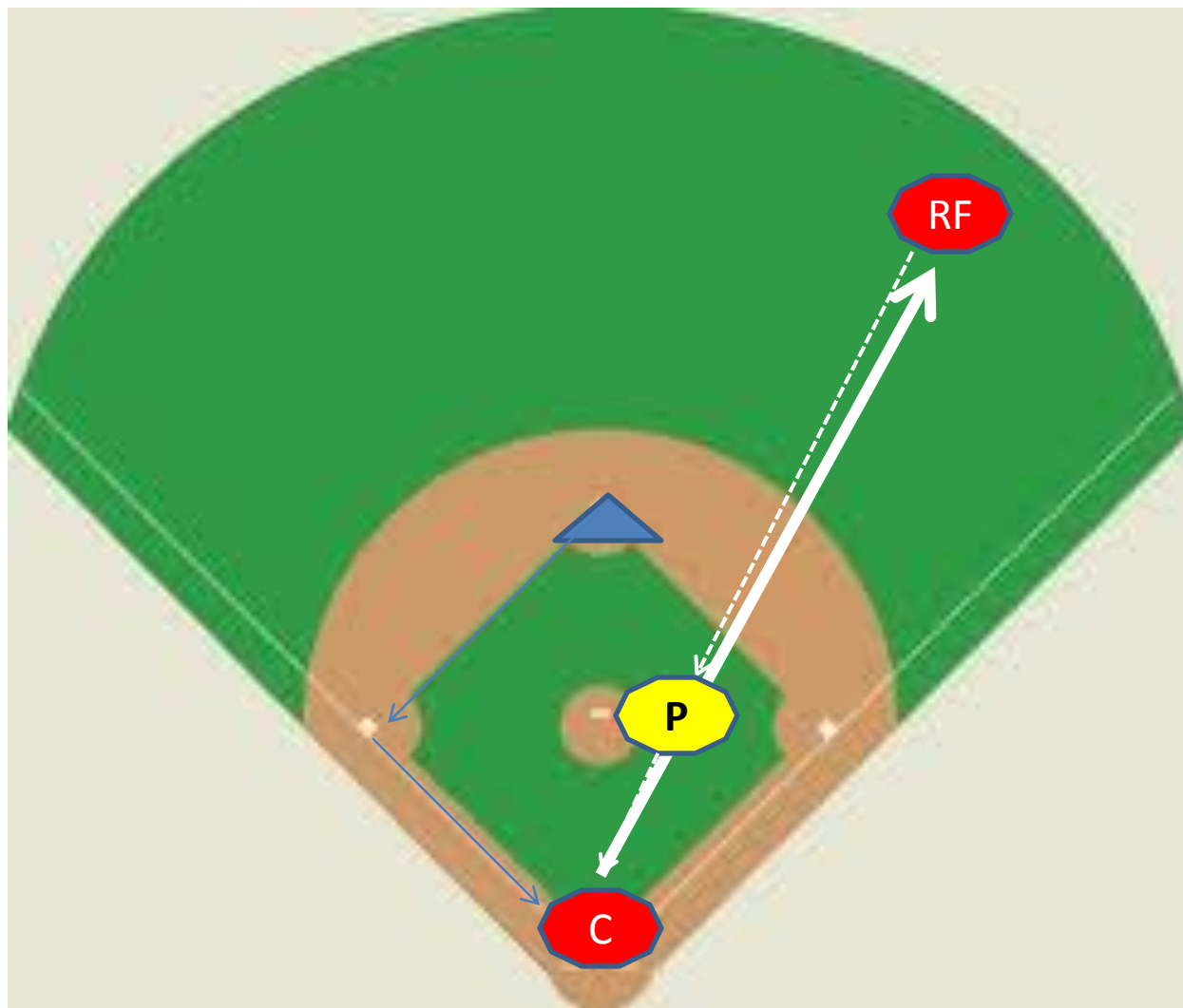
BASE HIT TO RF (Over RF Head) – MAN On 1st BASE

Ball Thrown back to cut off (2b) Cutoff then has option of throwing to 3rd or home – goal is to keep runner from **advancing** from 1st to home – Pitcher Needs to be in Home Plate Cut Position
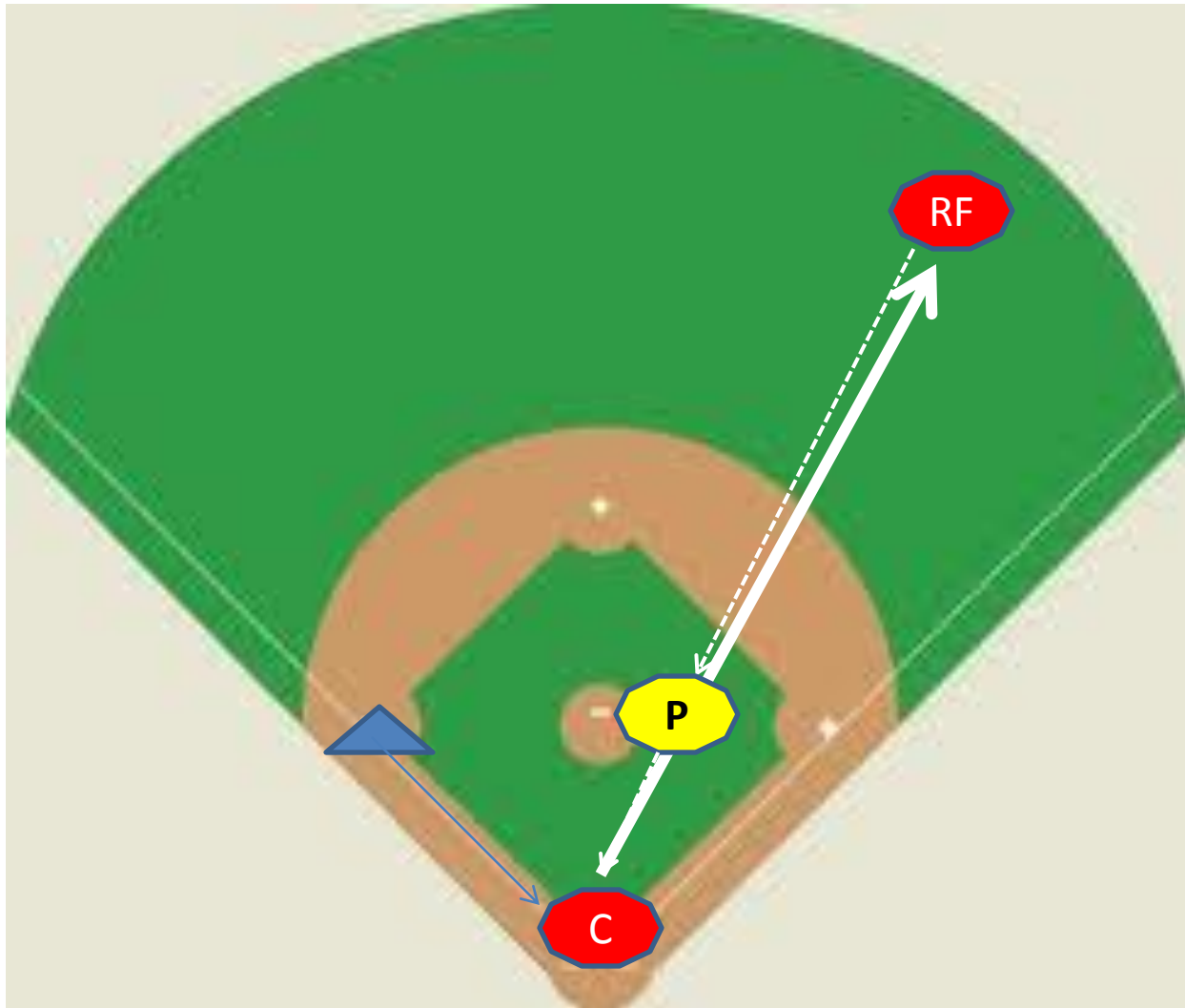
BASE HIT To RF (In Front of RF) – Man On 2nd BASE

Ball Thrown DIRECTLY to cut off (P) – goal is to keep runner from **scoring and hitter not advancing to 2nd on Throw** – Pitcher Needs to be in Home Plate Cut Position
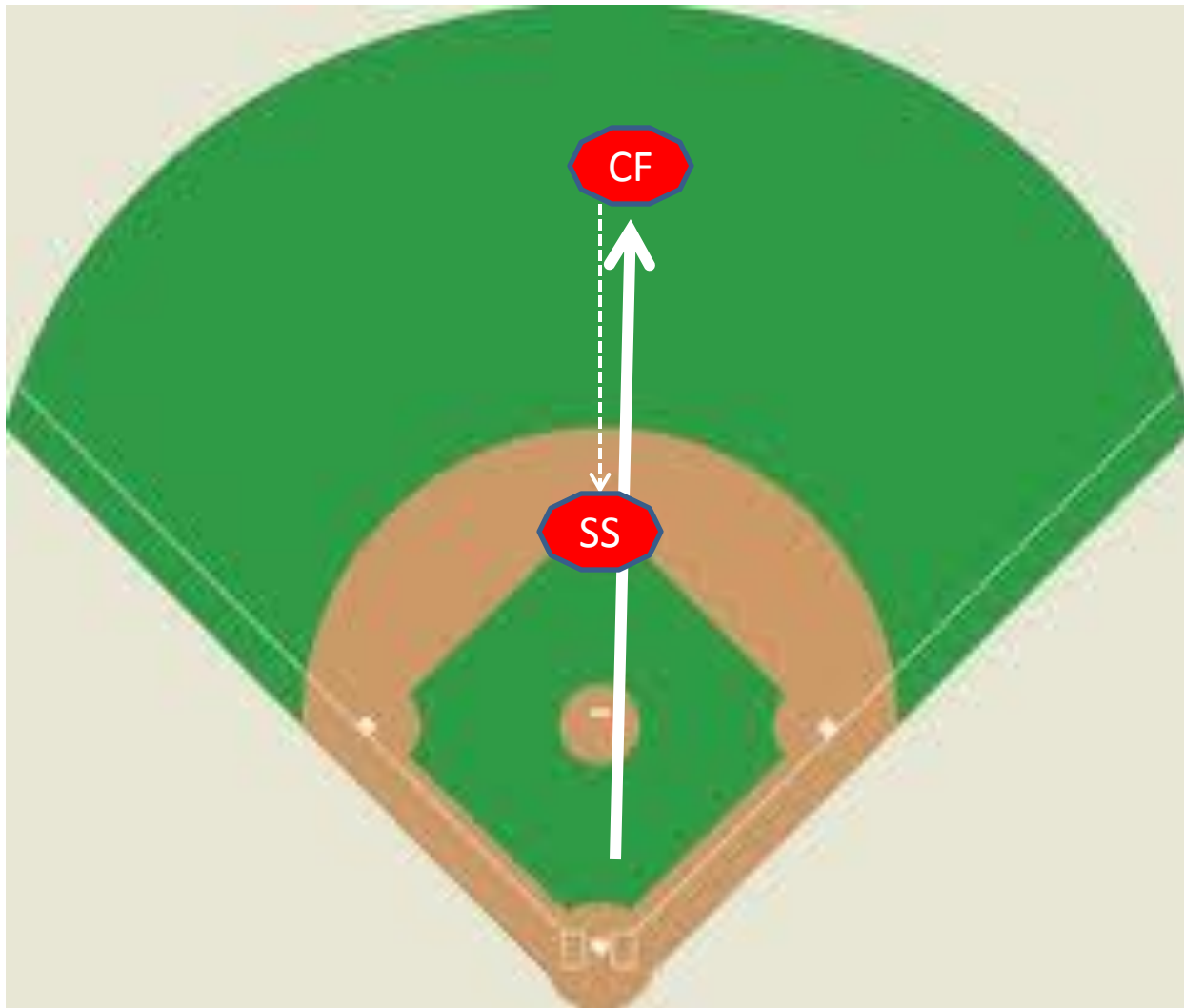
SACRIFICE FLY To RF – Man On 3rd

Ball Thrown DIRECTLY to cut off (P) – Pitcher Needs to be in Home Plate Cut Position

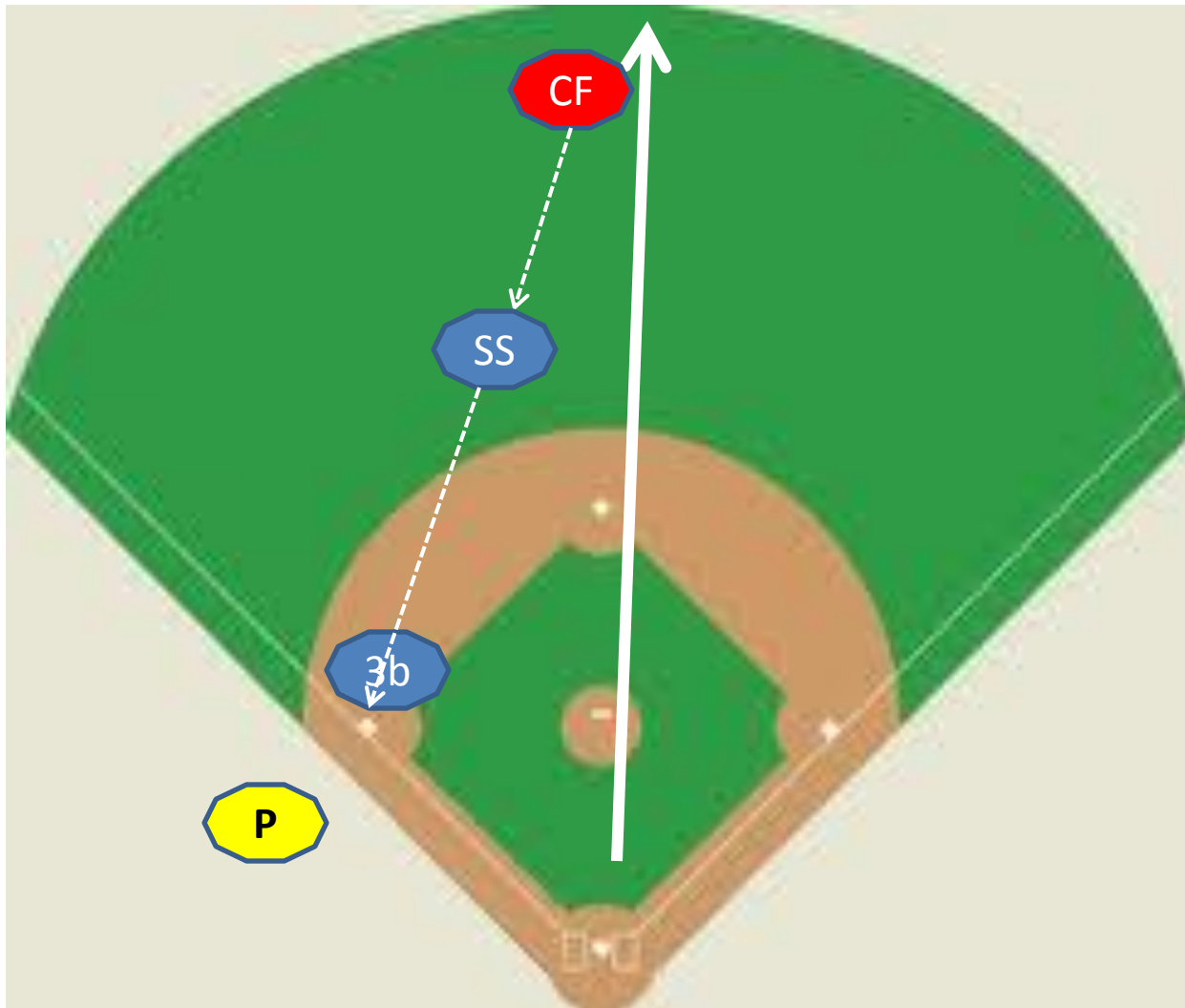# BASE HIT To CF (In front of CF) – BASES EMPTY
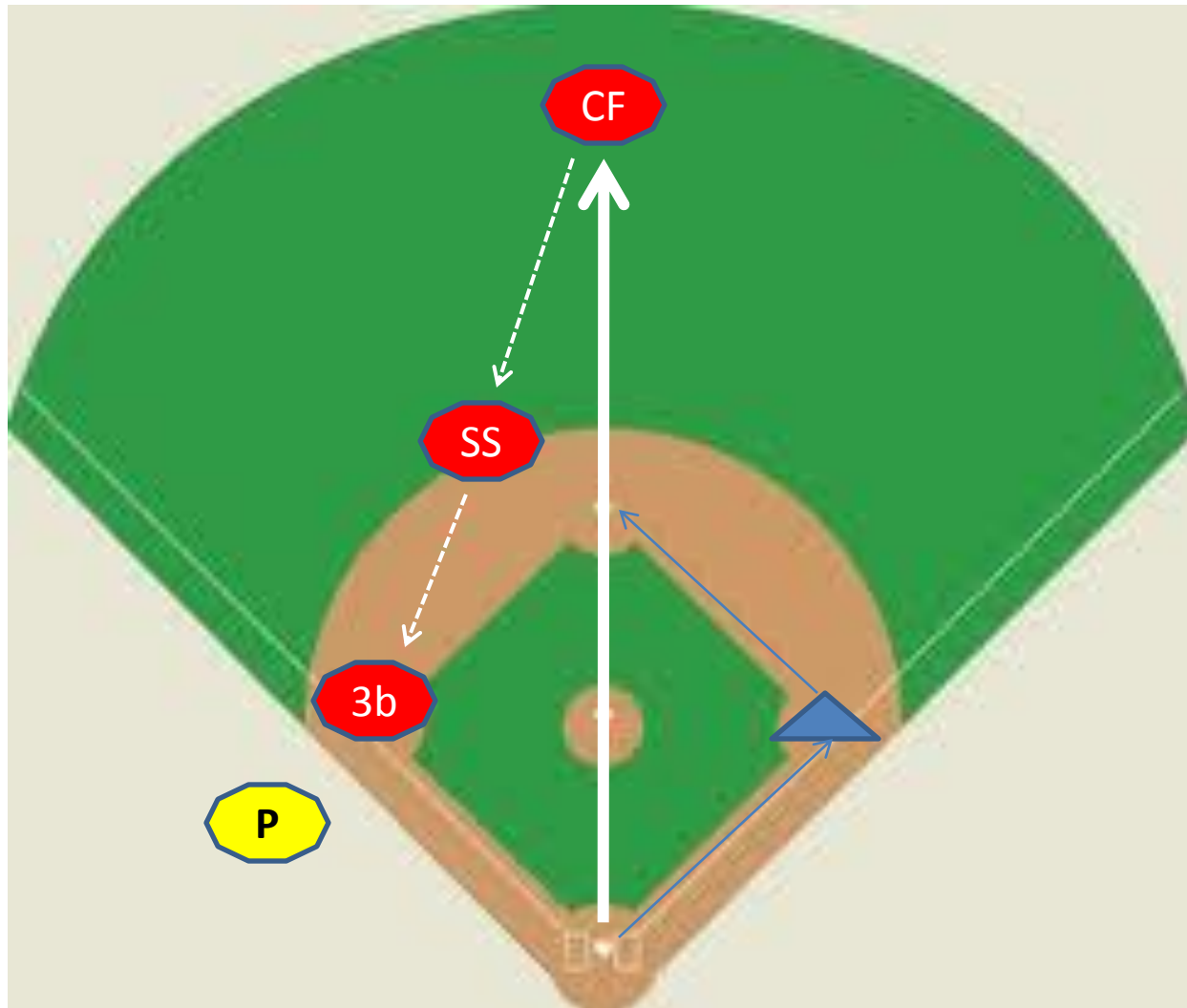
Ball Thrown back to 2nd base

BASE HIT To CF (Over CF Head) – BASES EMPTY

Ball Thrown to Cut-Off (SS) SS then looks to 3rd to keep runner from advancing an extra base

BASE HIT To CF (In front of CF) – MAN On 1st BASE

Ball Thrown back to cut off (SS) towards 3rd base – goal is to keep runner from **advancing** from 1st to 3rd on base hit

BASE HIT To CF (Over CF Head) – MAN On 1st BASE

Ball Thrown back to cut off (SS) Cutoff then has option of throwing to 3rd or home – goal is to keep runner **advancing** from 1st to home – Pitcher Needs to be in Home Plate Cut Position

BASE HIT To CF (In Front of CF) – MAN On 2nd BASE

Ball Thrown DIRECTLY to cut off (P) – goal is to keep runner from **scoring and hitter not advancing to 2nd on Throw** – Pitcher Needs to be in Home Plate Cut Position

SACRIFICE FLY To CF – Man On 3rd BASE

Ball Thrown DIRECTLY to cut off (P) – Pitcher Needs to be in Home Plate Cut Position

BASE HIT To LF (In front of LF) – BASES EMPTY

Ball Thrown back to 2nd base

BASE HIT To LF (Over LF Head) – BASES EMPTY

Ball Thrown to Cut-Off (SS) SS then looks to 3rd to keep runner from advancing an extra base
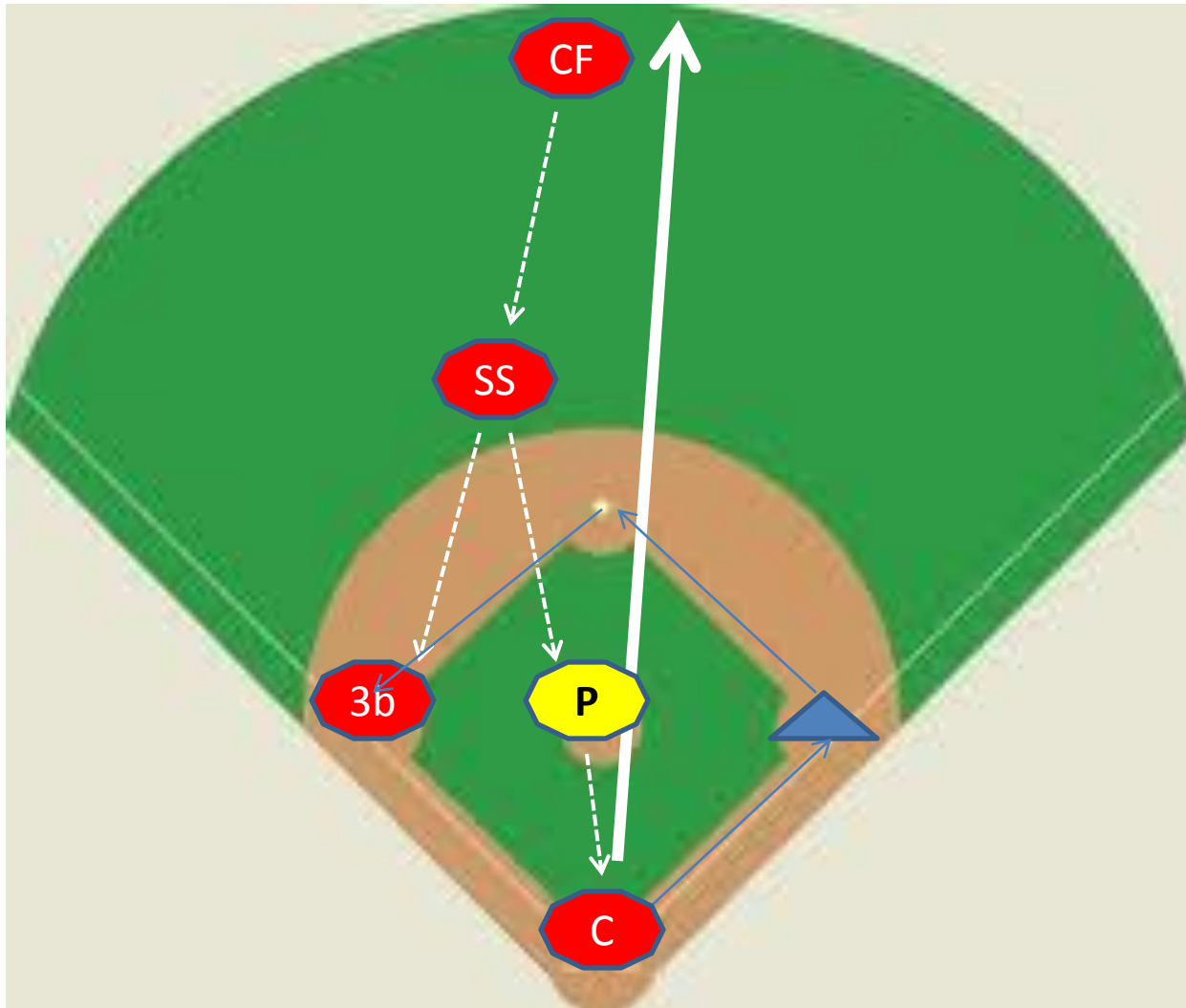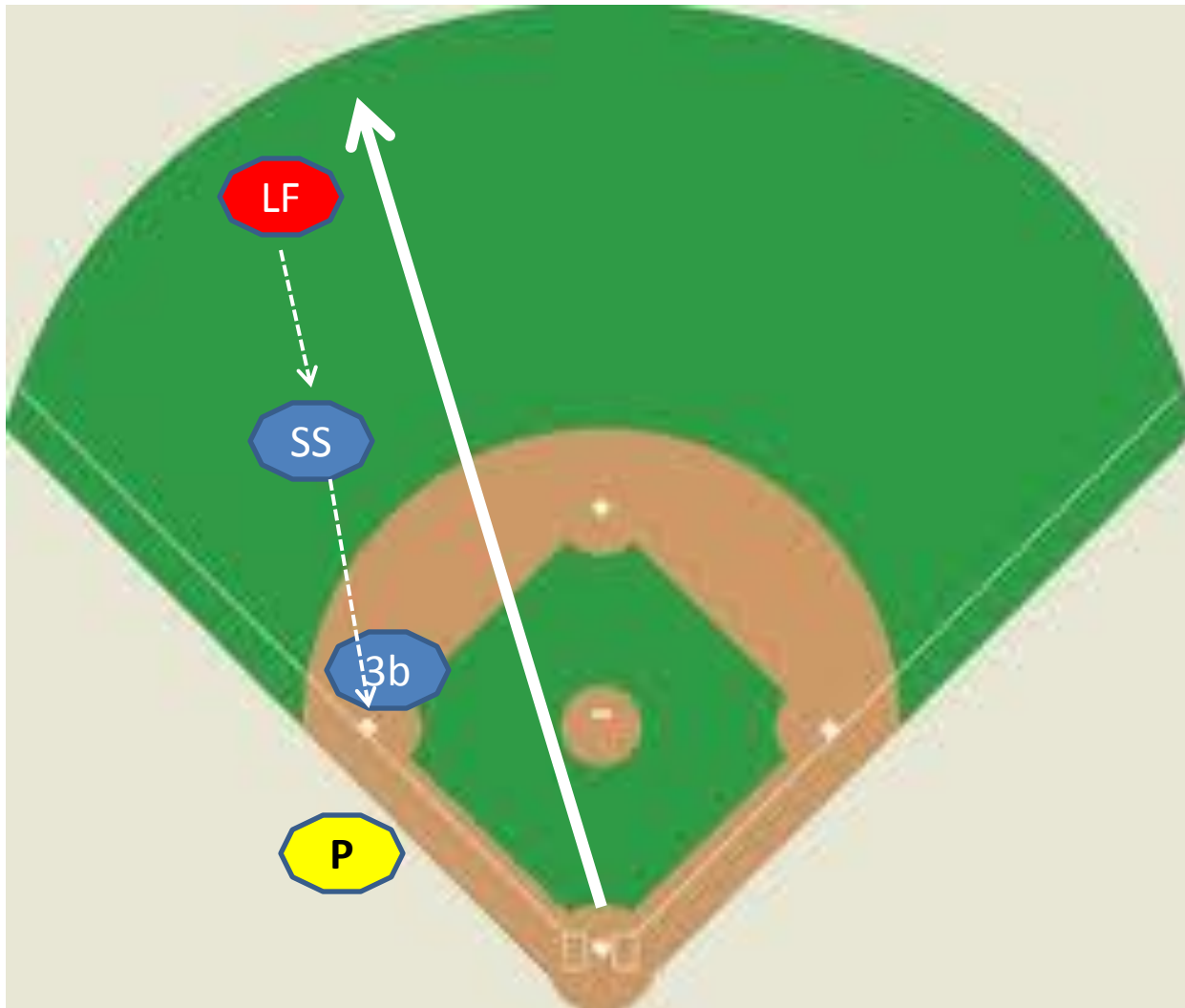
BASE HIT To LF (In Front of LF) – MAN On 1ˢᵗ BASE

Ball Thrown back to cut off (SS) towards 3rd base – goal is to keep runner from **advancing** from 1ˢᵗ to 3ʳᵈ on base hit
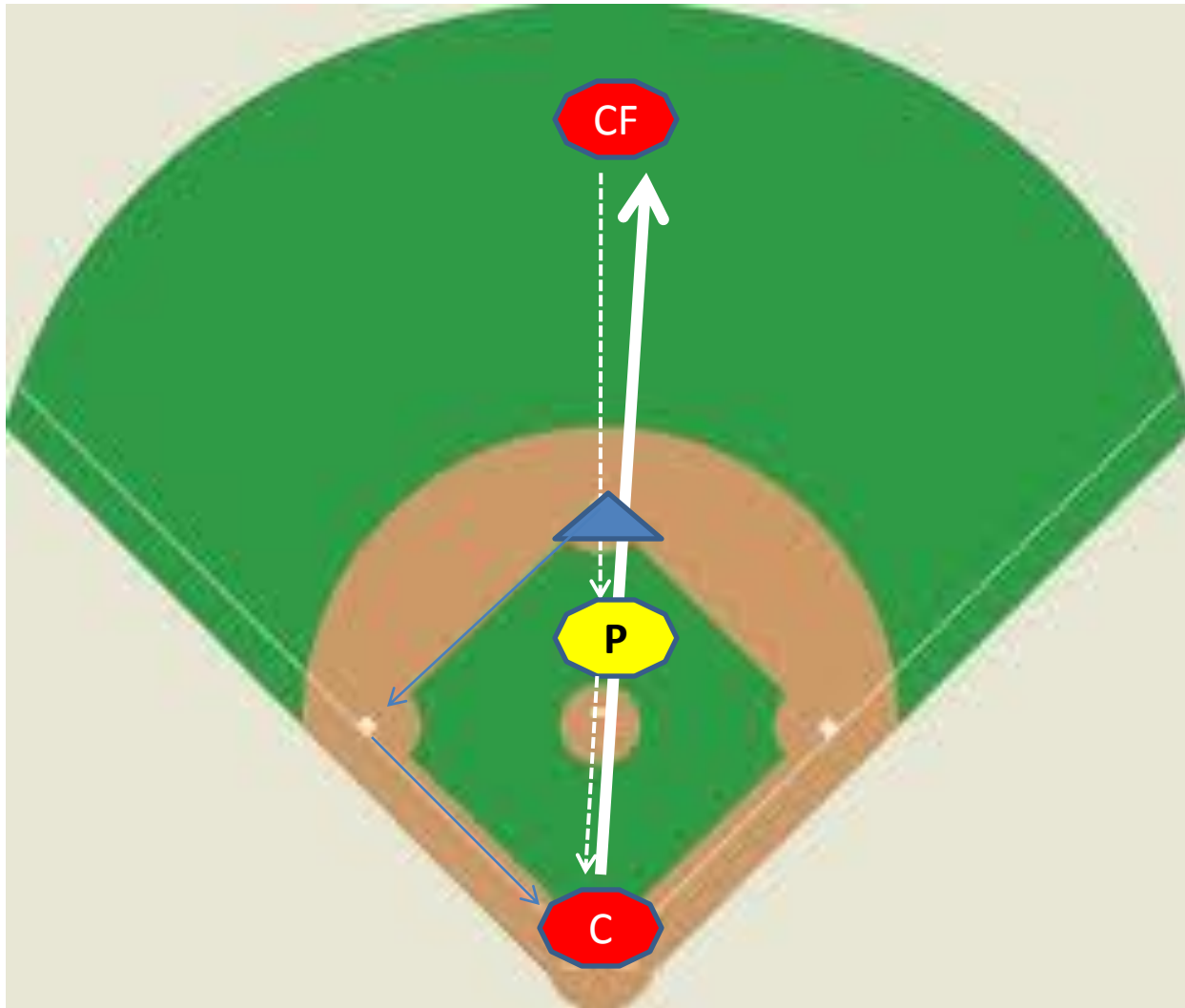
BASE HIT To LF (Over LF Head) – MAN On 1st BASE

Ball Thrown back to cut off (SS) Cutoff then has option of throwing to 3rd or home – goal is to keep runner **advancing** from 1st to home – Pitcher Needs to be in Home Plate Cut Position
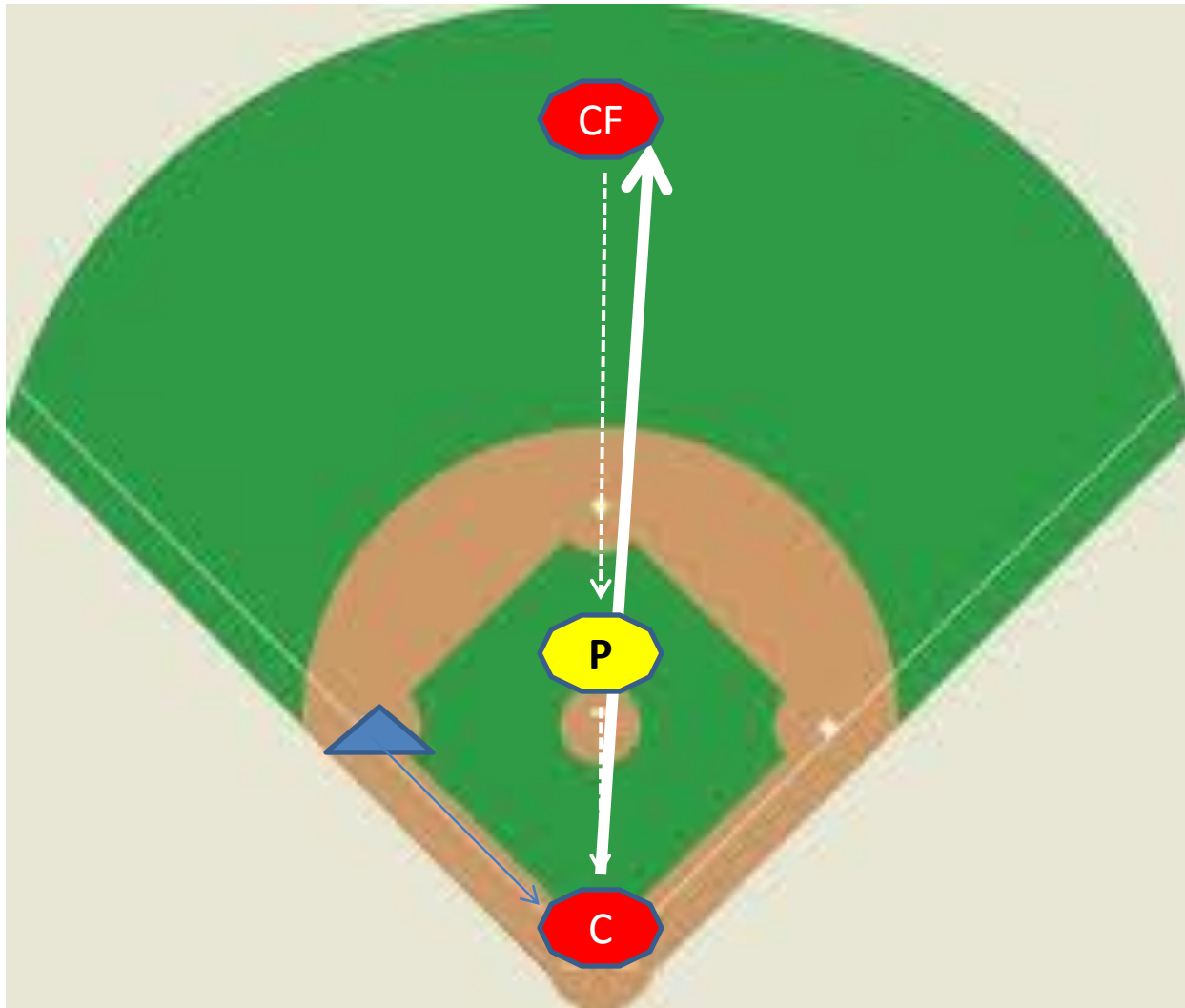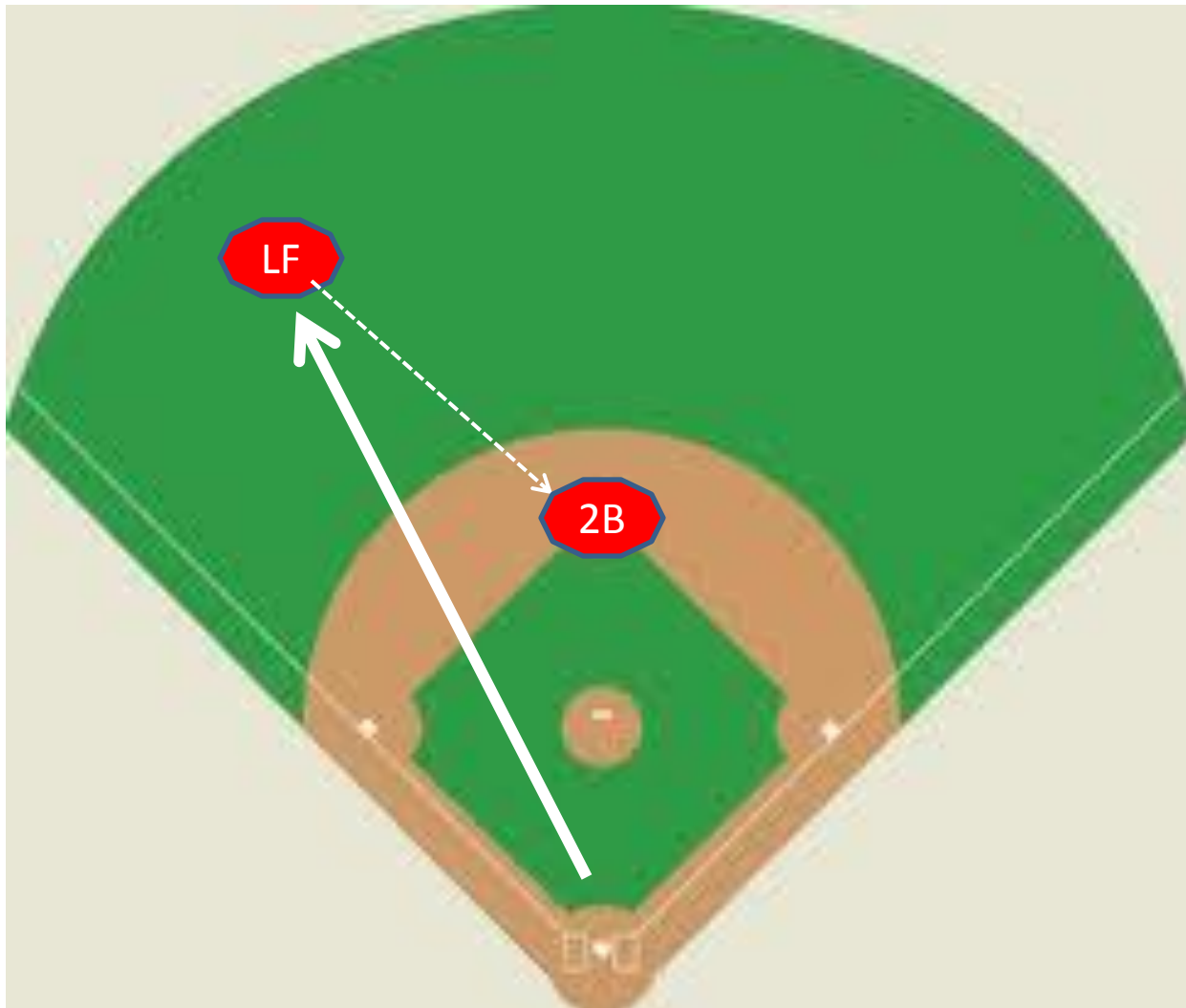
BASE HIT To LF (In Front of LF) – <u>MAN On 2nd BASE</u>

Ball Thrown DIRECTLY to cut off (P) – goal is to keep runner from **scoring and hitter not advancing to 2nd on Throw** – Pitcher Needs to be in Home Plate Cut Position
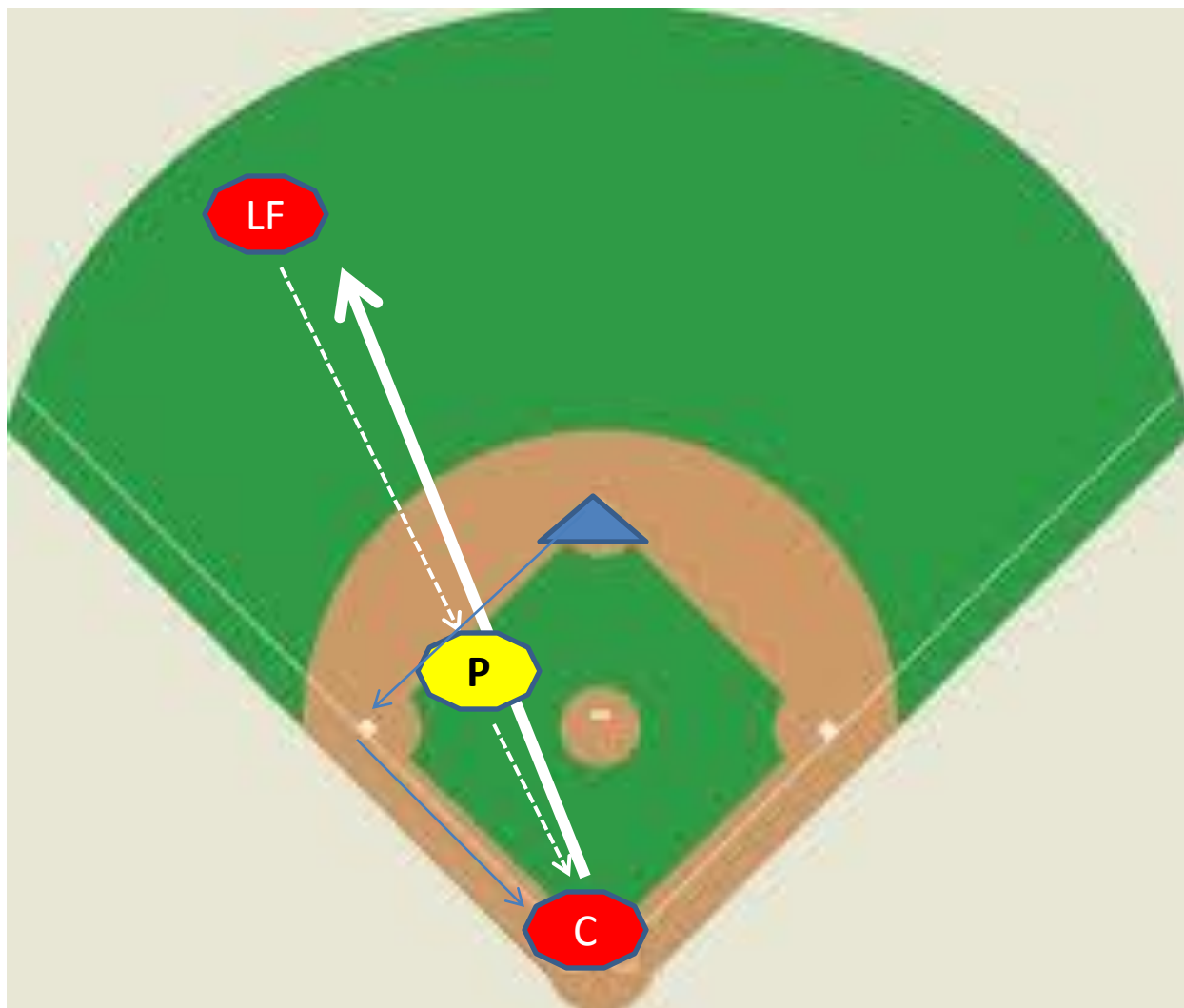
SACRIFICE FLY To RF – Man On 3rd BASE

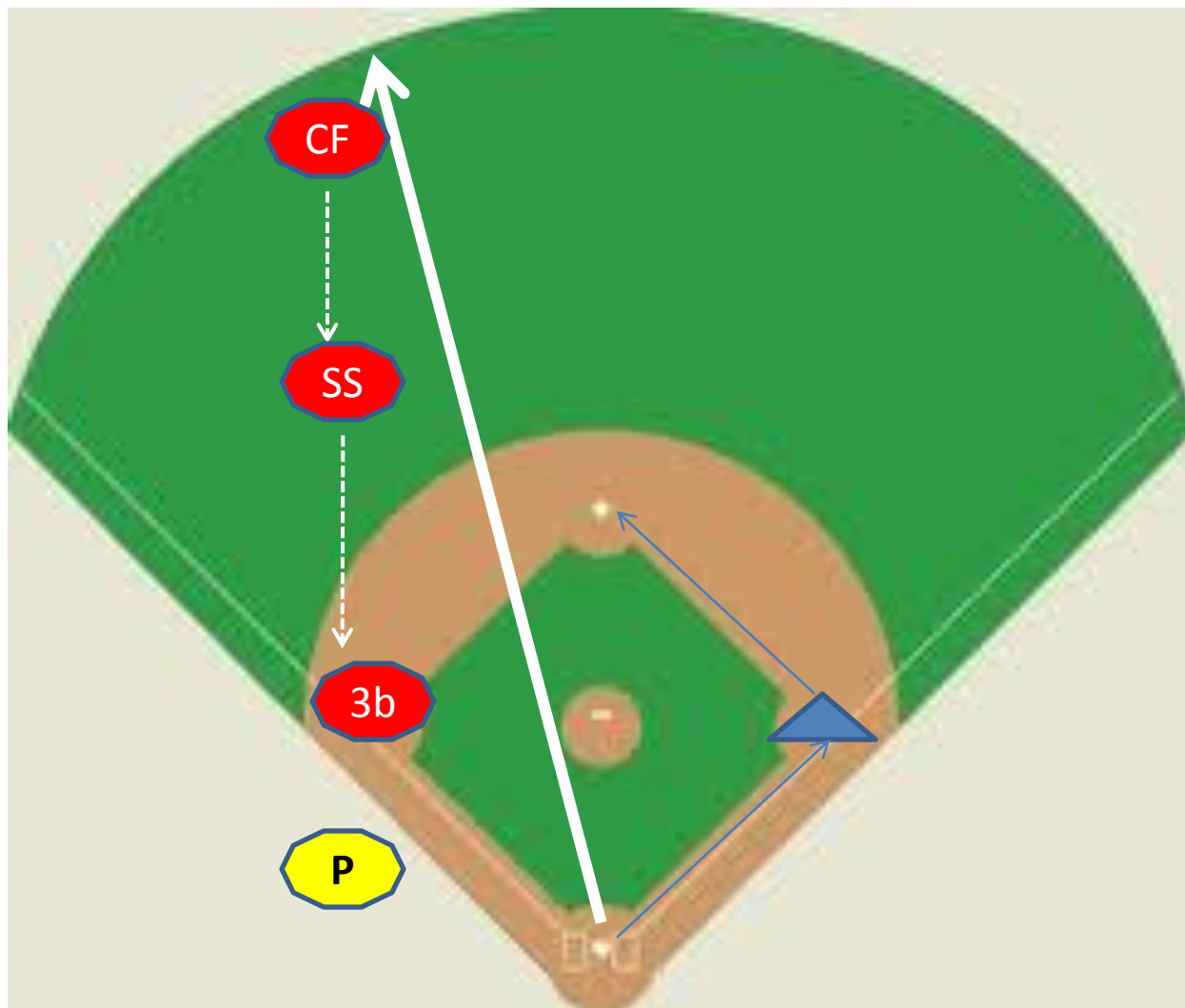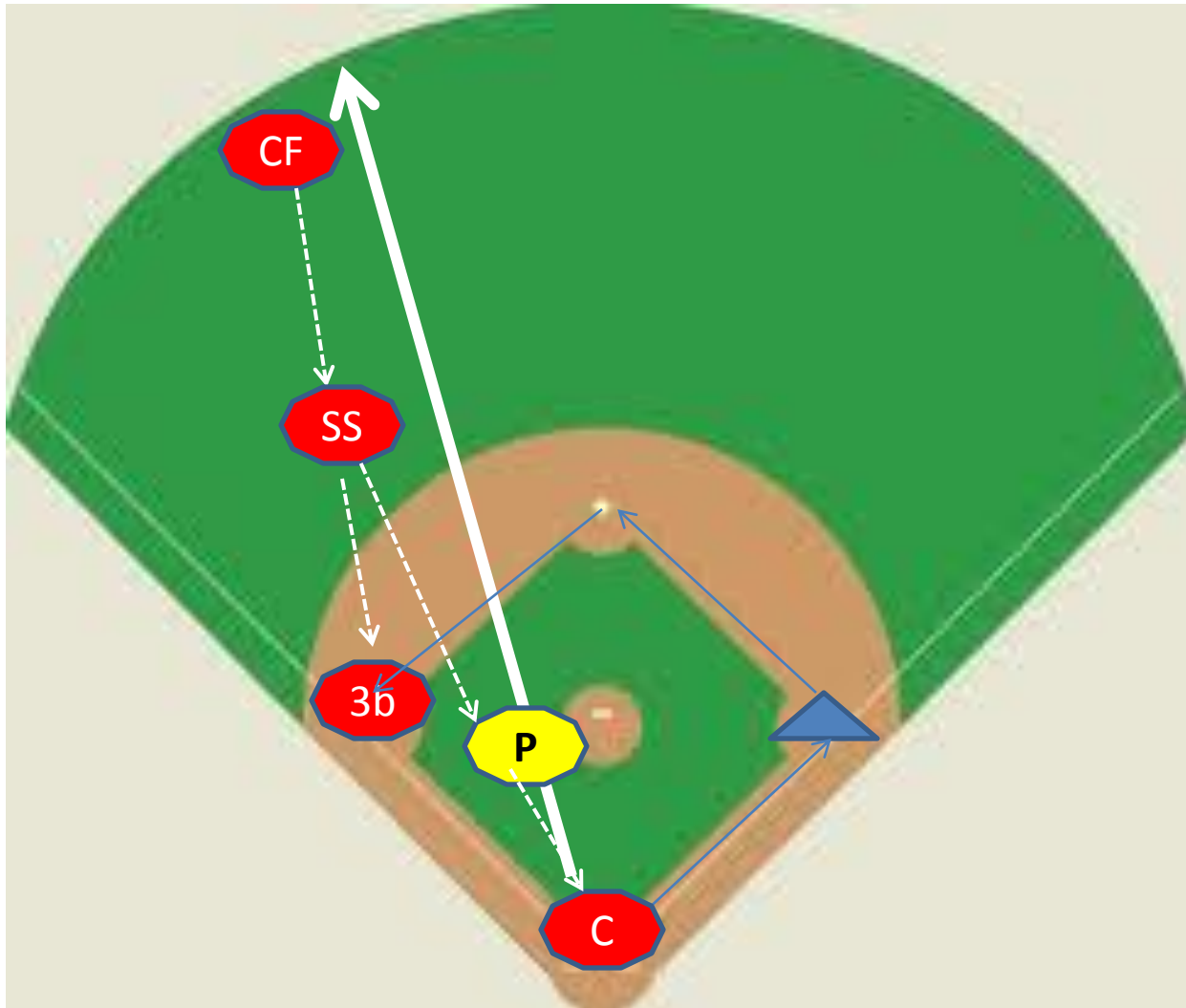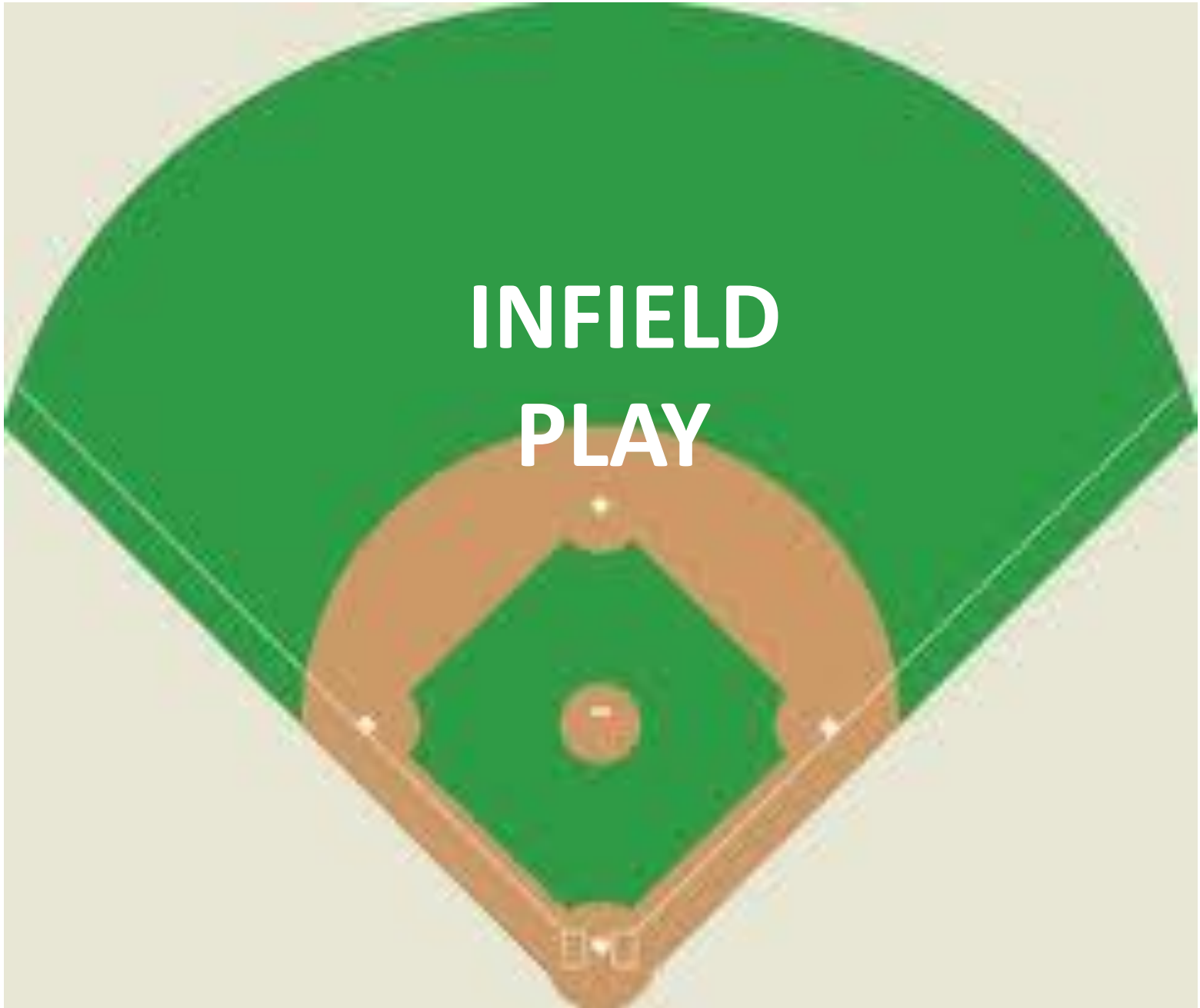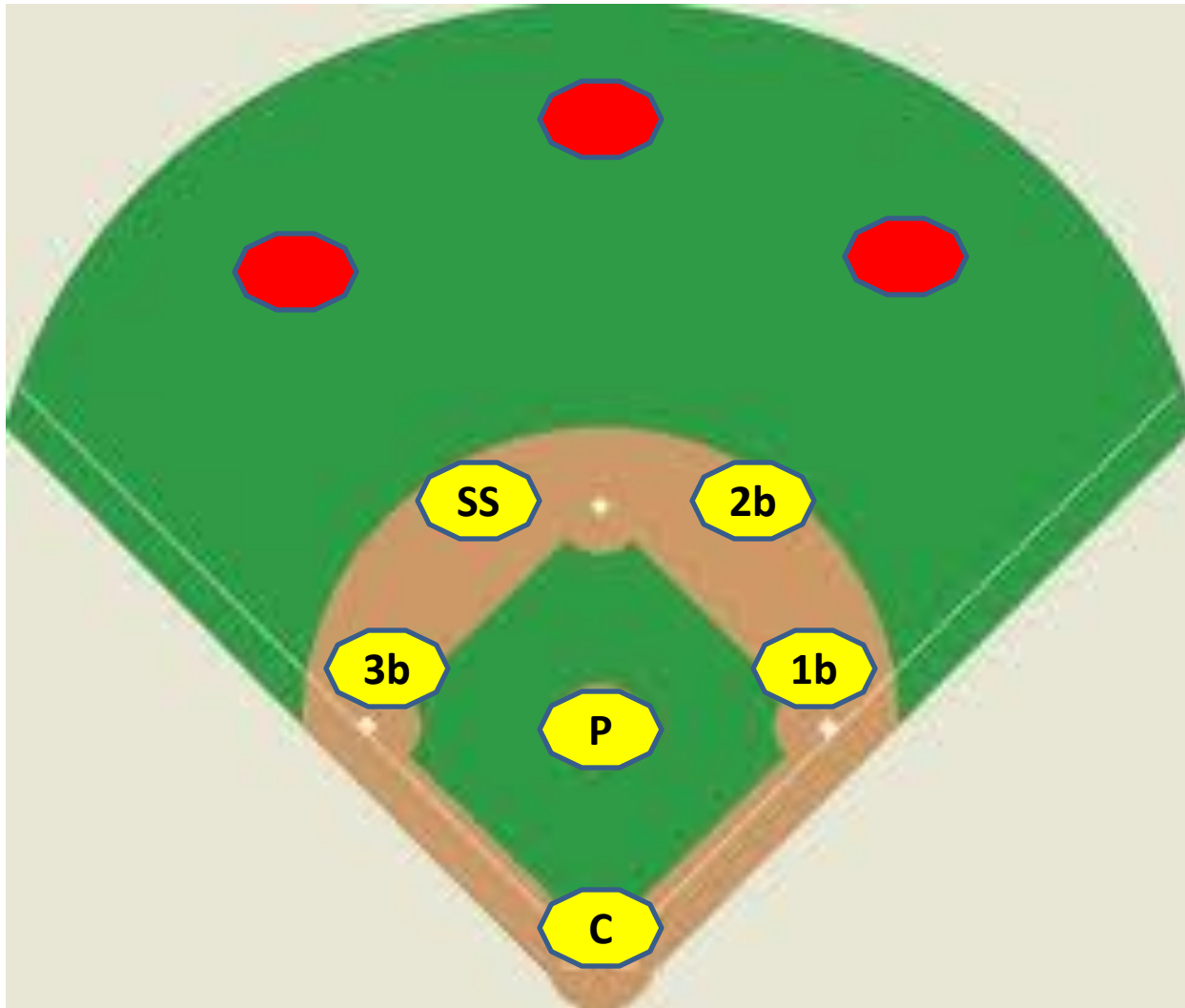Ball Thrown DIRECTLY to cut off (P) – Pitcher Needs to be in Home Plate Cut Position
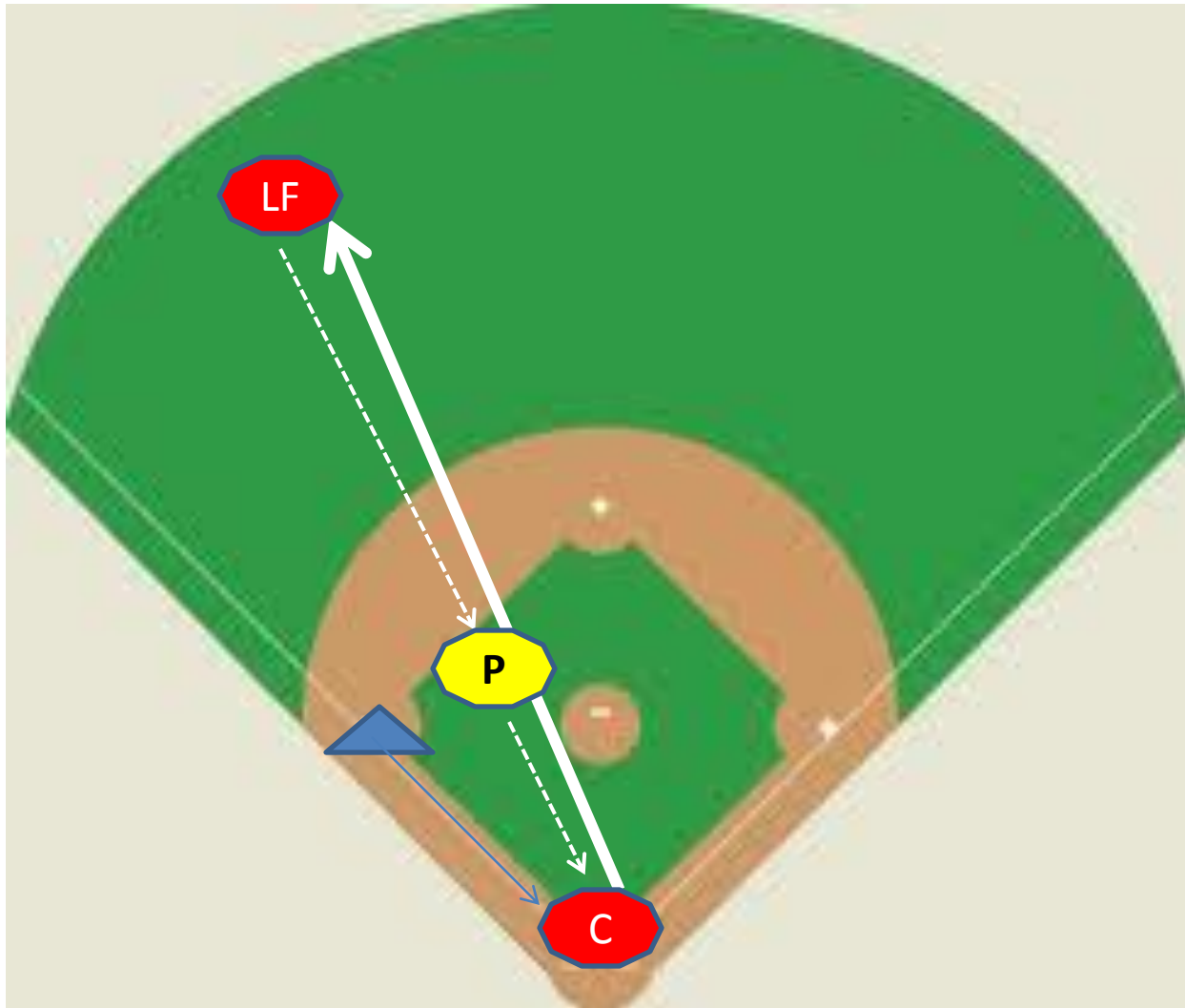
INFIELD
PLAY

INFIELD POSITIONS

BASE DEFENSE

ALL Infielders are on edge of outfield Grass
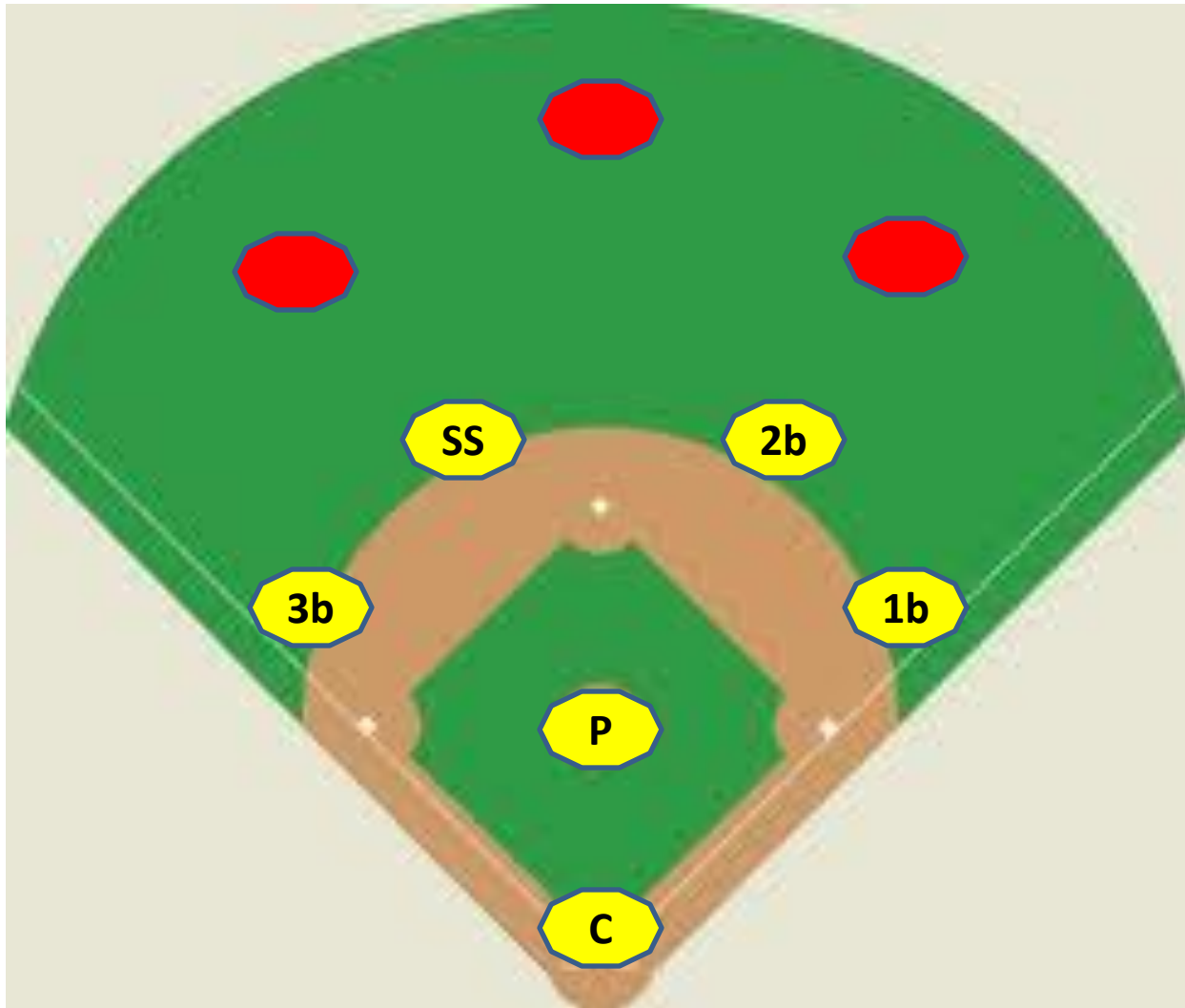
BASE DEFENSE – CUT OFFS to 2nd & 3rd Base
SS – All Cuts from LF, LC and CF – Left of Arrow is SS Cut
2B – All Cuts from RC and RF – Right of Arrow is 2b Cut
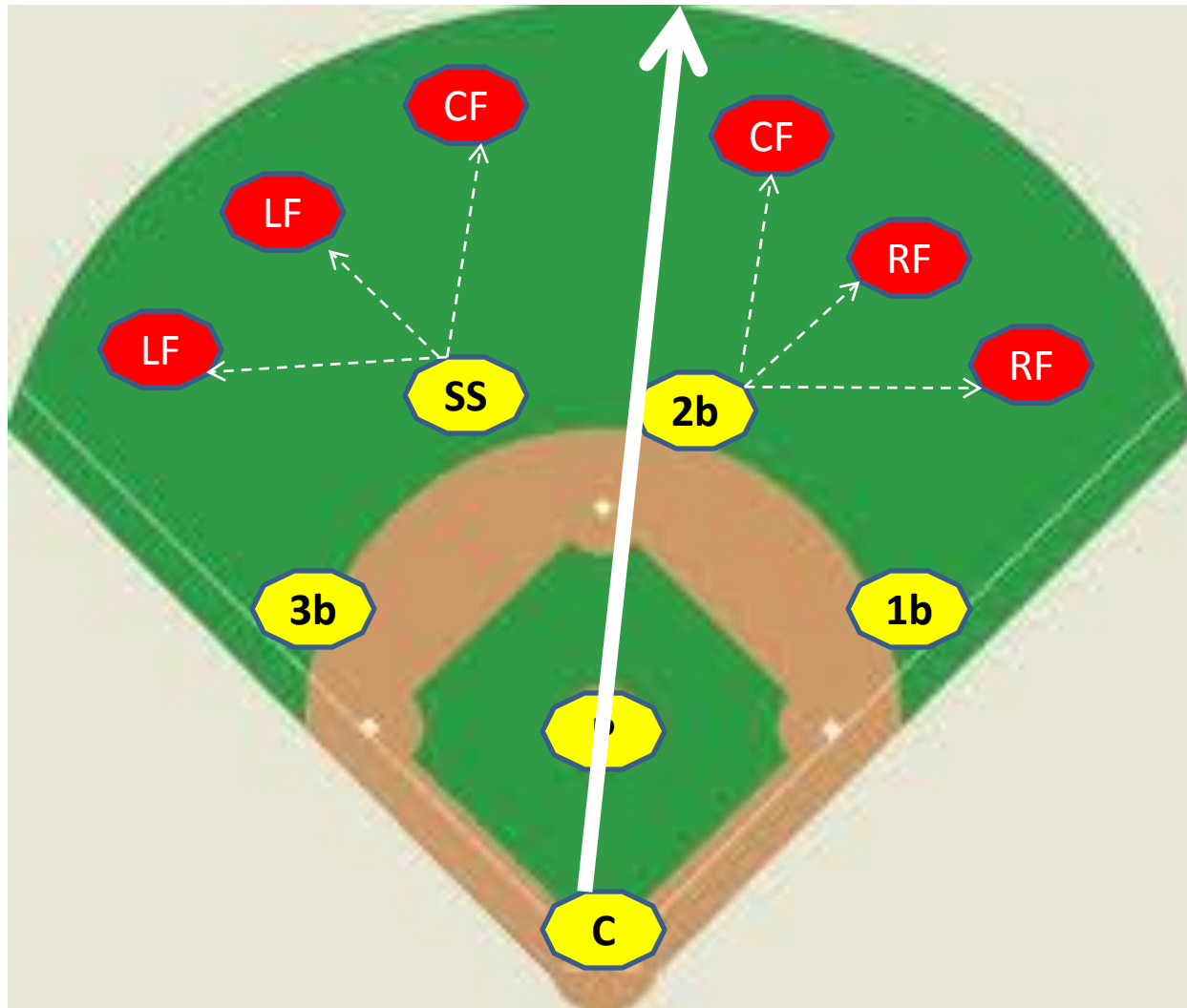
BASE DEFENSE – CUT OFFS to HOME

Pitcher IS Cut For Home on ALL Balls Hit in Front of Outfielders

Pitcher REMAINS Secondary Cut for HOME on ALL Balls Hit over Outfielders heads, but SS and 2B NEED to get out and be primary cut
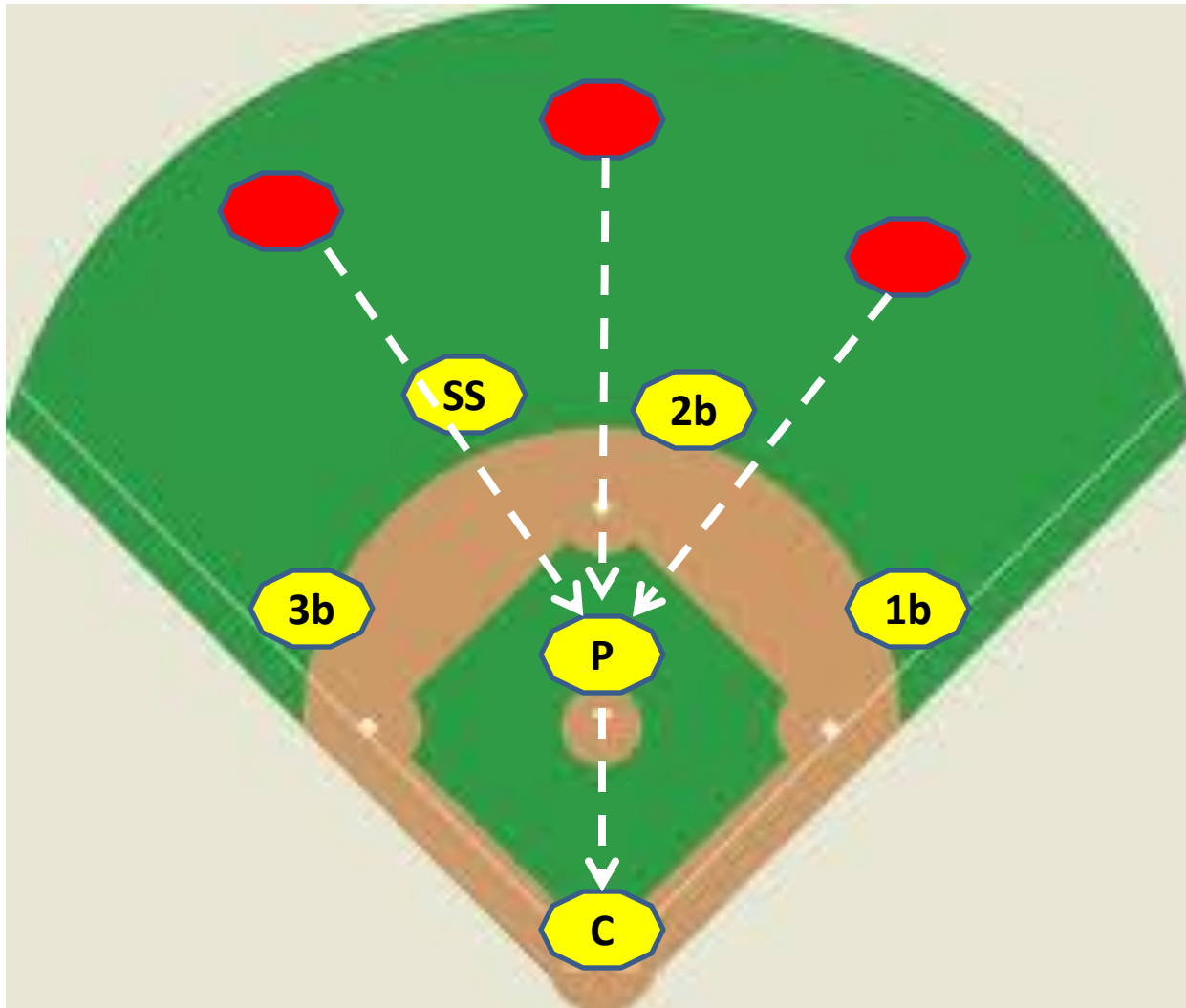
DEFENSE POSITION w/ Men On Base - PINCH

With a runner on 1st and/or 2nd – 2b and SS PINCH – shade 3 STEPS towards 2nd base & 1B HOLDS BASERUNNER at 1st on
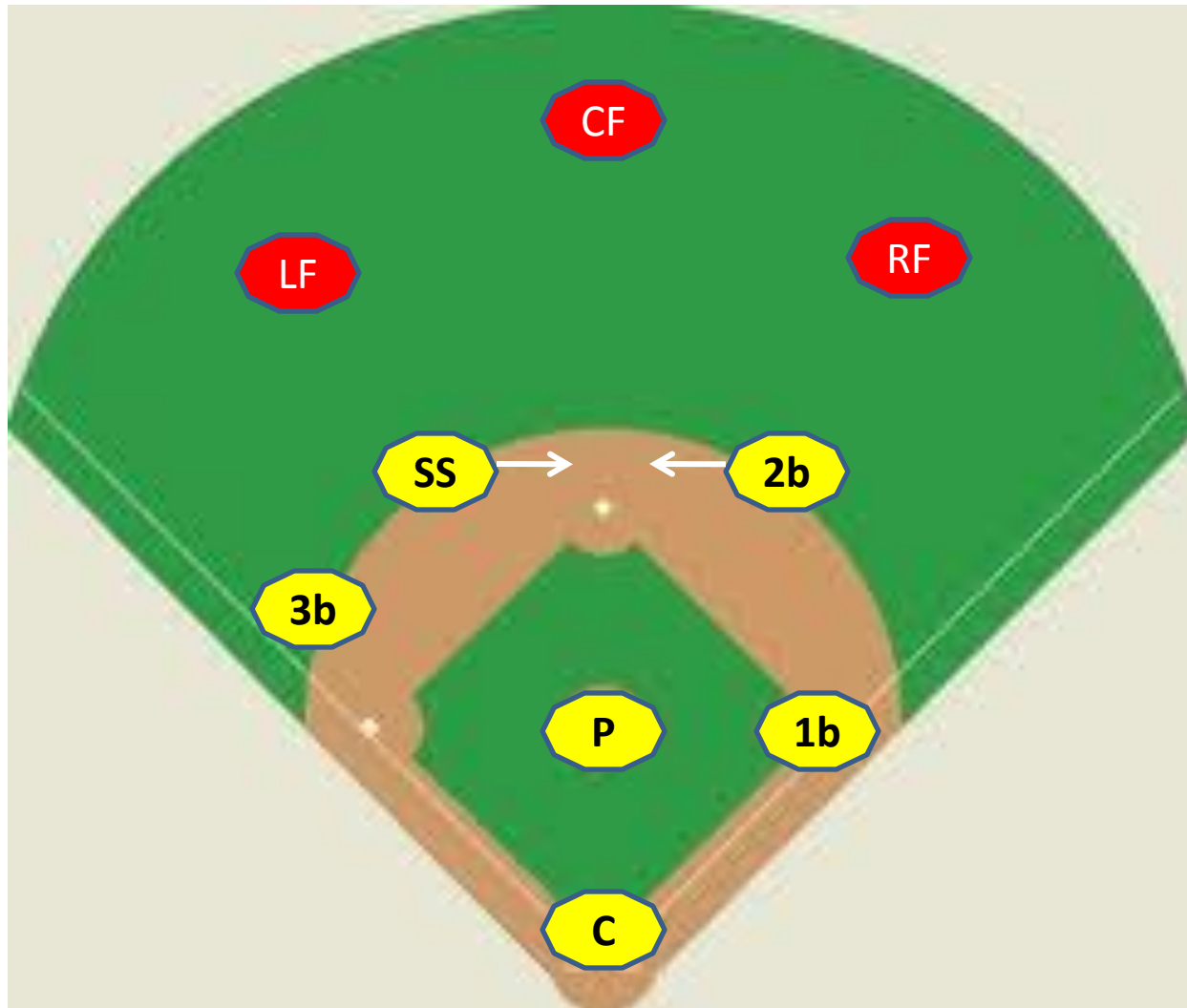
DEFENSE POSITION w/ Men On Base

With a runner on 1st and/or 2nd – 2b and SS Have to BACK-UP **EACH** Throw by catcher back to pitcher
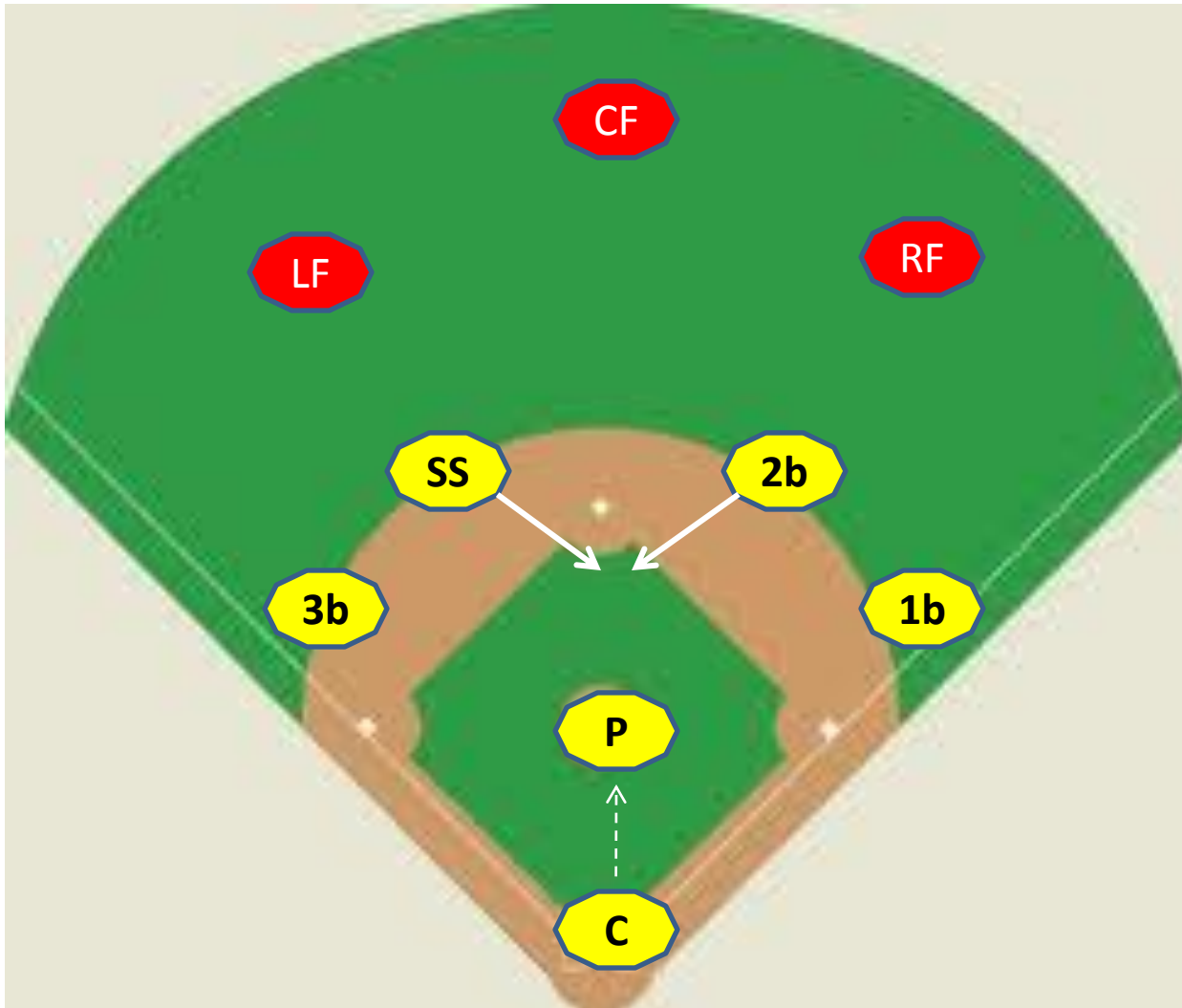
DEFENSE POSITION – HALFWAY

All infielders ½ way between infield grass and outfield grass
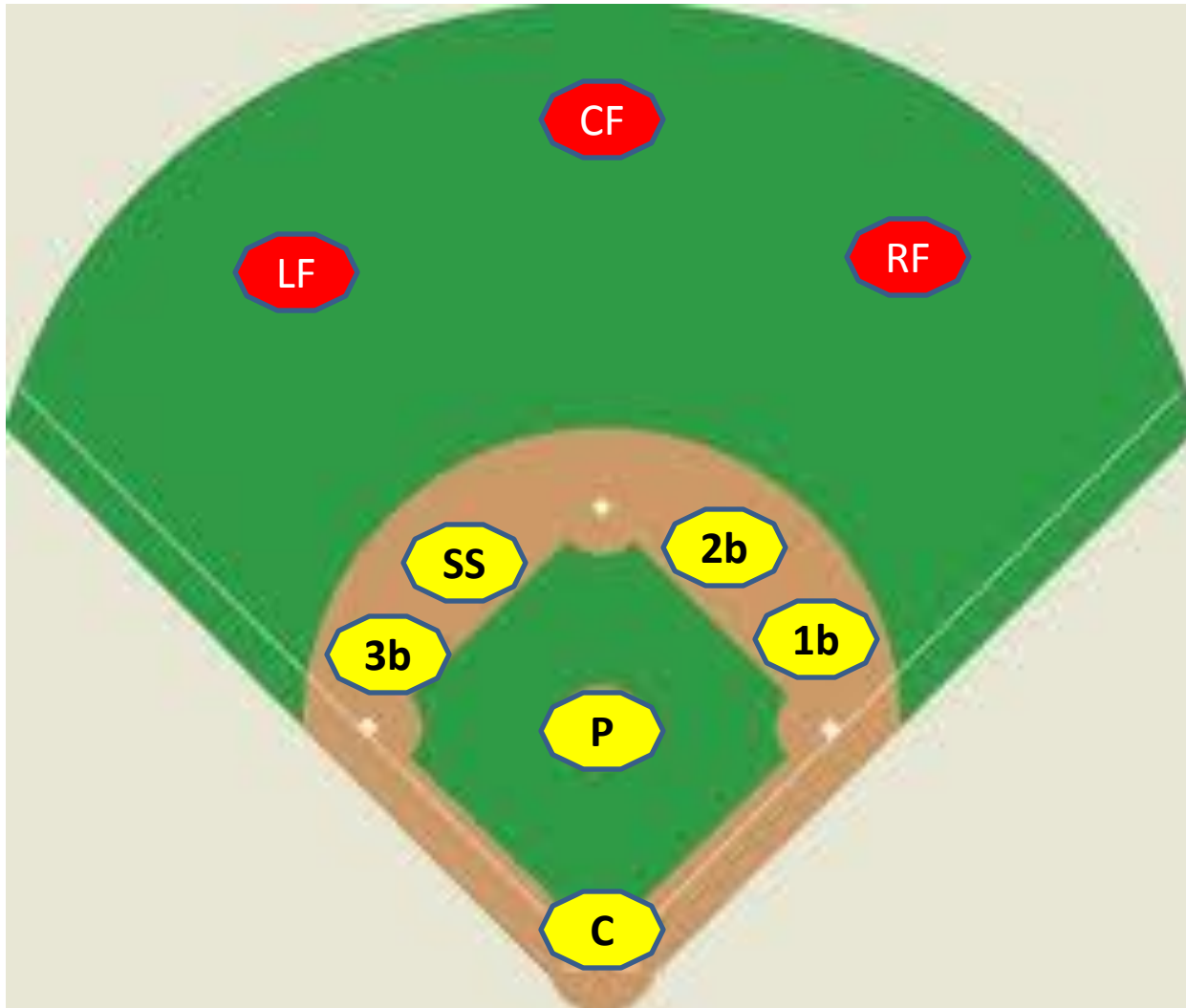
DEFENSE POSITION – INFIELD IN
All infielders with toes on infield grass
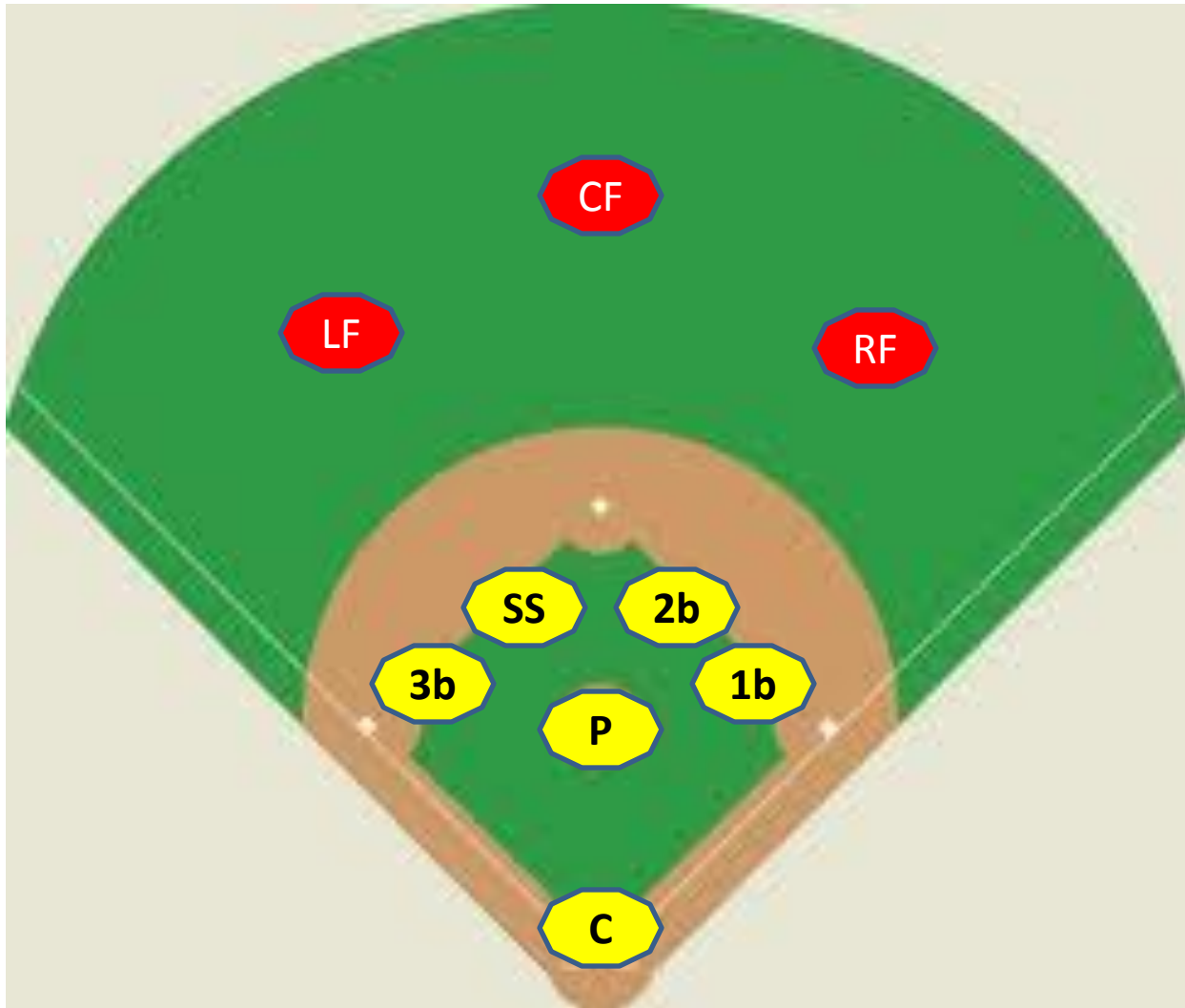
DEFENSE – NO OUTS, BASES EMPTY

Ground ball to infield (SS) – all other ground balls to infielders, players rotate and get into back up positions
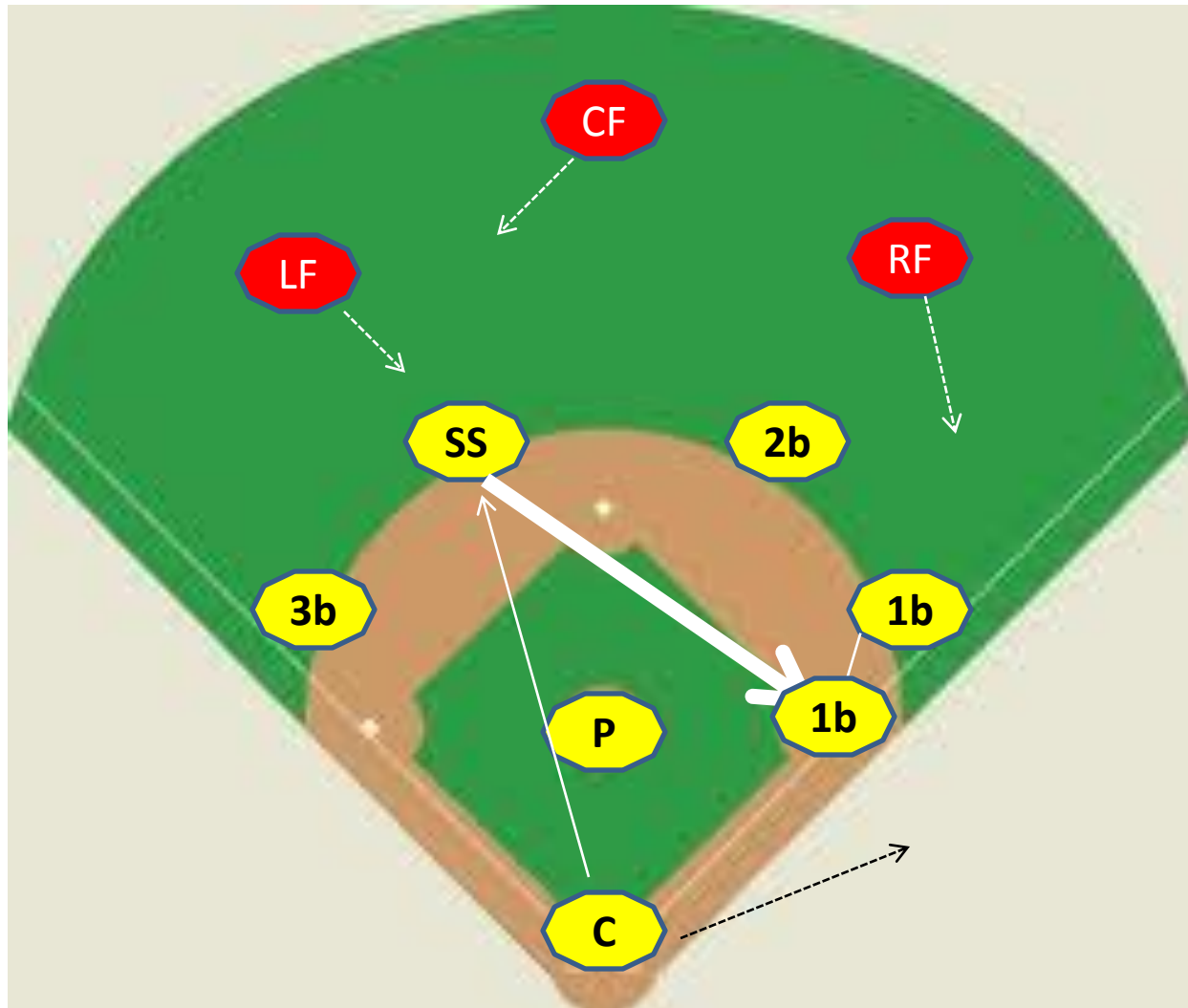
DEFENSE – NO OUTS, BASES EMPTY
Ground ball to right side (1b or 2b)
PITCHER Covering 1st base
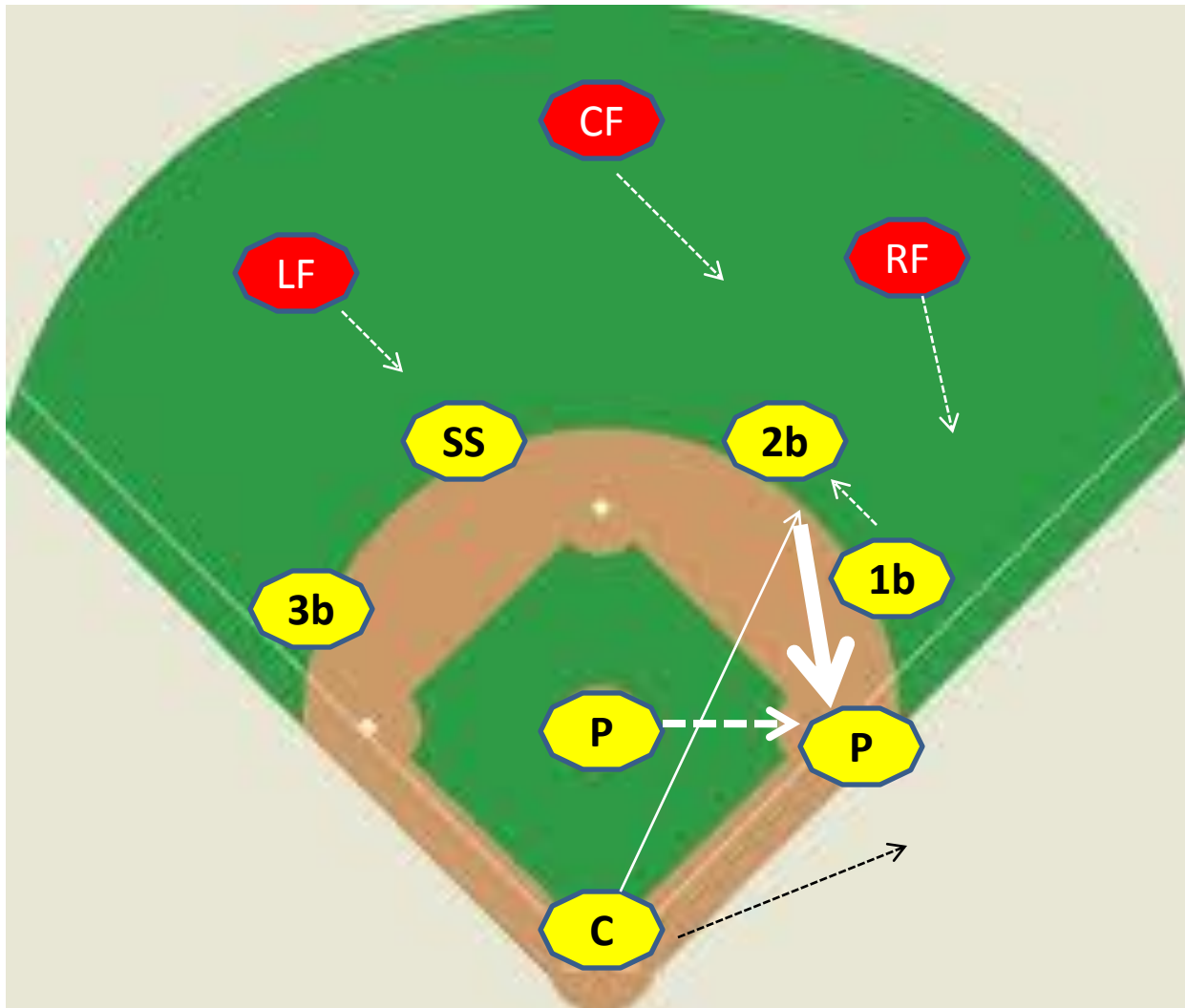
DEFENSE – LESS THAN 2 OUTS – RUNNER AT 1ST BASE

Ball hit to right side (1b or 2b) of infield – ALWAYS Want to Get Lead Runner at 2nd base – SS Covers 2nd and receives throw from 1st or 2nd baseman, then looks to get Double Play with throw back to first
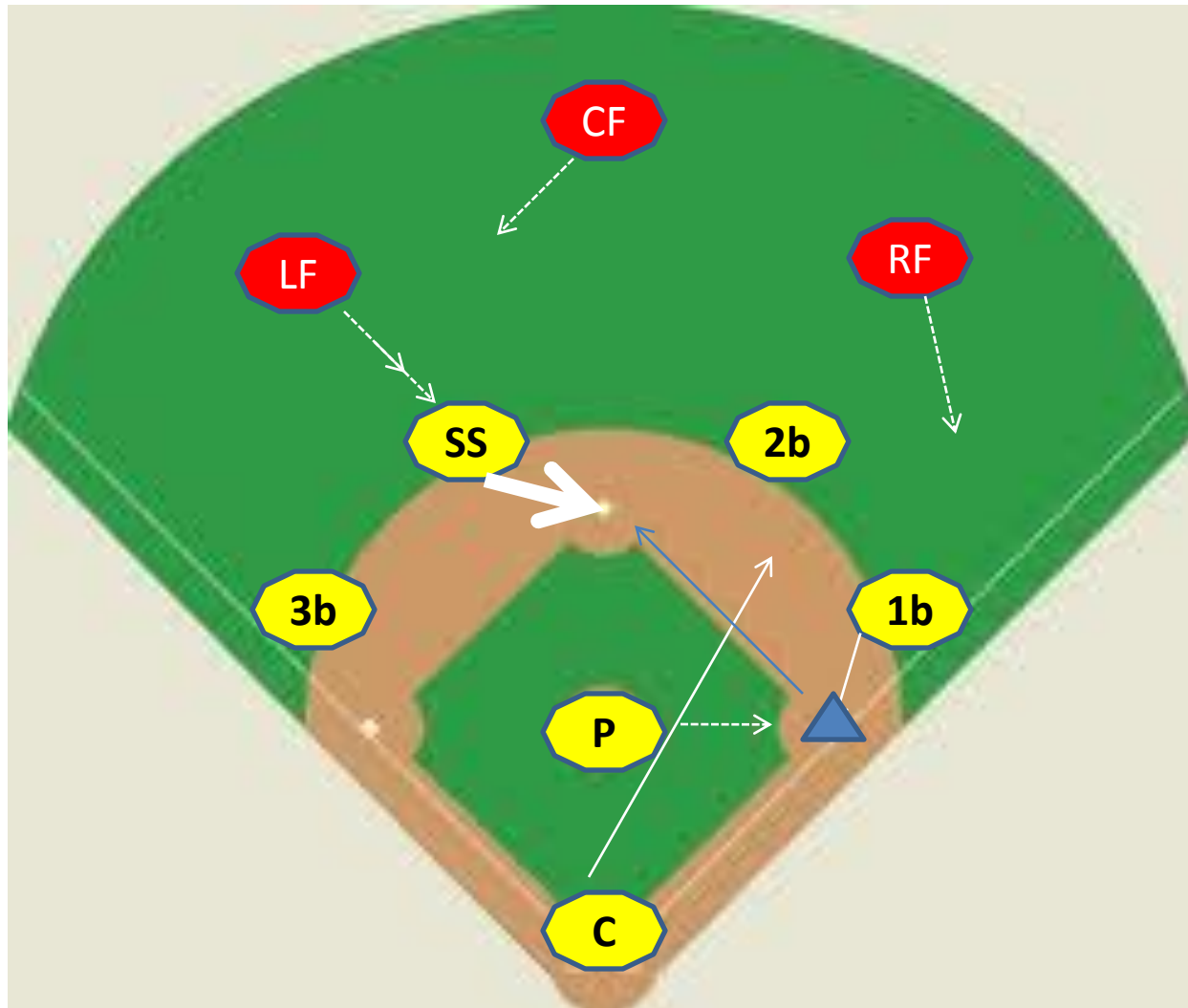
DEFENSE – LESS THAN 2 OUTS – RUNNER AT 1ST BASE

Ball hit to left side (SS or 3b) of infield – ALWAYS Want to Get Lead Runner at 2nd base – 2b Covers 2nd and receives throw from SS or 3rd baseman, then looks to get Double Play with throw back to first

DEFENSE – LESS THAN 2 OUTS – RUNNER AT 1ST BASE

Ball hit to PITCHER – ALWAYS Want to Get Lead Runner at 2nd base – SS Covers 2nd and receives throw from P, then looks to get Double Play with throw back to first – Pitcher THROWS to 2B Bag, SS responsible for getting there in time
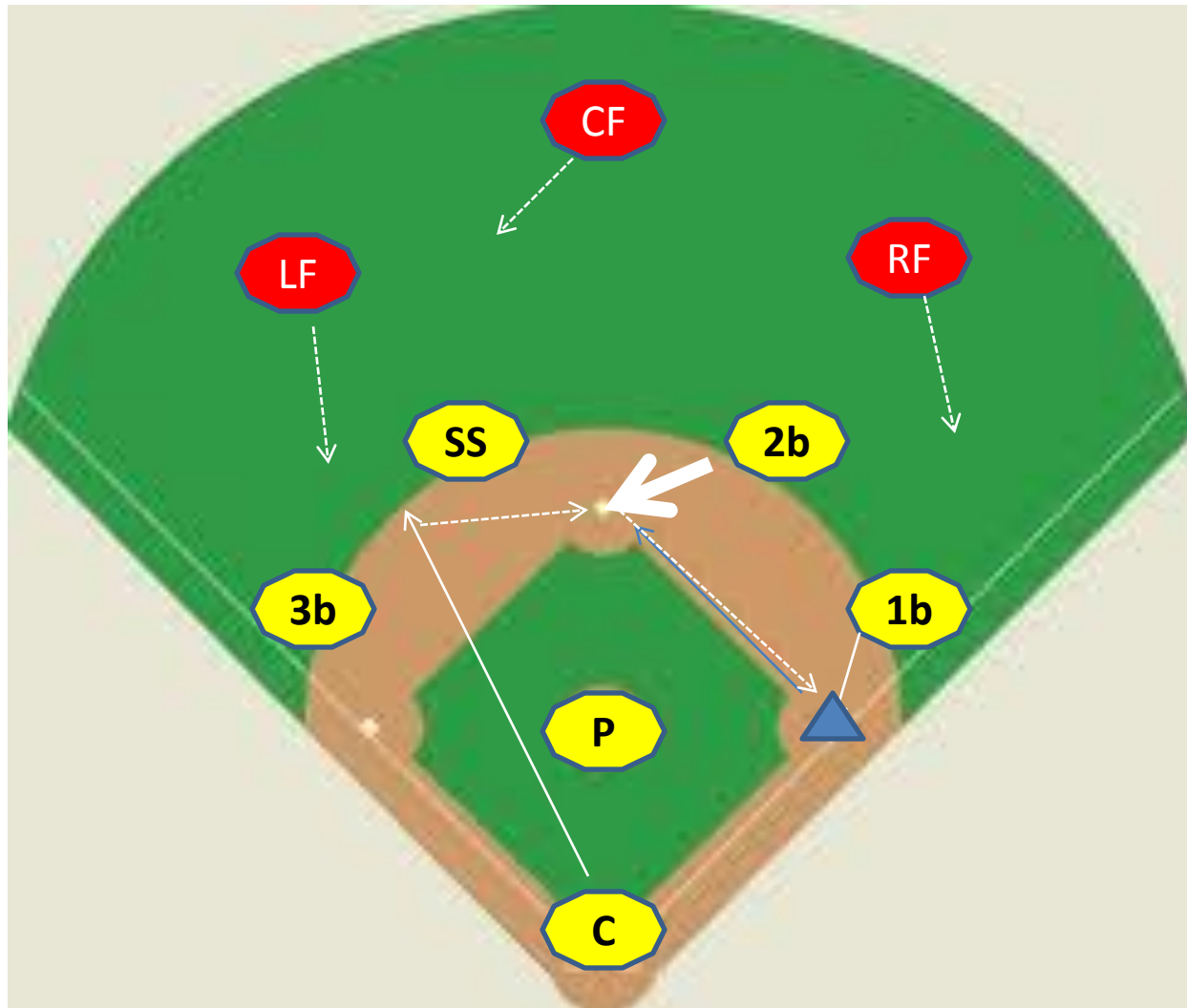
DEFENSE – LESS THAN 2 OUTS – RUNNERS AT 1ST AND 2ND BASE

Ball hit to right side (1b or 2b) of infield – Get Middle Runner at 2nd base – SS Covers 2nd and receives throw from 1st or 2nd baseman, then looks to get Double Play with throw back to first – 1b MUST look home after receiving ball to check on runner that left 2nd and is now rounding 3rd base
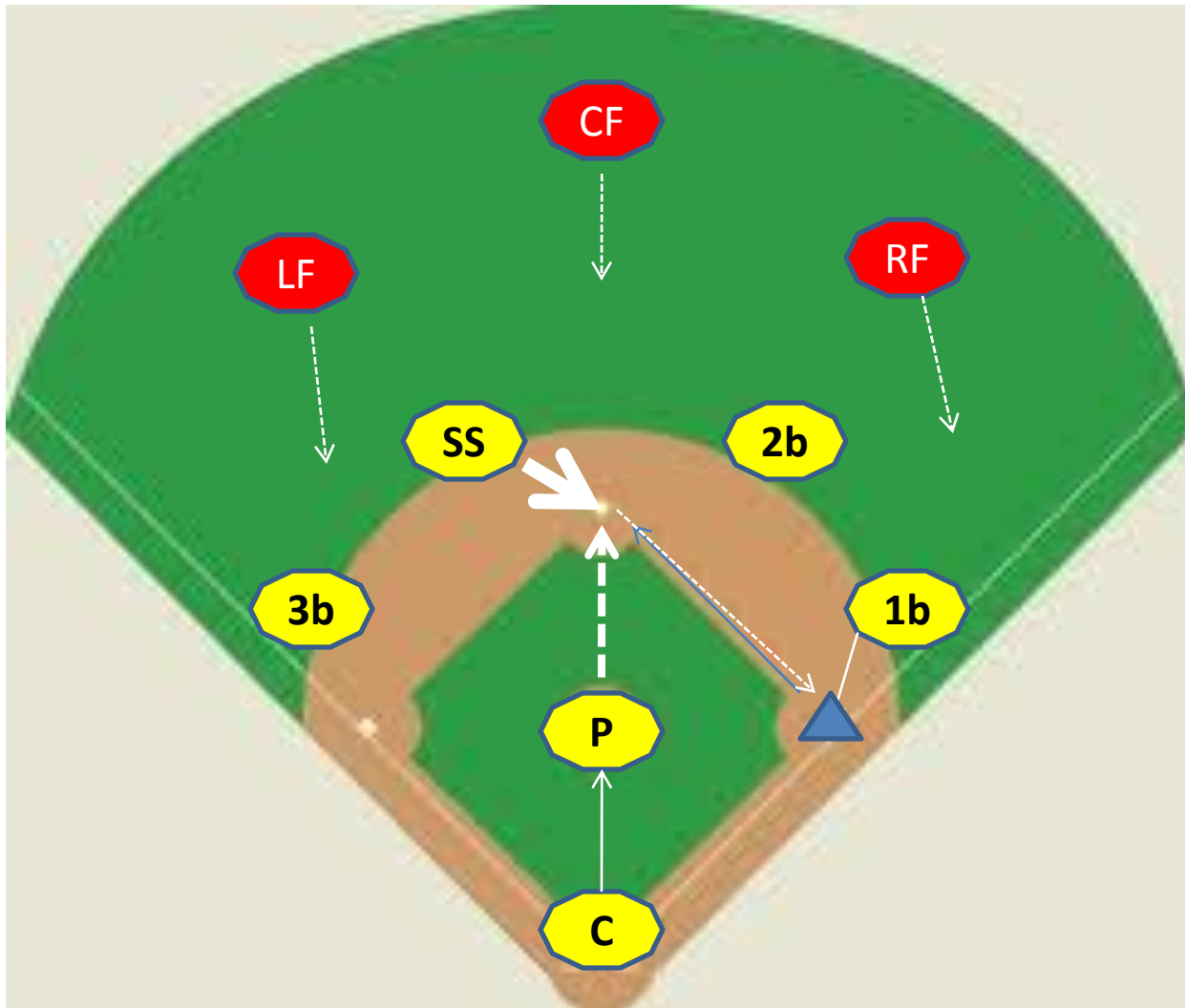
DEFENSE – LESS THAN 2 OUTS – RUNNERS AT 1ST AND 2ND BASE

Ball hit to left side (SS or 3b) of infield – ALWAYS Want to Get Lead Runner at 3rd base – Pitcher can cover 3rd if 3rd baseman goes to his left or 3rd baseman, if in position can tag on-coming runner. If ball is hit to right of SS then SS goes to 3rd for force, If hit to left of SS, SS goes to 2nd for force and 2nd baseman must look home if no play at first, or continue through with throw to 1st for double play – 1b, once receiving the throw, must then look home to defend runner from 2nd rounding 3rd and going home

DEFENSE – LESS THAN 2 OUTS – RUNNERS AT 1ST AND 2ND BASE

Ball hit to PITCHER – ALWAYS Want to Get Lead Runner at 3rd base – 3b Covers 3rd and receives throw from P, then looks to get Double Play with throw back to first
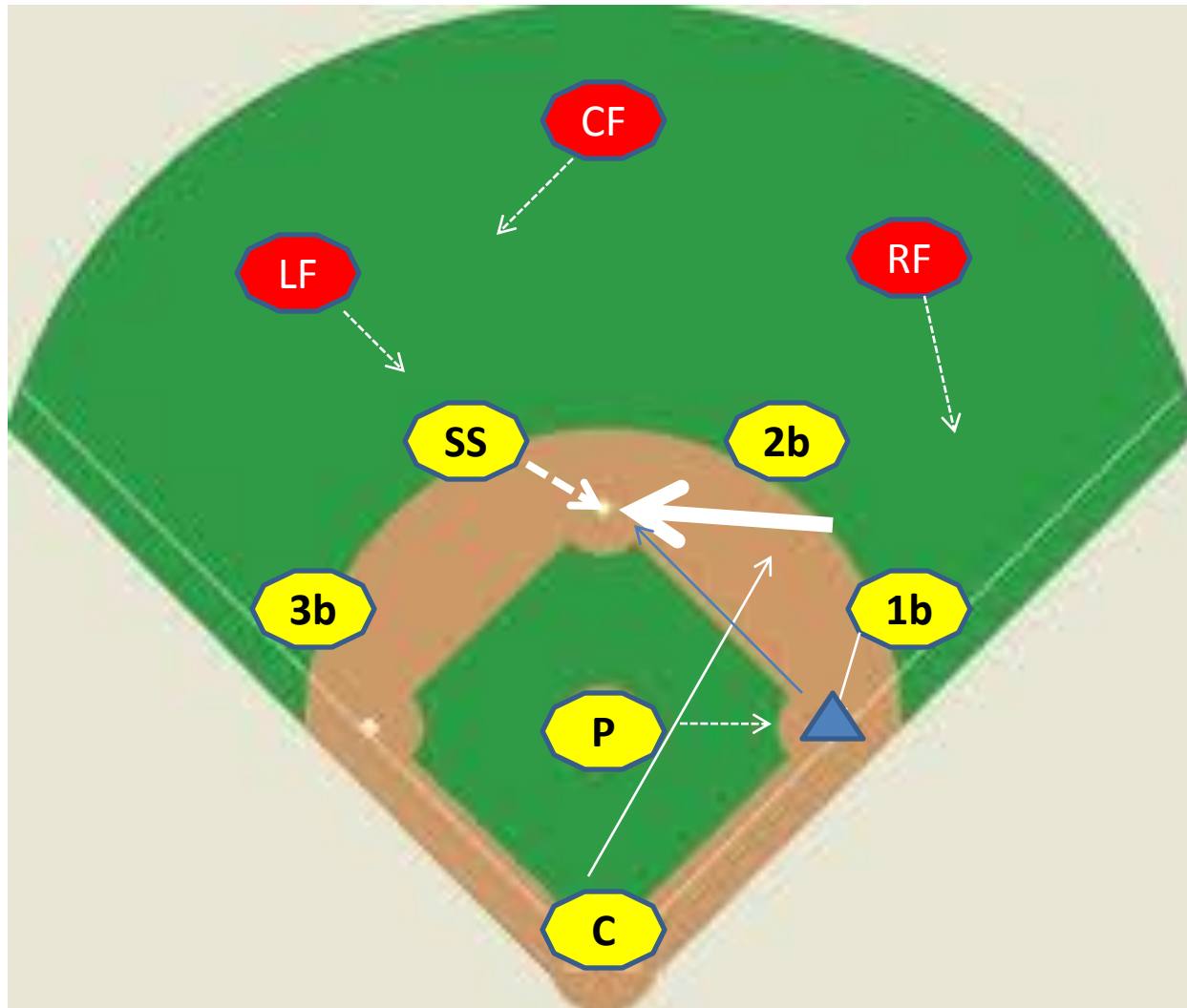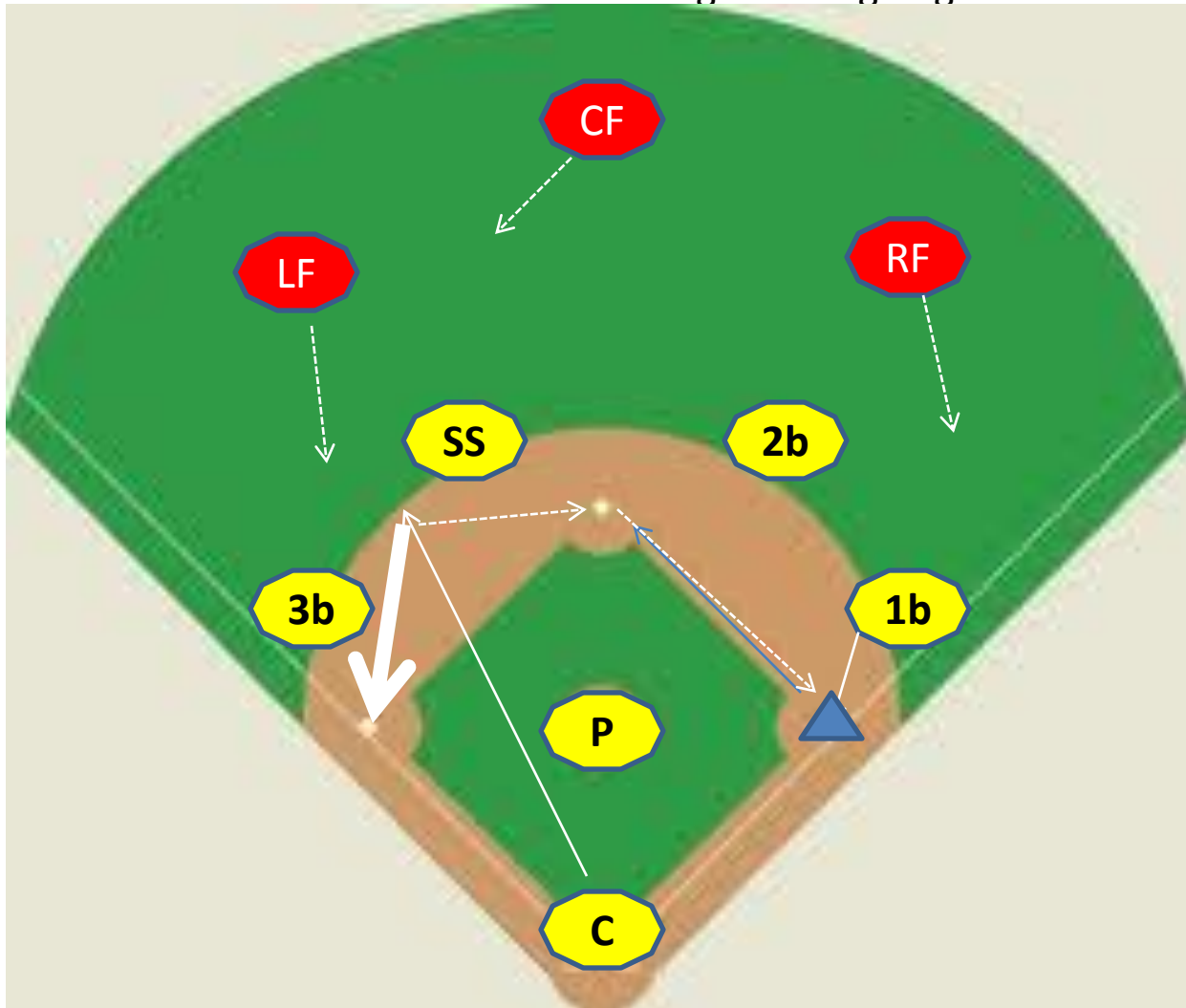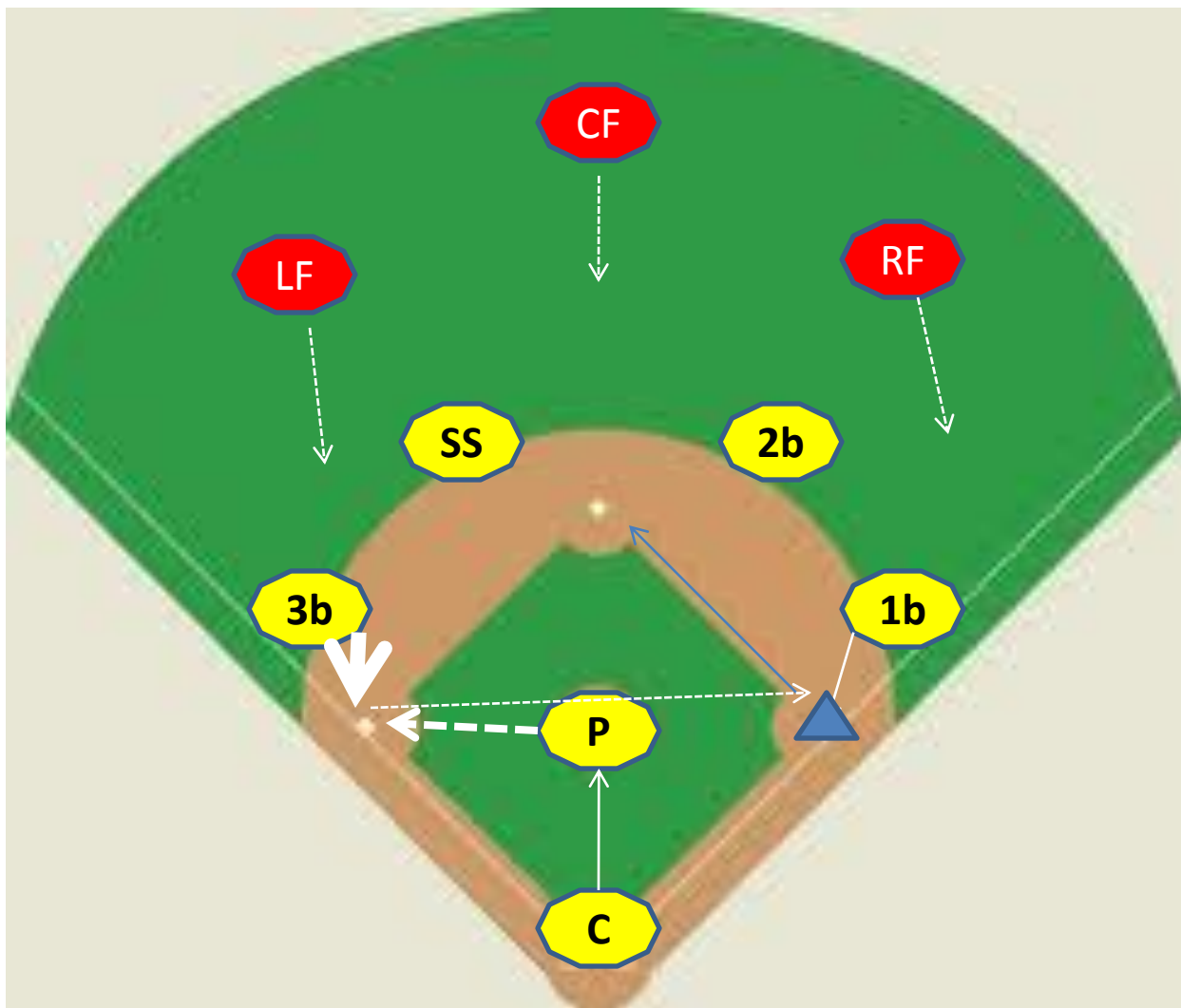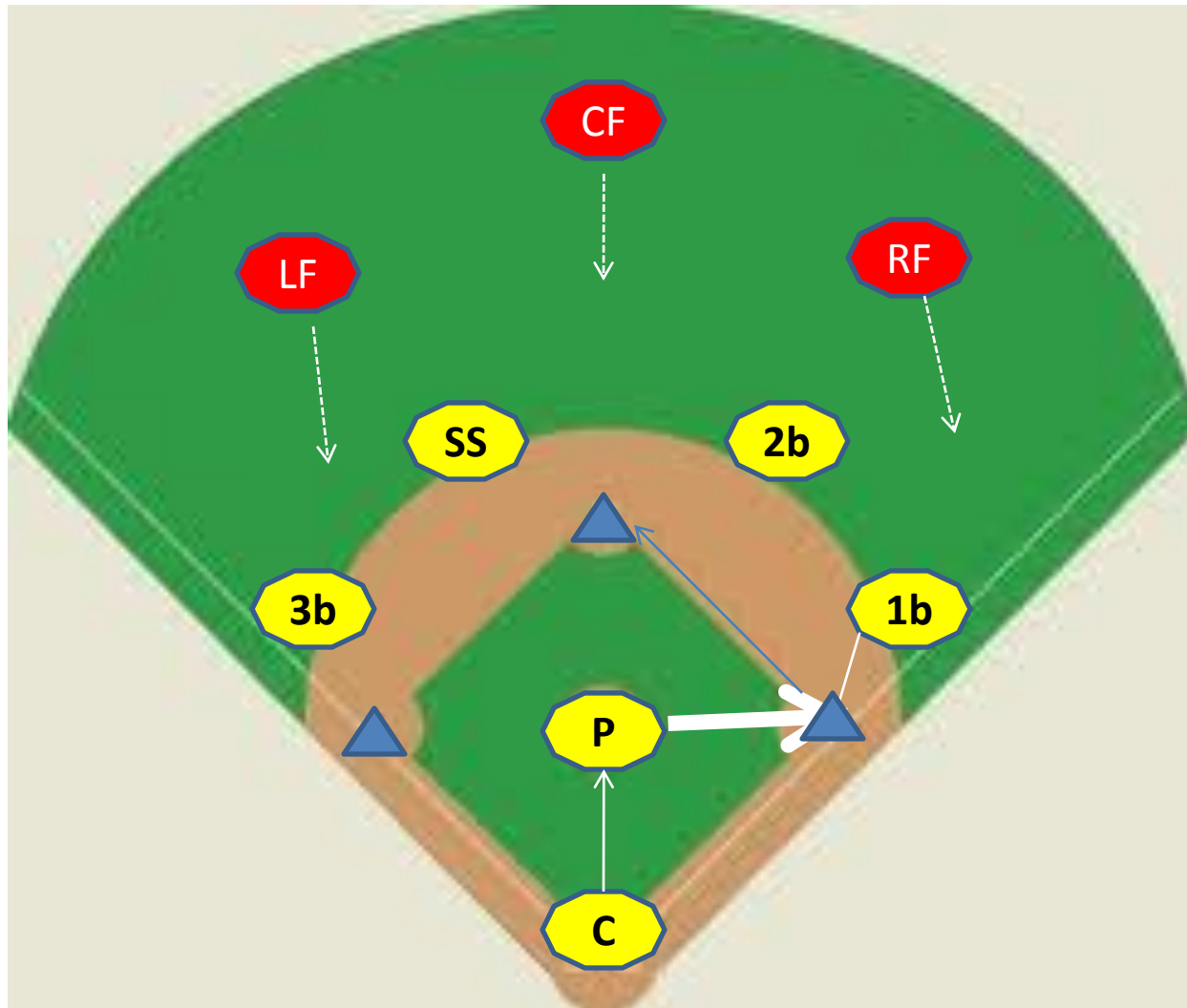
DEFENSE – 2 OUTS

Always make play at easiest base where force play exists (example here, bases loaded,) ball hit to pitcher – get the out at 1st Base

DEFENSE – 1st & 3rd (CATCHER)

In a 1st and 3rd Situation, Catcher must be aware of runner at 3rd base – if runner comes down line ½ way and wants to draw a throw, catcher MUST RUN baserunner BACK to base – DO NOT THROW THE BALL to 3rd w/runner ½ way down the line – PITCHER RUNS TO COVER HOME – Once runner at 3rd is run back to base, Catcher should ask for time-out from umpire – NEVER turn your back on the baserunner
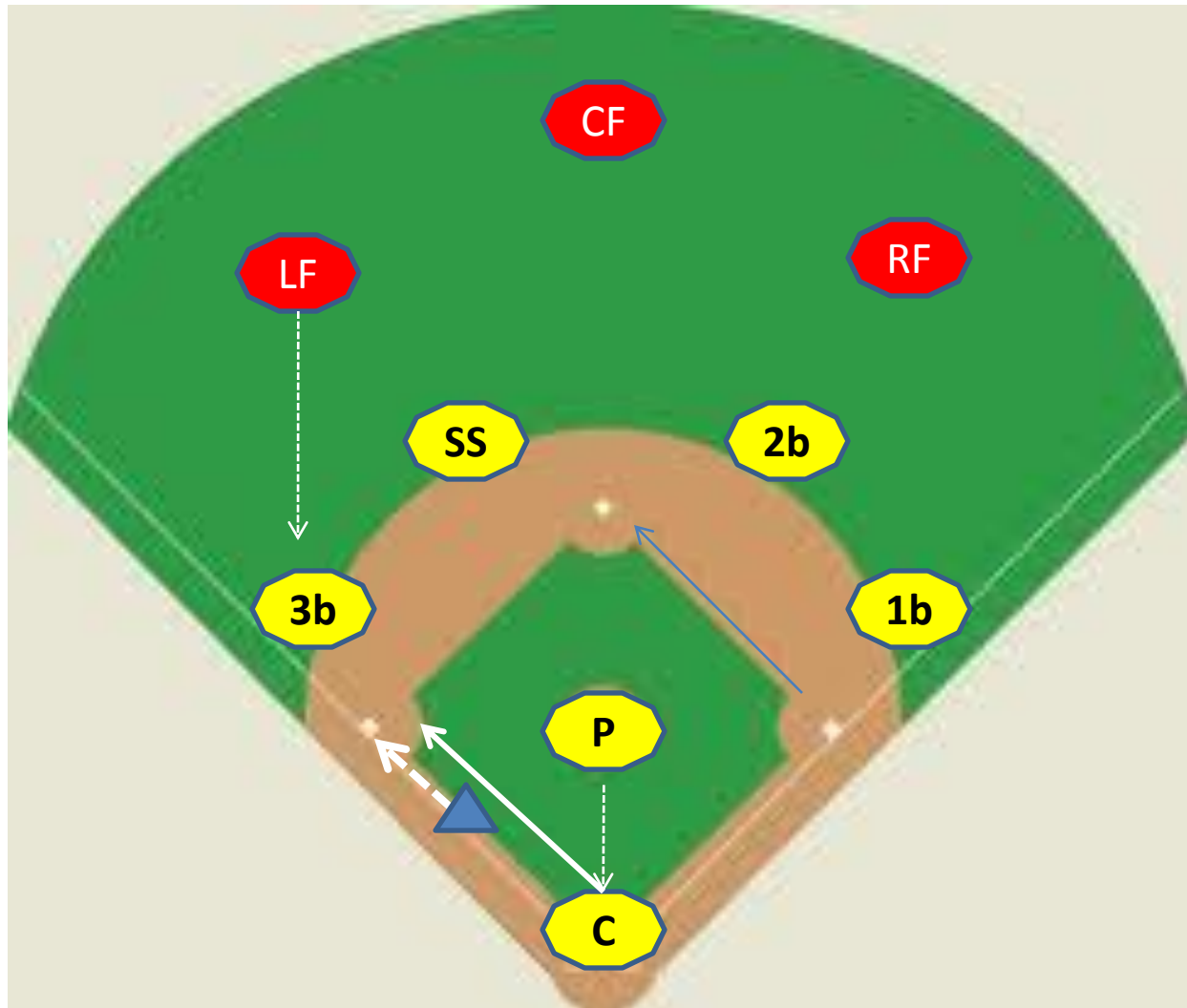
BUNT DEFENSE – BASES EMPTY

1st and 3rd Charge, 2B covers first, SS covers 2nd, LF or P covers 3rd
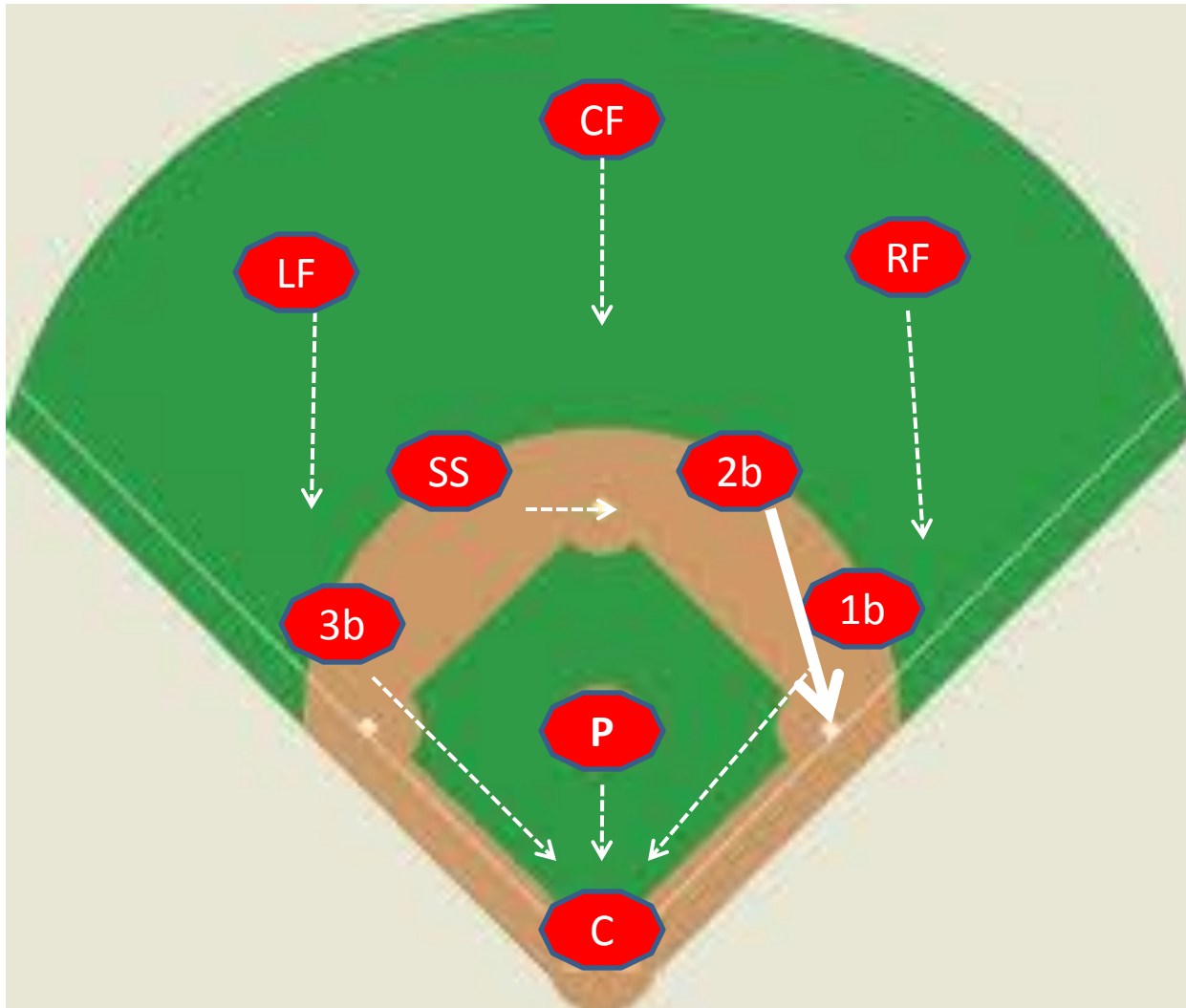
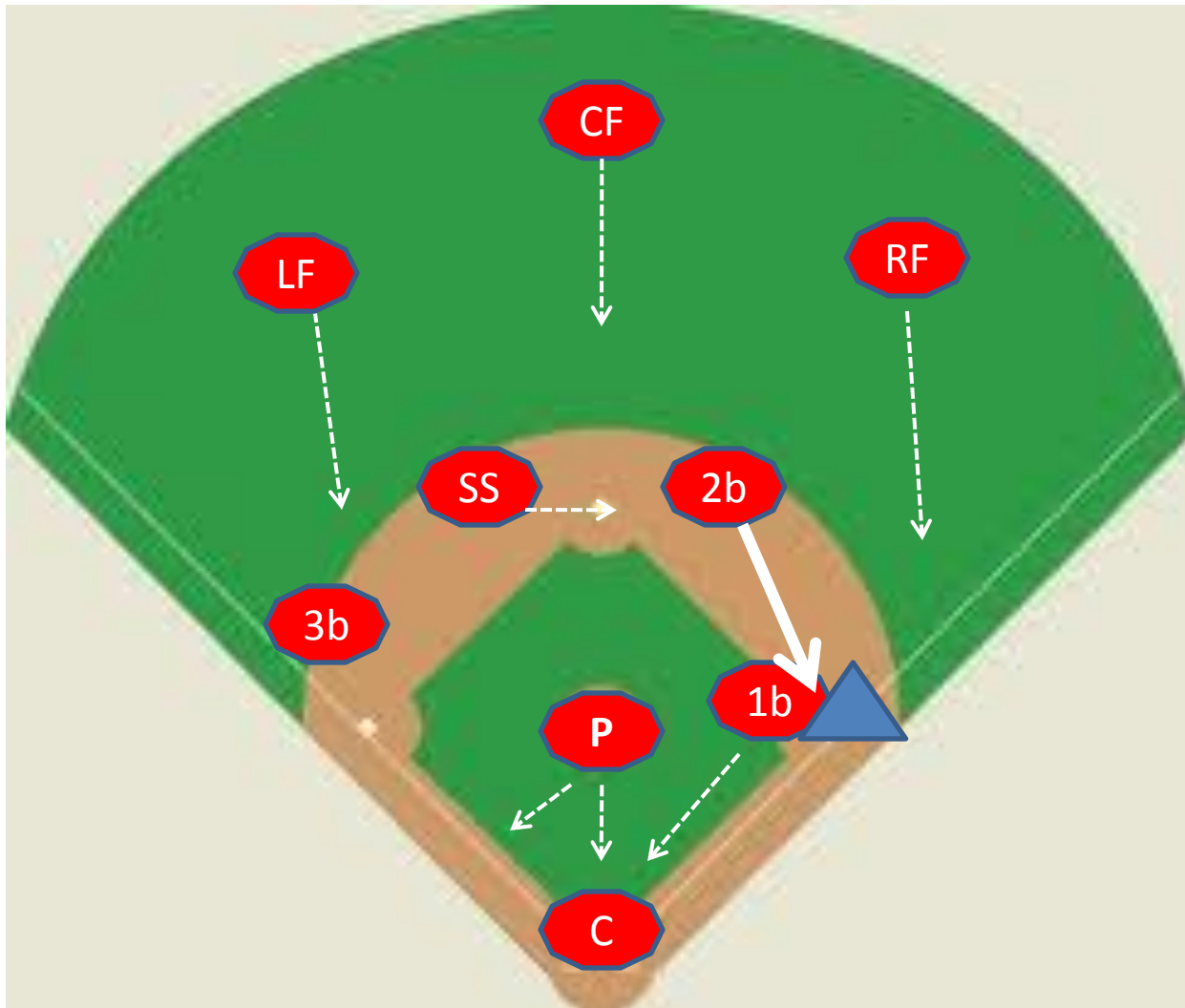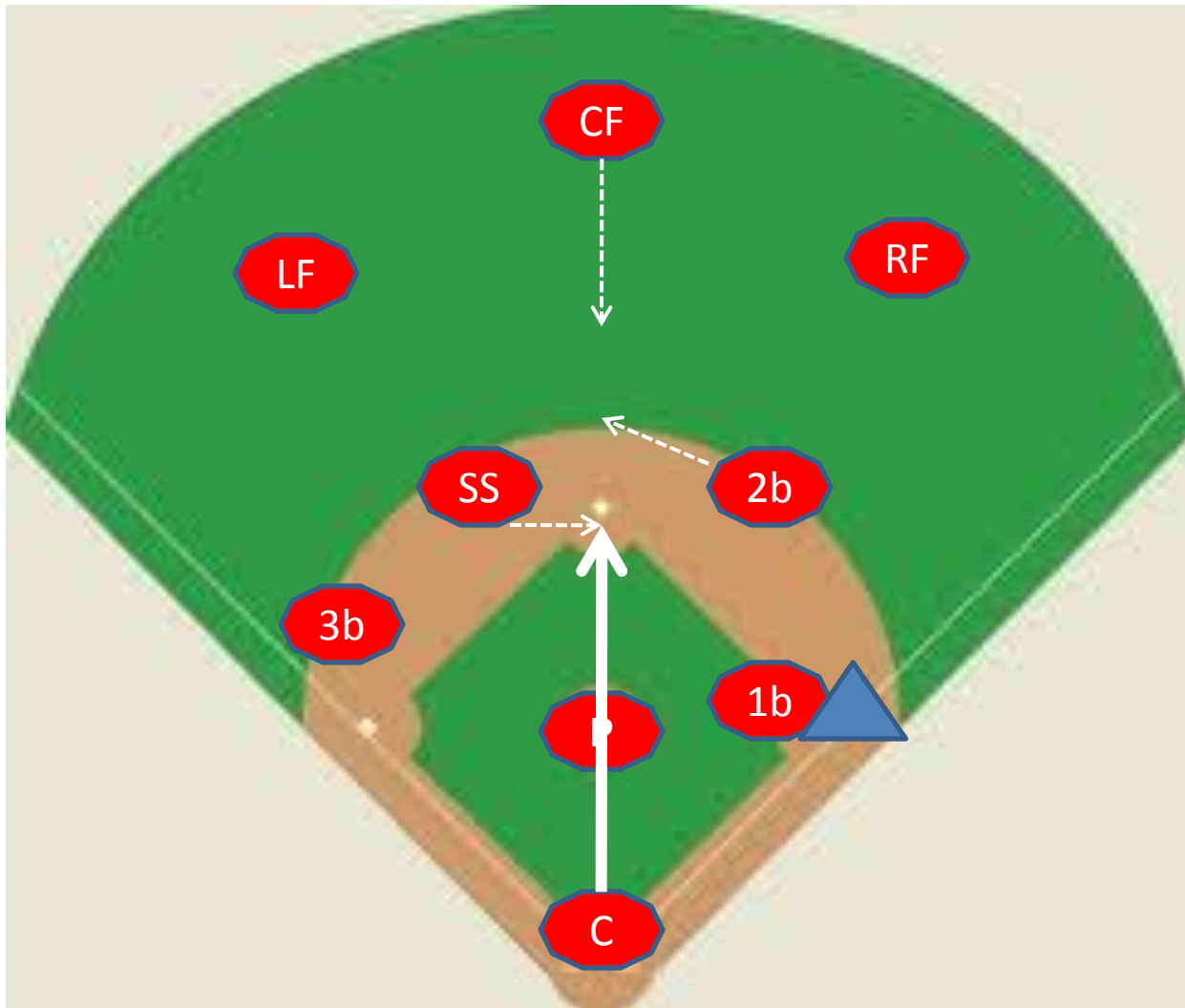# BUNT DEFENSE – Man on 1st and/or 2nd

Bunt w/Man on 1st : 1st Charges, 3rd HOLD, Pitcher covers 3rd base side of field - 2B covers first, SS covers 2nd

STEAL DEFENSE – Man on 1st

SS covers 2nd and takes throw **In-Front** of 2nd Base

STEAL DEFENSE – Man on 1st & 3rd

Catcher Checks runner on 3rd – throws to 1st base – 1st baseman is positioned in base path to <u>stop</u> runner from 1st advancing to 2nd / 1st baseman keeps eye on runner at 3rd – throws home if runner from 3rd breaks
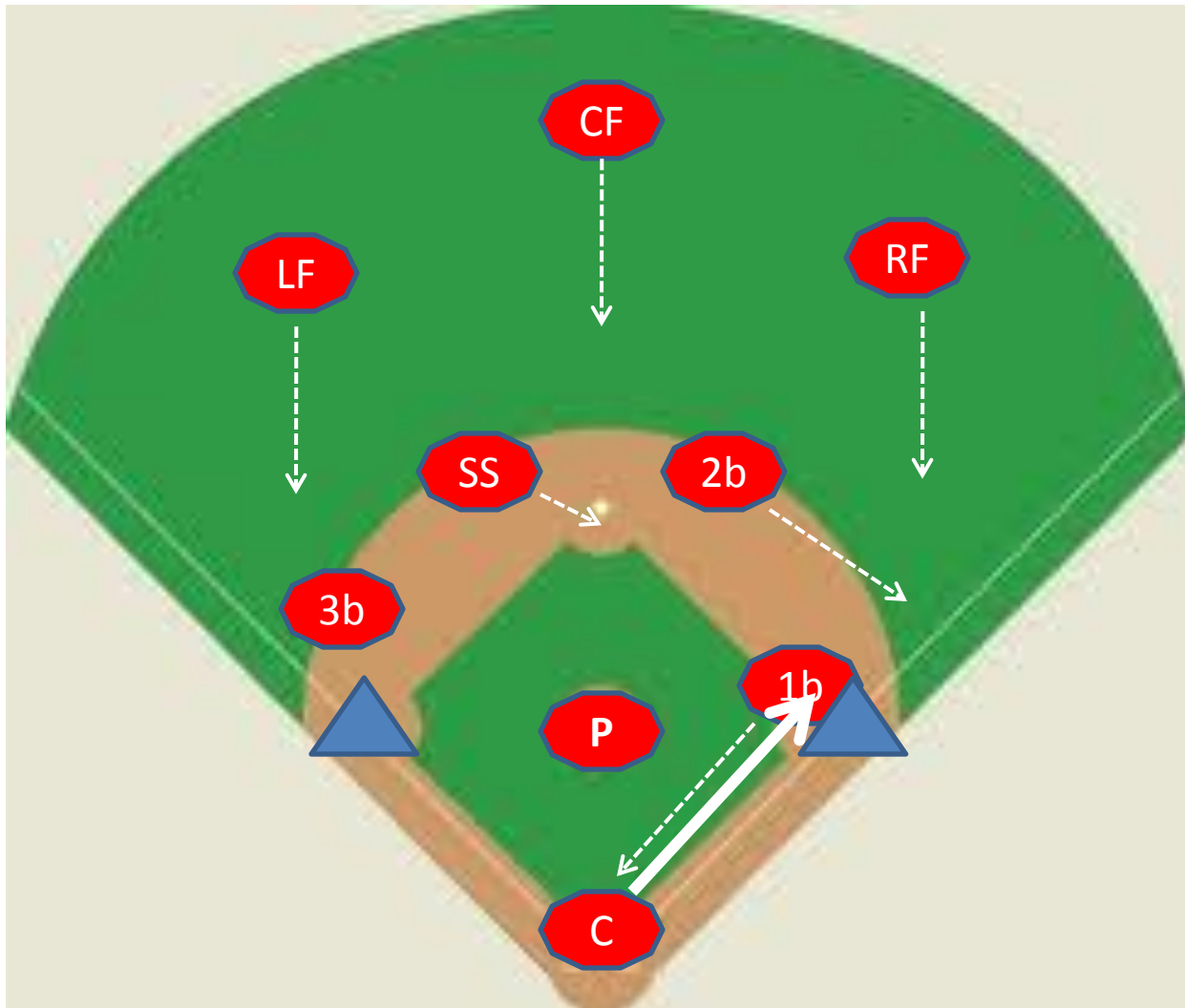
STEAL DEFENSE – Man on 1st & 3rd

Catcher Throws directly to 3rd base in an attempt to pick baserunner off – be prepared for a run-down
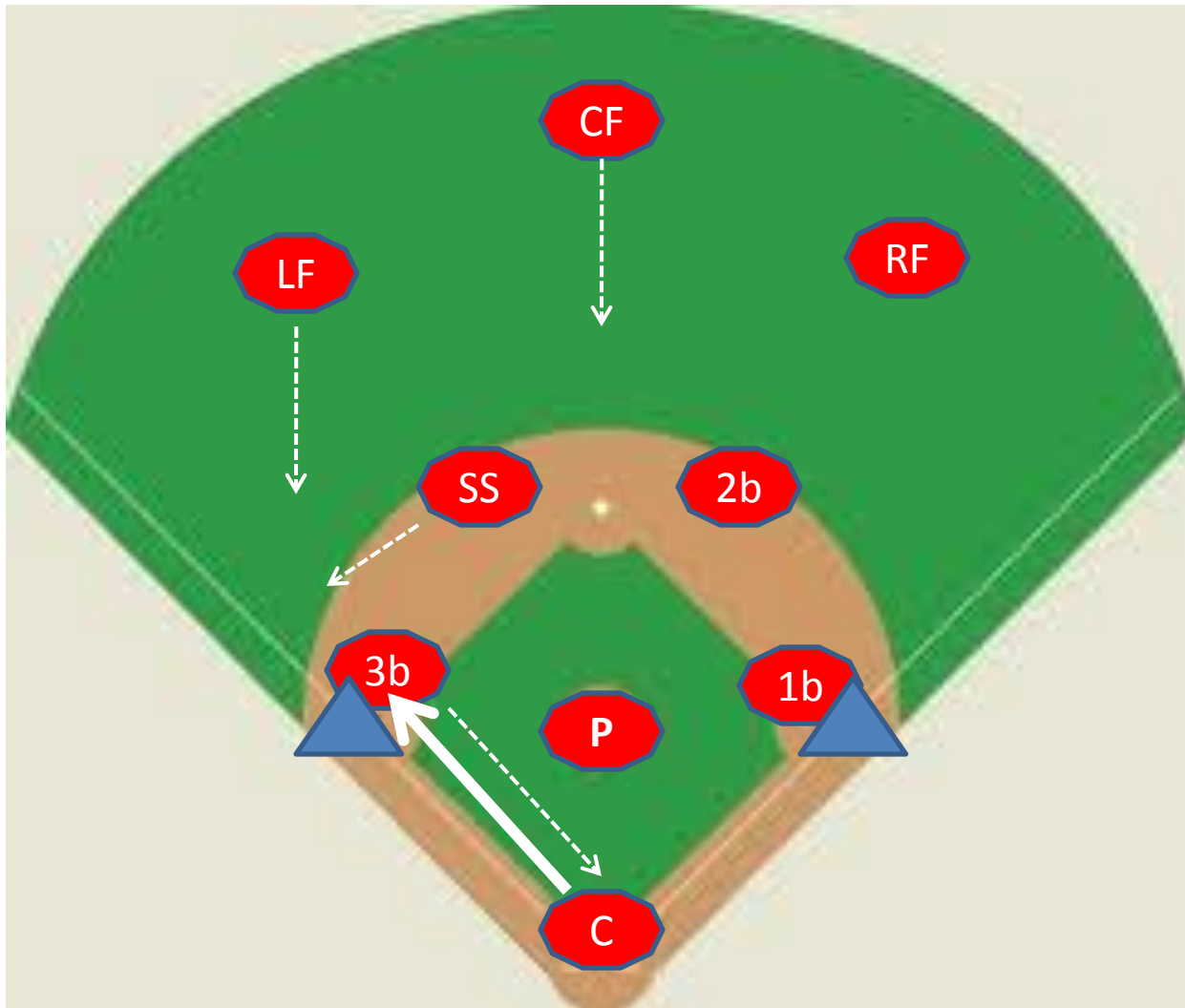
STEAL DEFENSE – Man on 1ˢᵗ & 3ʳᵈ

Catcher Throws Back to Pitcher – pay no attention to baserunners – focus on batter

PICK OFF @ 2nd Base
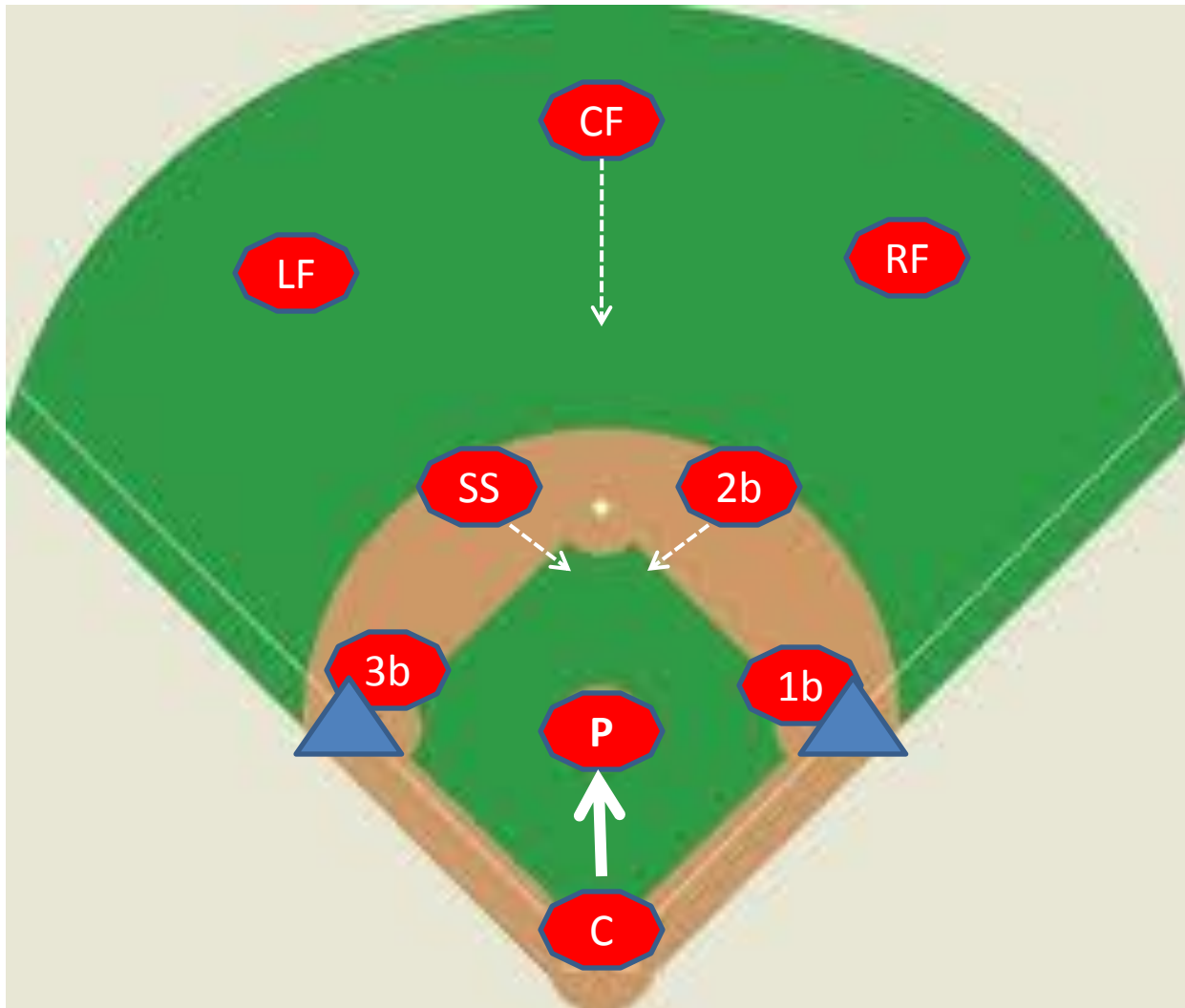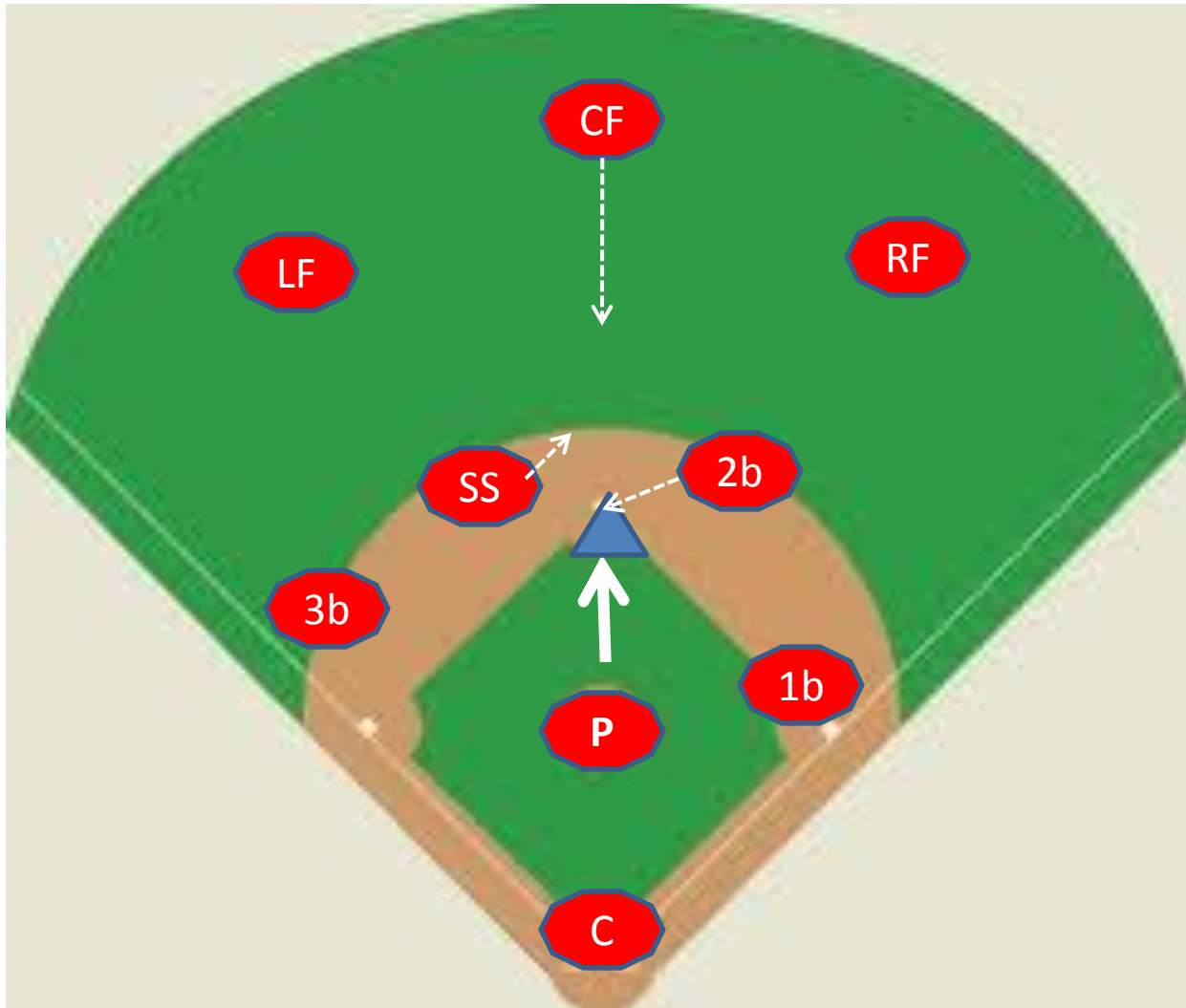
Pitcher Throws to 2B

PICK OFF @ 3rd Base

Pitcher Throws to 3B
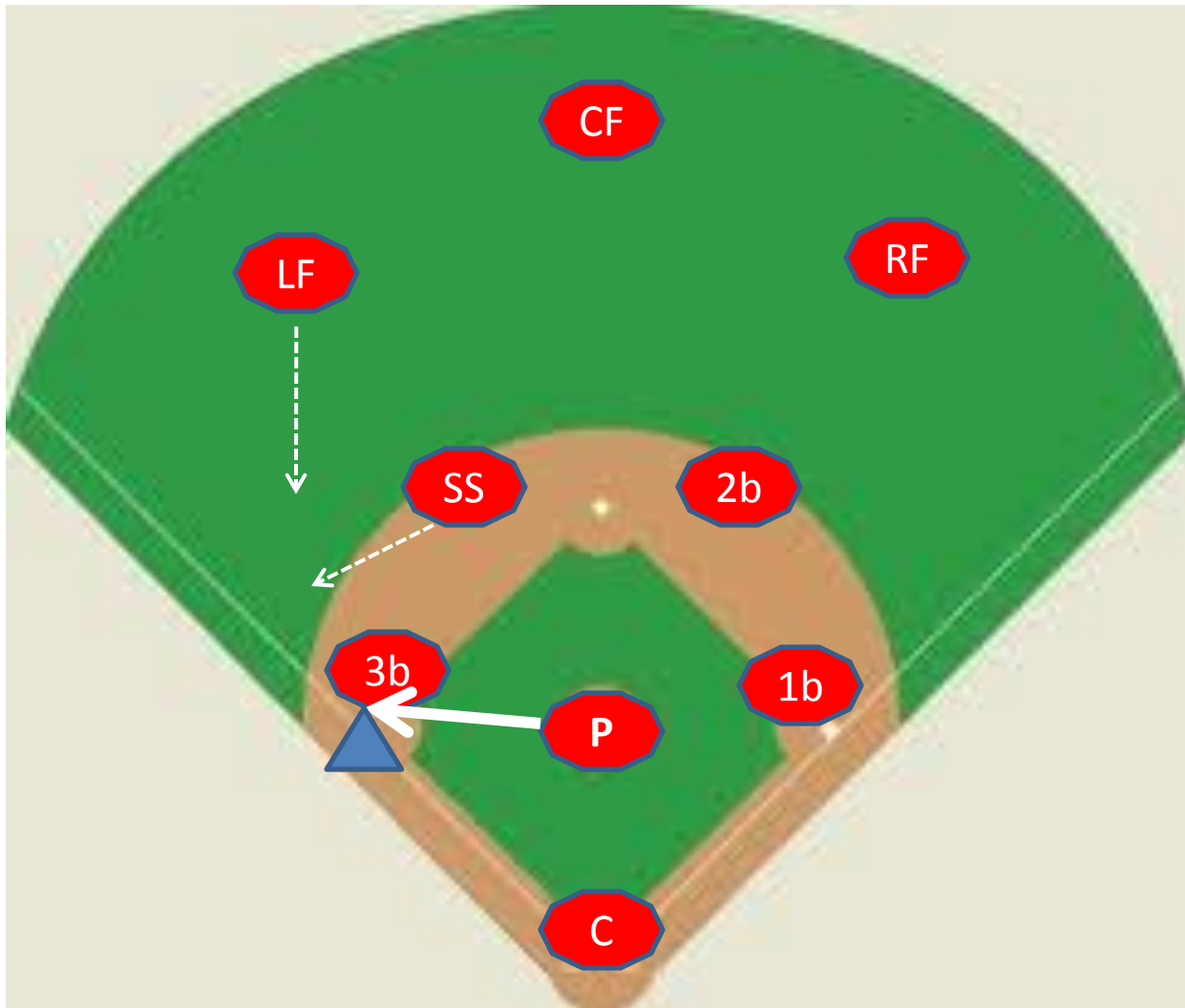
PICK OFF @ 1ST Base – TIMING PLAY

1ST baseman & pitcher will make eye contact and 1st baseman will put his throwing hand behind his back – With 1b playing <u>behind</u> runner, pitcher comes to set – when hands are together, pitcher and 1b begin to count – **1001**, **1002** – 1b breaks for bag, **1003** pitcher throws to 1b who has just come in behind the baserunner
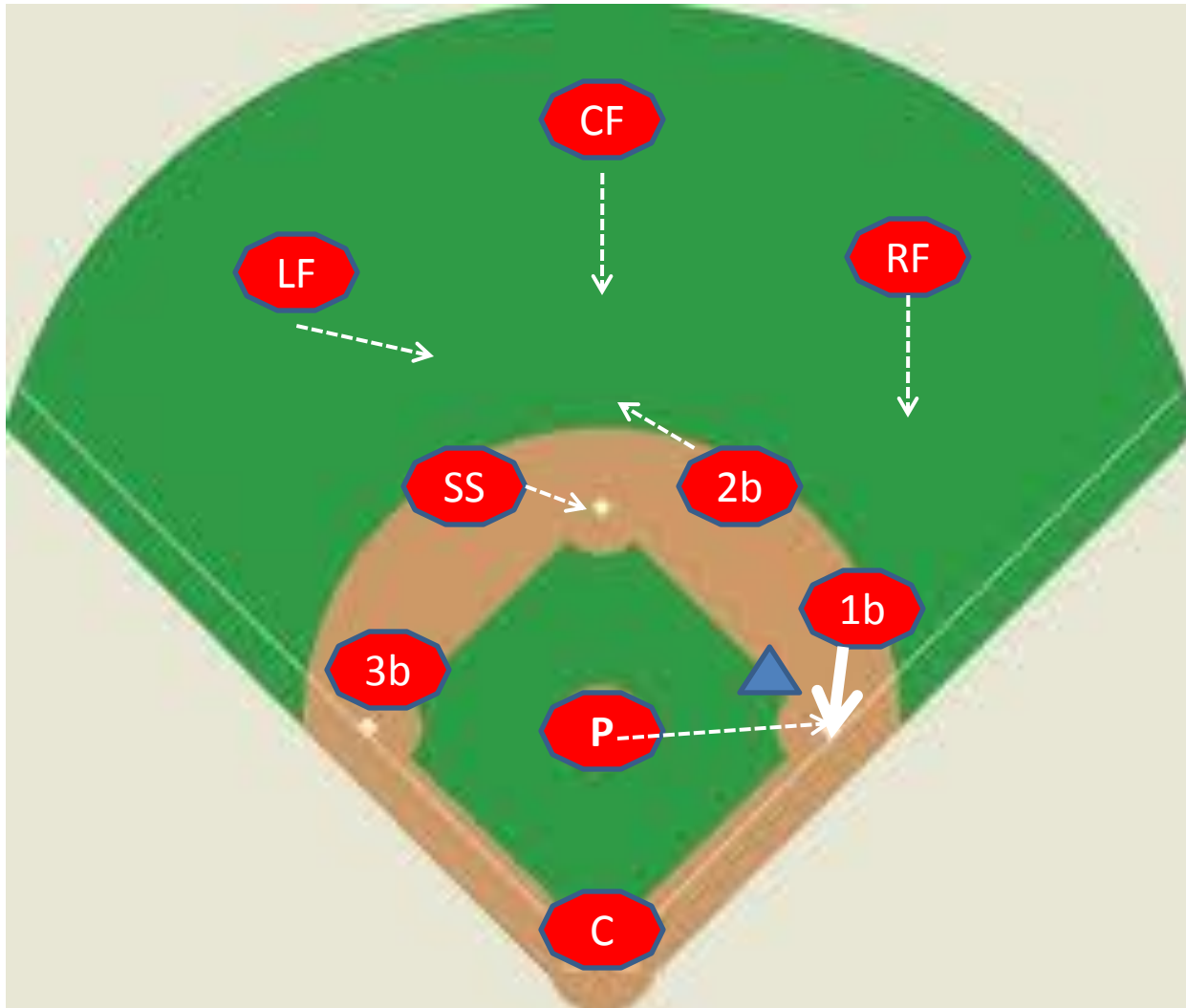
INFIELD IN – PLAY AT HOME

ALL Infielders on edge of Infield Grass throwing HOME
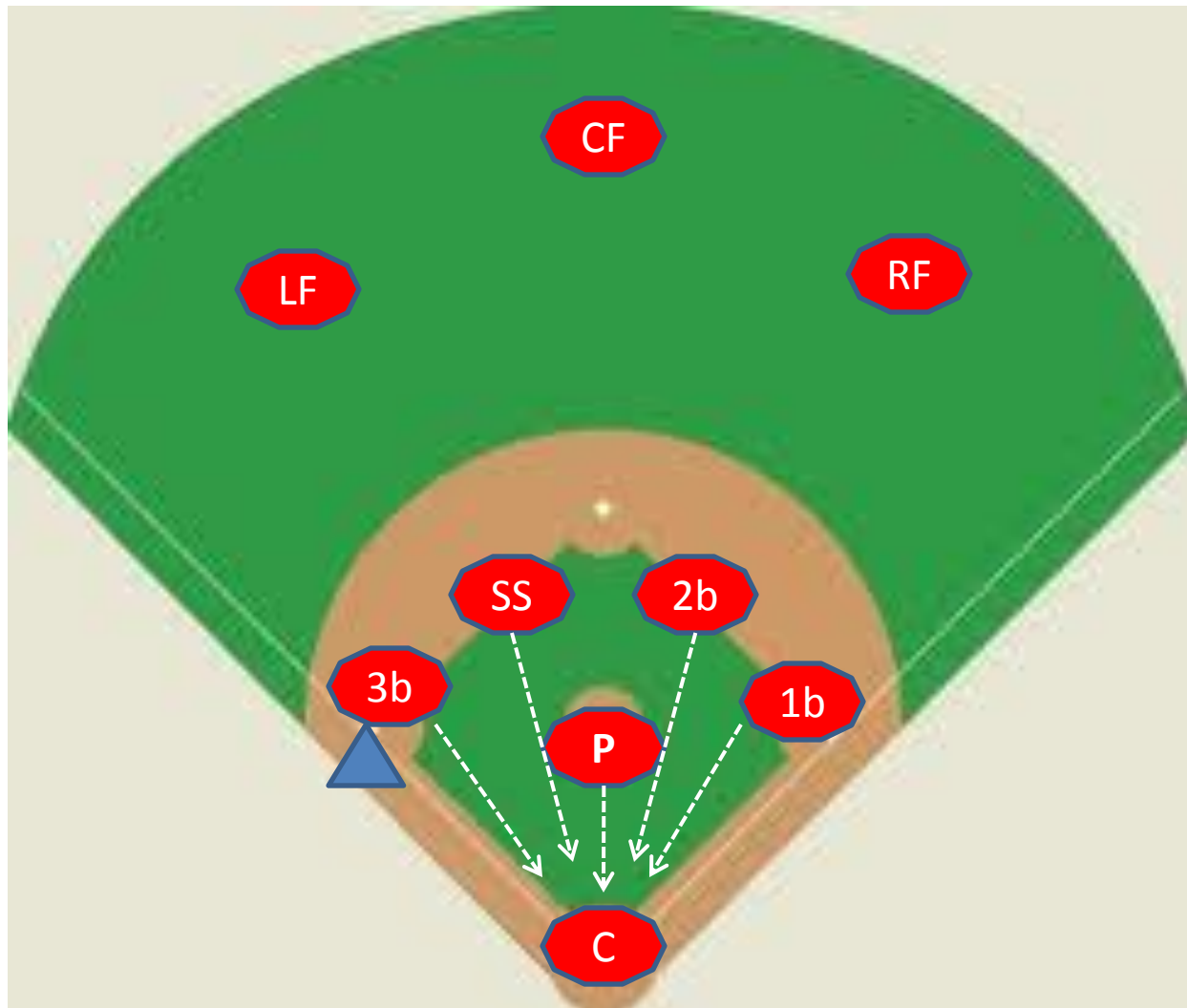
INFIELD IN – CHECK Runner at 3rd, Throw to 1st

ALL Infielders on edge of Infield Grass CHECK runner at 3rd (if he goes home, YOU throw home) if he holds, you throw to 1st

1B FOLLOW

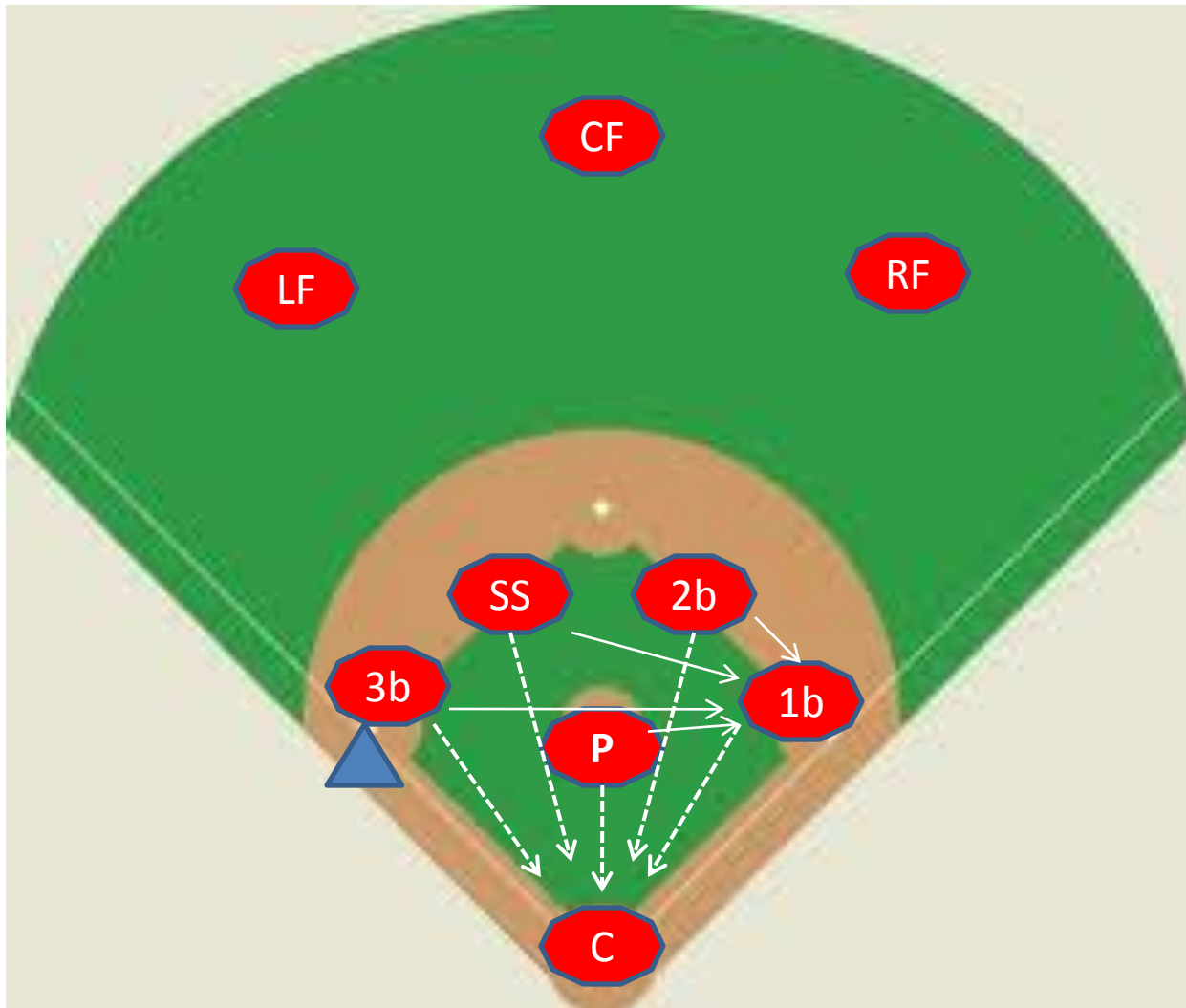This is an excellent way to get an out – when a batter hits the ball and the 1b is sure that it is going to an extra base hit, once the batter rounds 1st and heads to 2nd, the 1B should jog behind and sneak it at 2b – the runner may not realize there is a player following him and if alert, infielders could throw behind the runner at 2b
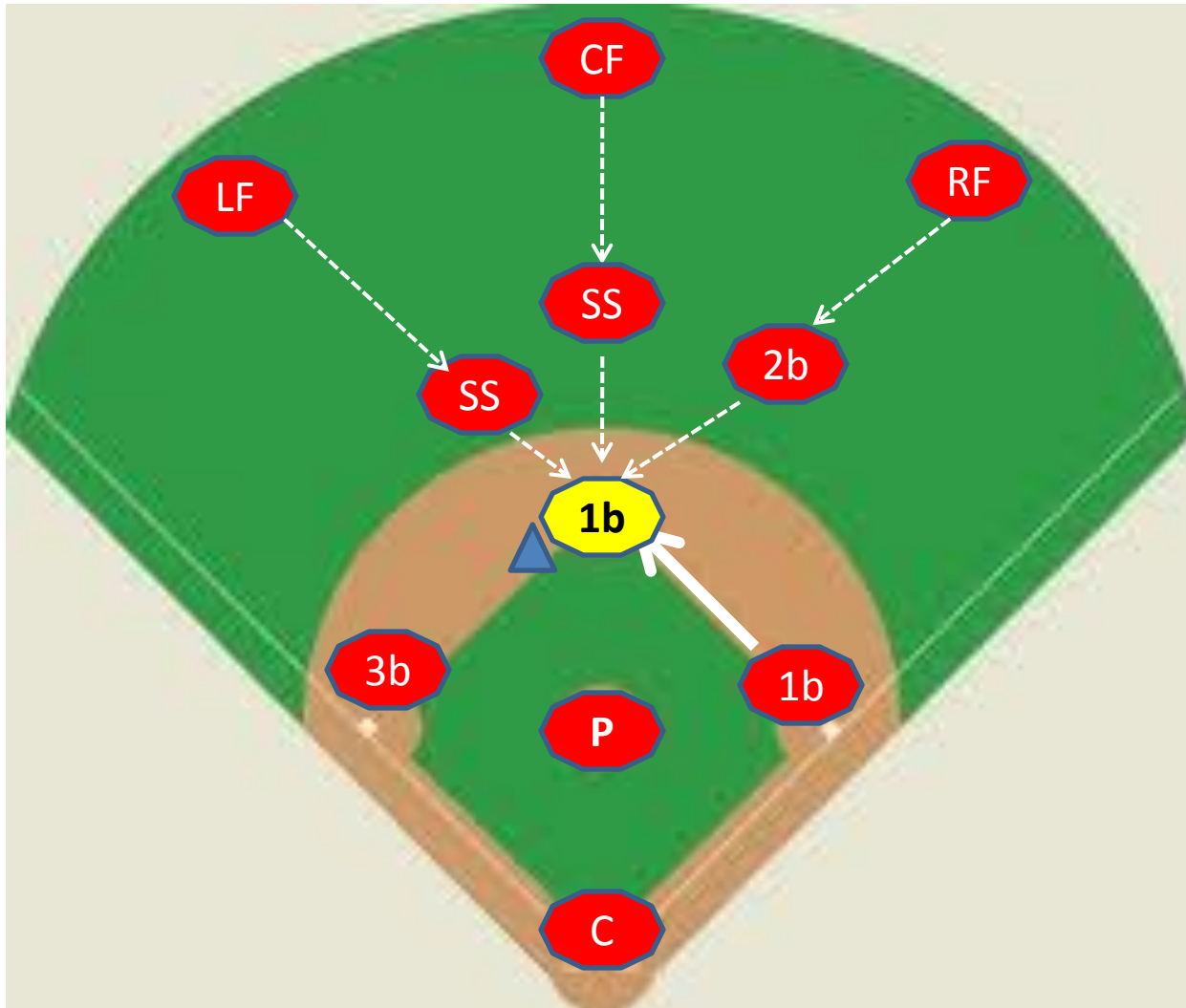
RUN-DOWNS – LIMIT OPTIONS & THROWS

There are two goals in a run-down: 1) Do Not Let Runner Advance To *Next* Base and 2) Get The Out! Each defensive player runs at runner, then throws to next teammate and fills in behind.

The objective is to run the runner <u>back</u> to the base he came from and to limit the number of throws. Ideally, there should be no more than 3 throws – and defense should LIMIT the number of options that the baserunner has.
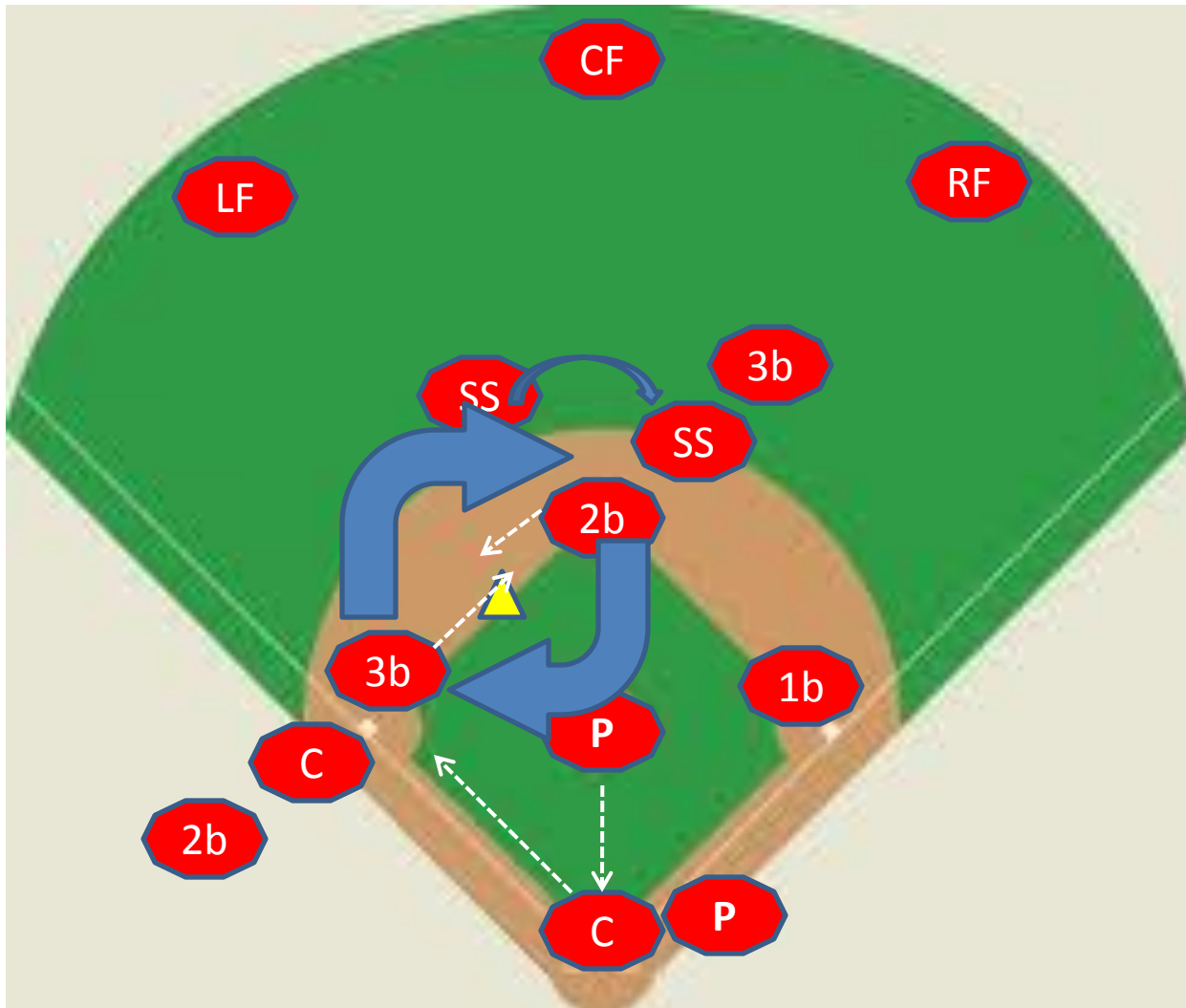
BASERUNNING

BASERUNNING
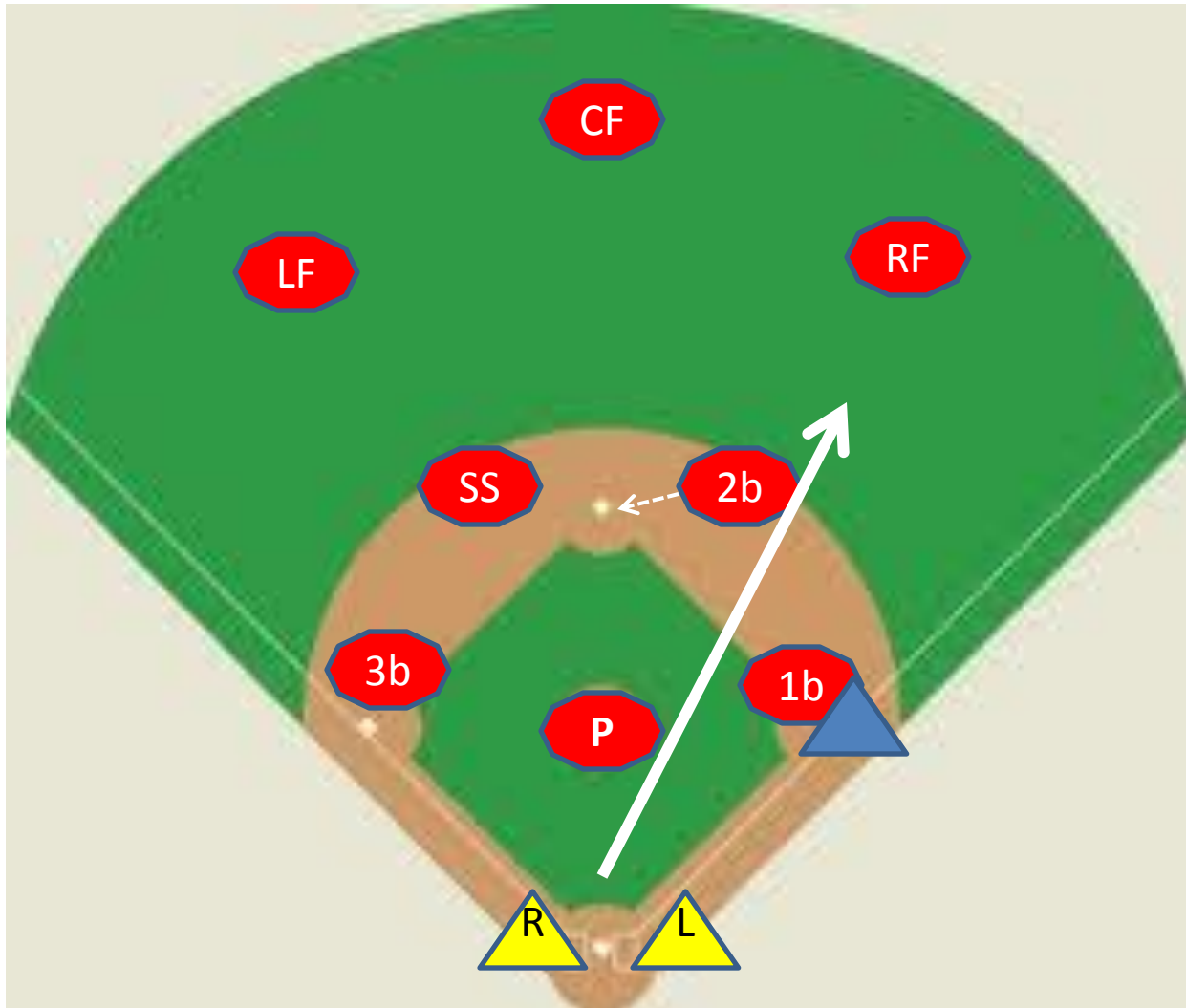
Rule #1 : Always look to take the extra base!

Rule #2: Hit INISIDE CORNER OF BASE with YOUR INSIDE LEG if possible – do not break stride

Rule #3: Always refer to rule's #1 & #2

HIT & RUN

## Look to Hit Ball through 2b Hole

STEALING A BASE

LEAD : Take ONE Step Towards the pitcher, you will appear closer to the base - Get good lead (equal to 1 ½ body lengths – you should be able to get back to bag with a crossover step & dive) on a RH pitcher, once the front leg is moved upwards BREAK to 2nd Base, on a LH pitcher, once the front leg moves up and crosses back leg on rubber = BREAK to 2nd
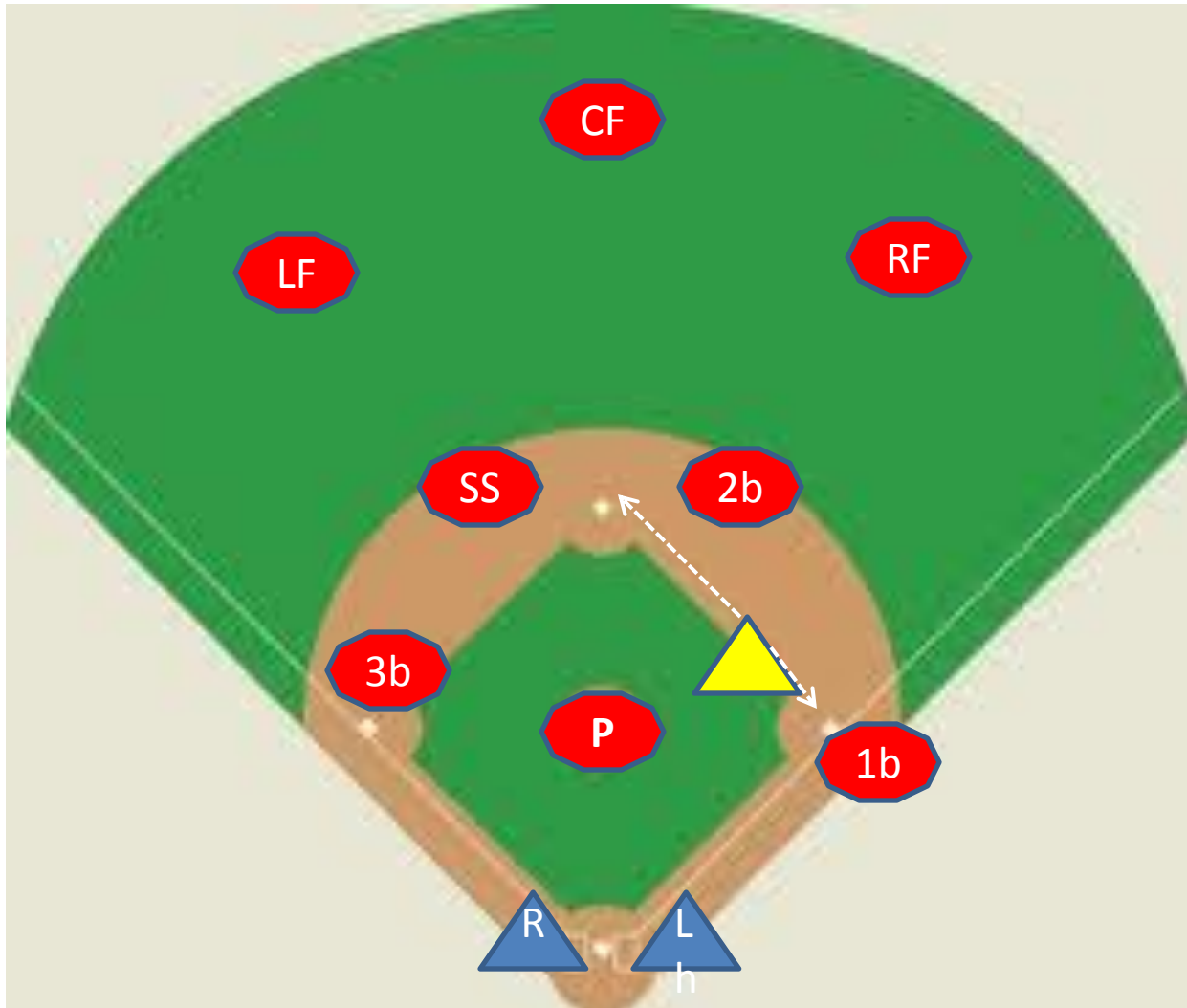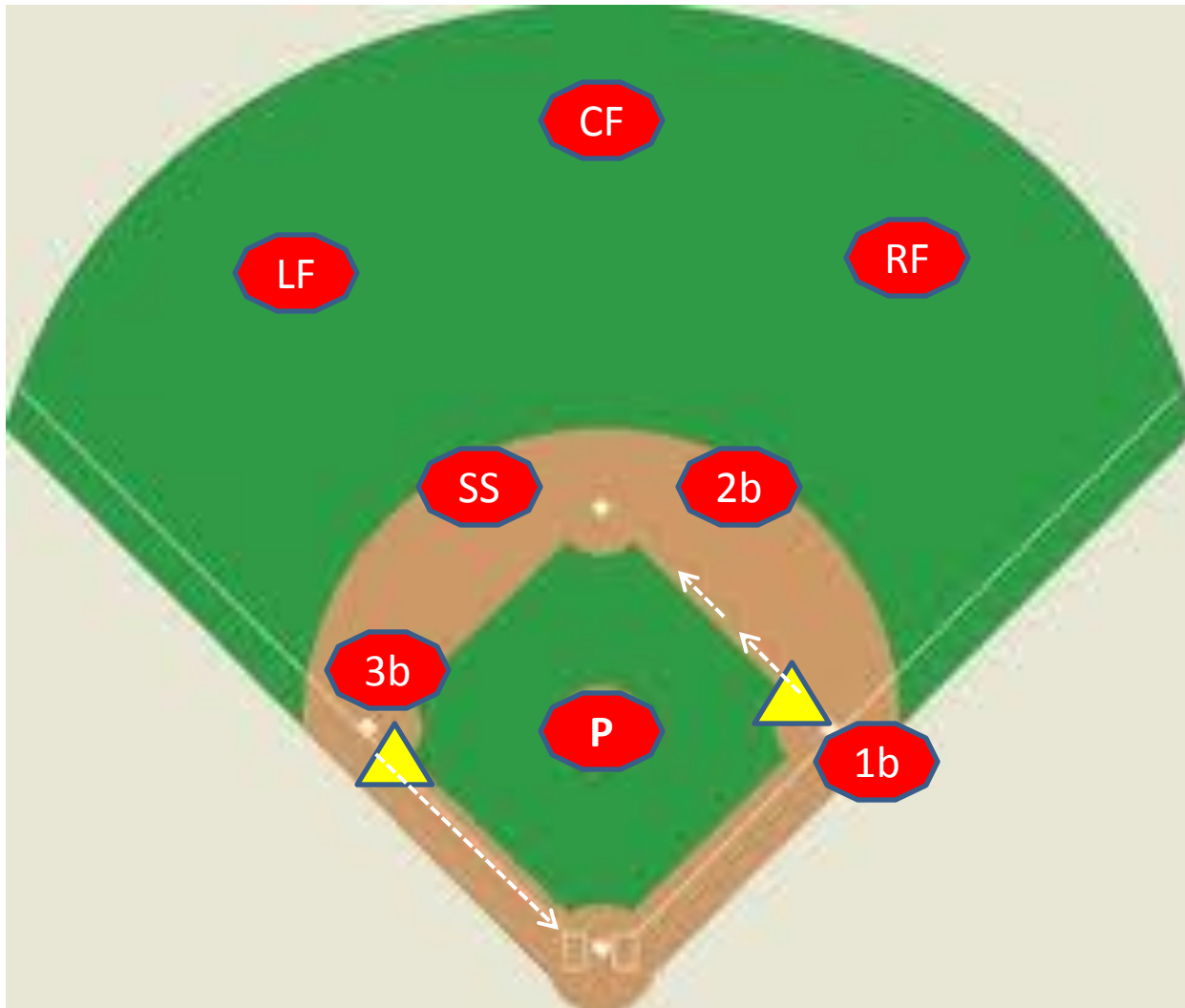
DELAYED STEAL

Wait for Pitch to cross plate, then take large shuffles to 2nd base - then break to 2nd
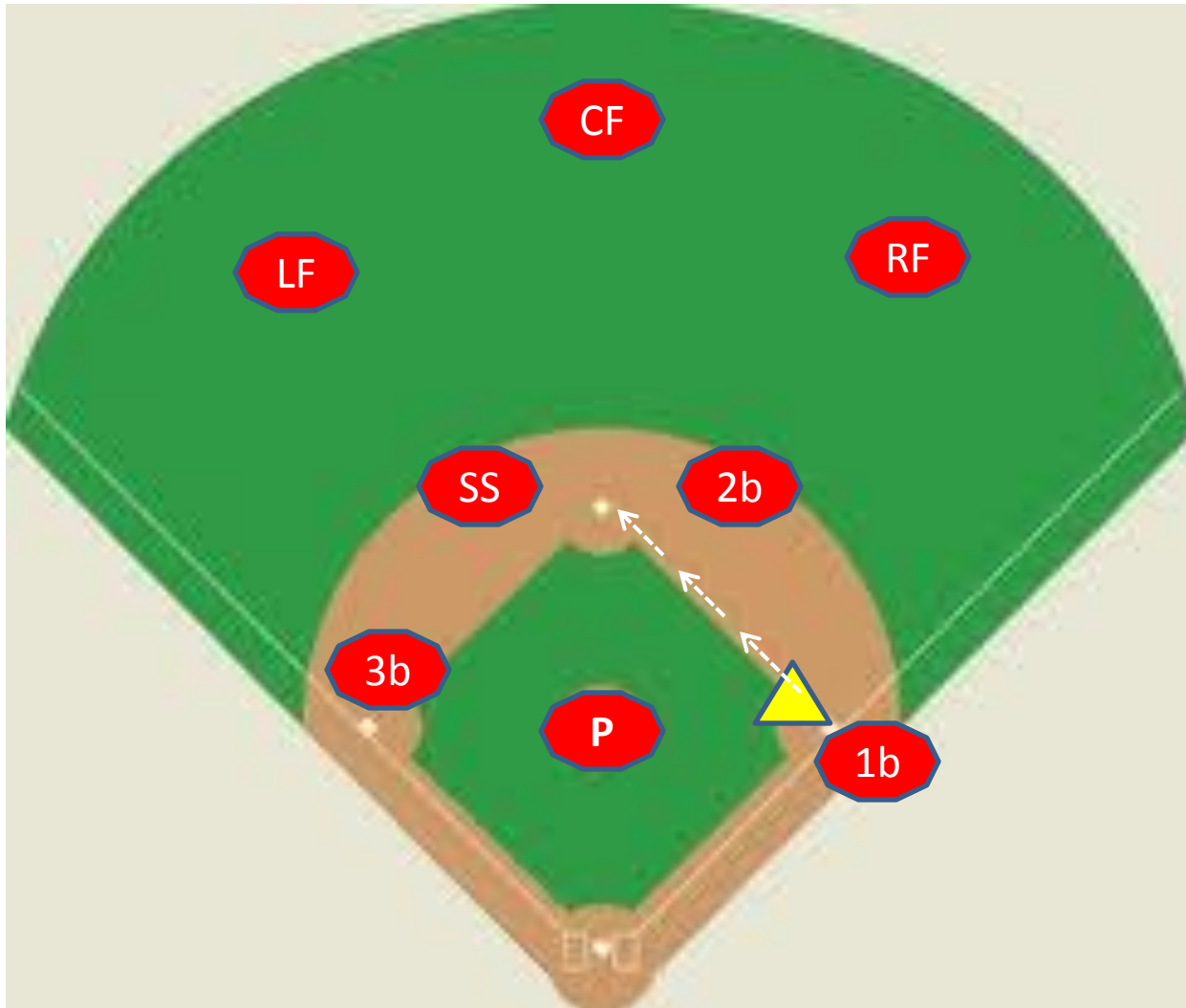
1st & 3rd FORCED OFFENSE - CONTINUATION

Runner at 3rd – Batter Walk's or get's on with infield hit – he continues THROUGH 1st base and heads towards 2nd, in hopes of drawing a throw – if a throw occurs, runner at 3rd base IMMEDIATELY breaks for home

BASERUNNING – ADVANCING ON A GROUND BALL

If Ball is hit in **FRONT of YOU** (for example, runner at 2nd ball hit to left side – 3b or SS,) wait for fielder to field and throw to 1st, once ball leaves fielders hand = break for 3rd base – (one exception is if ball is hit up the middle and the ball is **to your left (behind you**,) immediately break for 3rd base!)
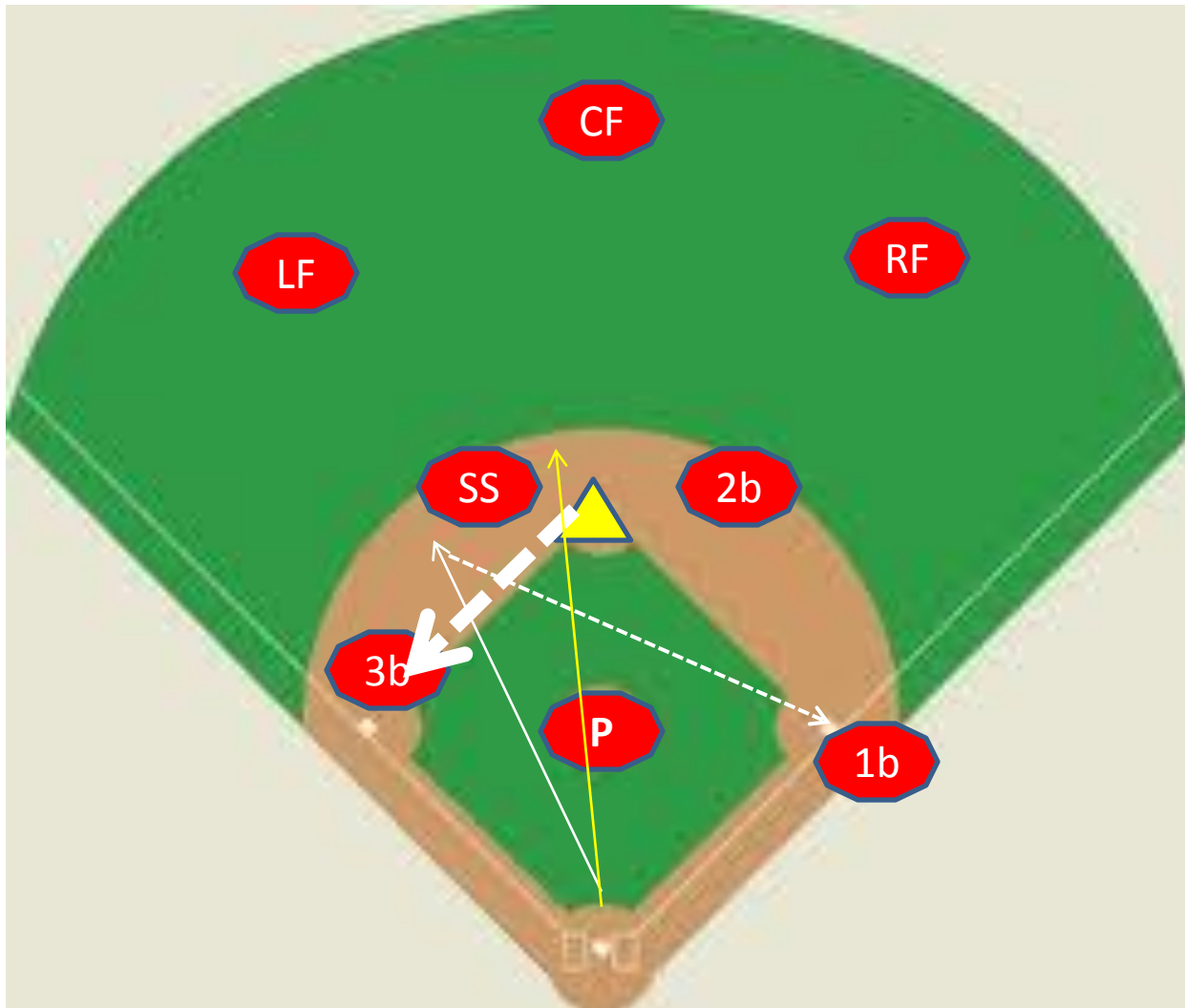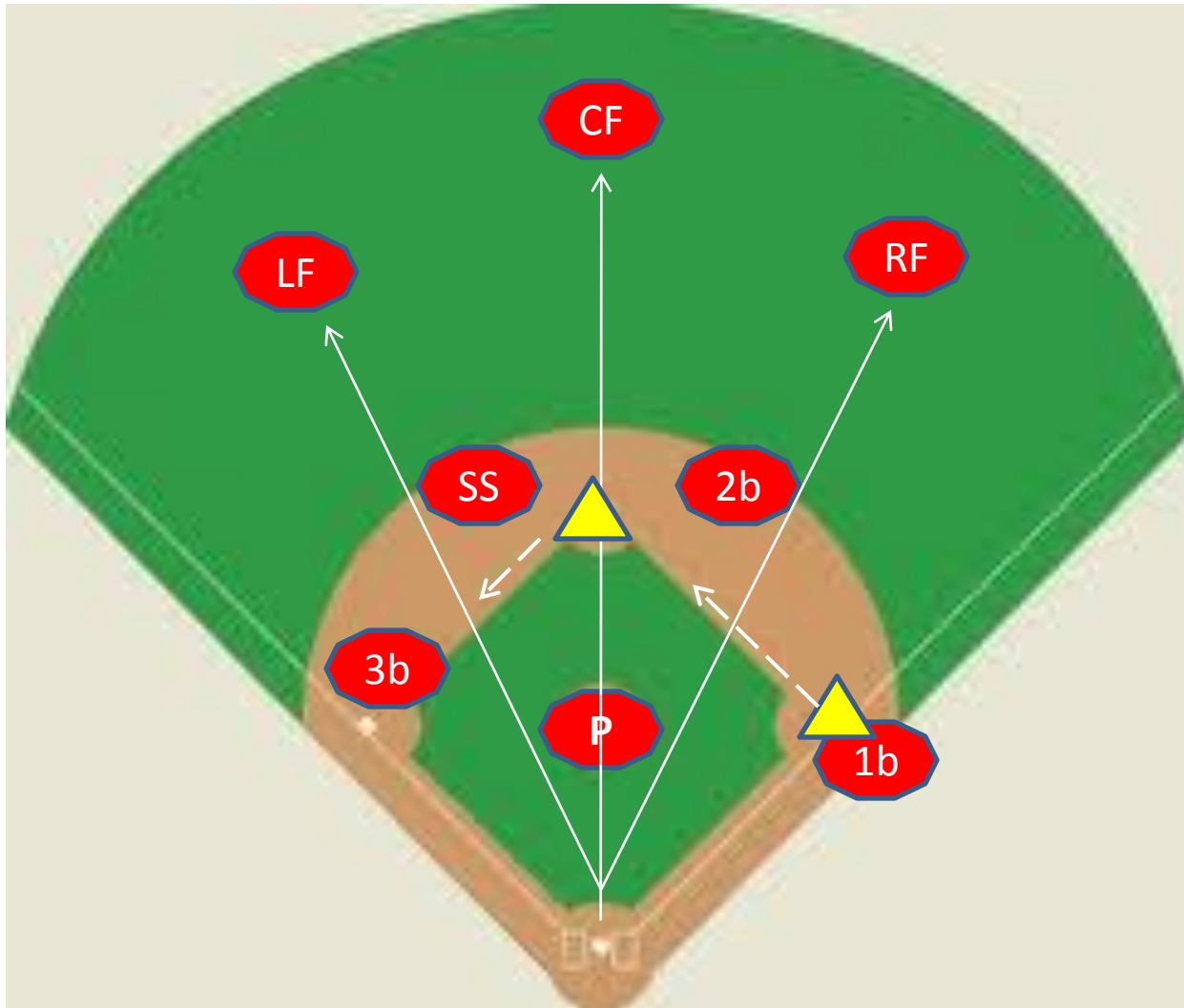
BASERUNNING – ADVANCING ON A GROUND BALL

If Ball is hit **BEHIND YOU** (for example, runner at 2nd, ball hit to right side – 2b or 1b,) <u>immediately</u> break for 3rd base
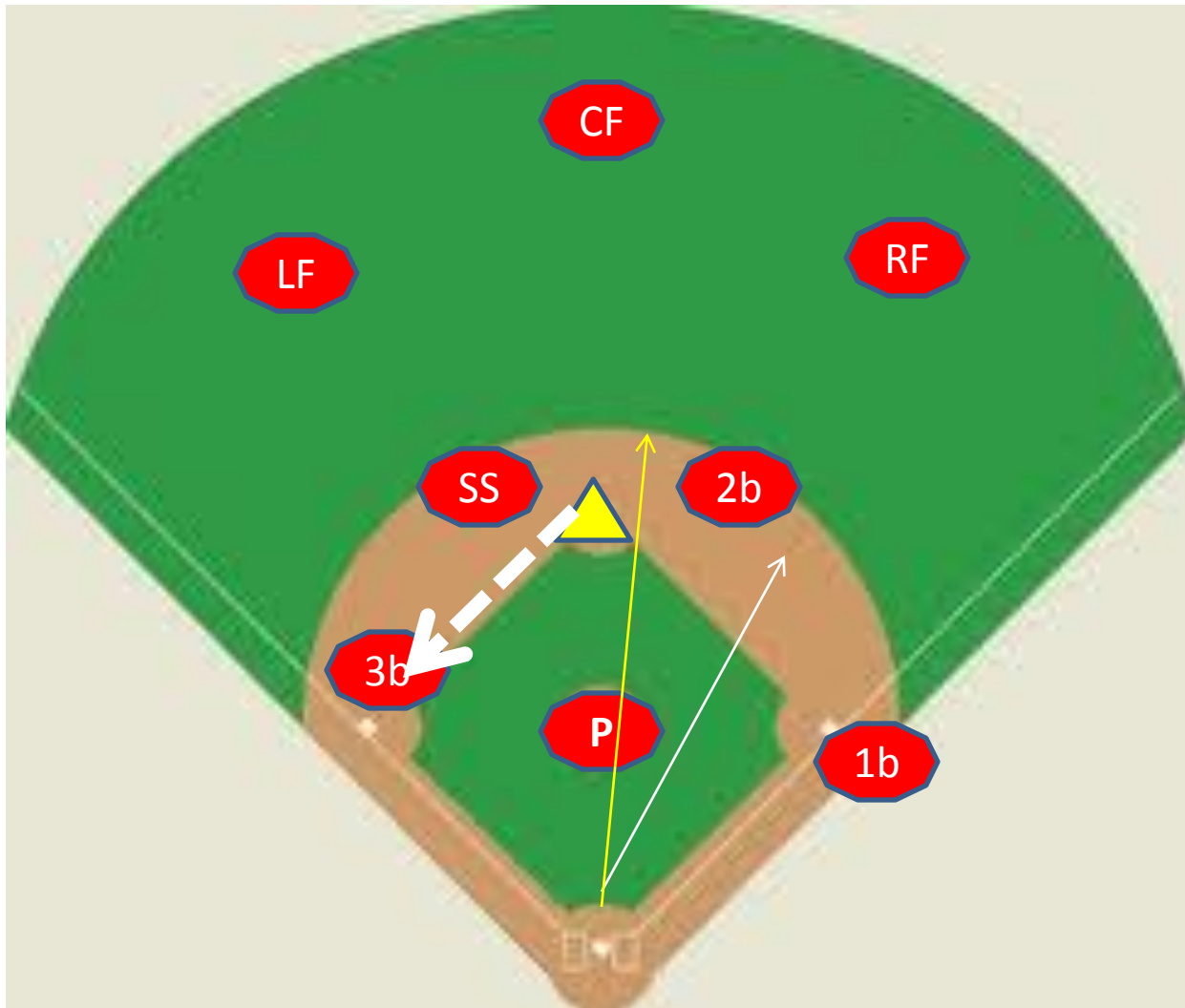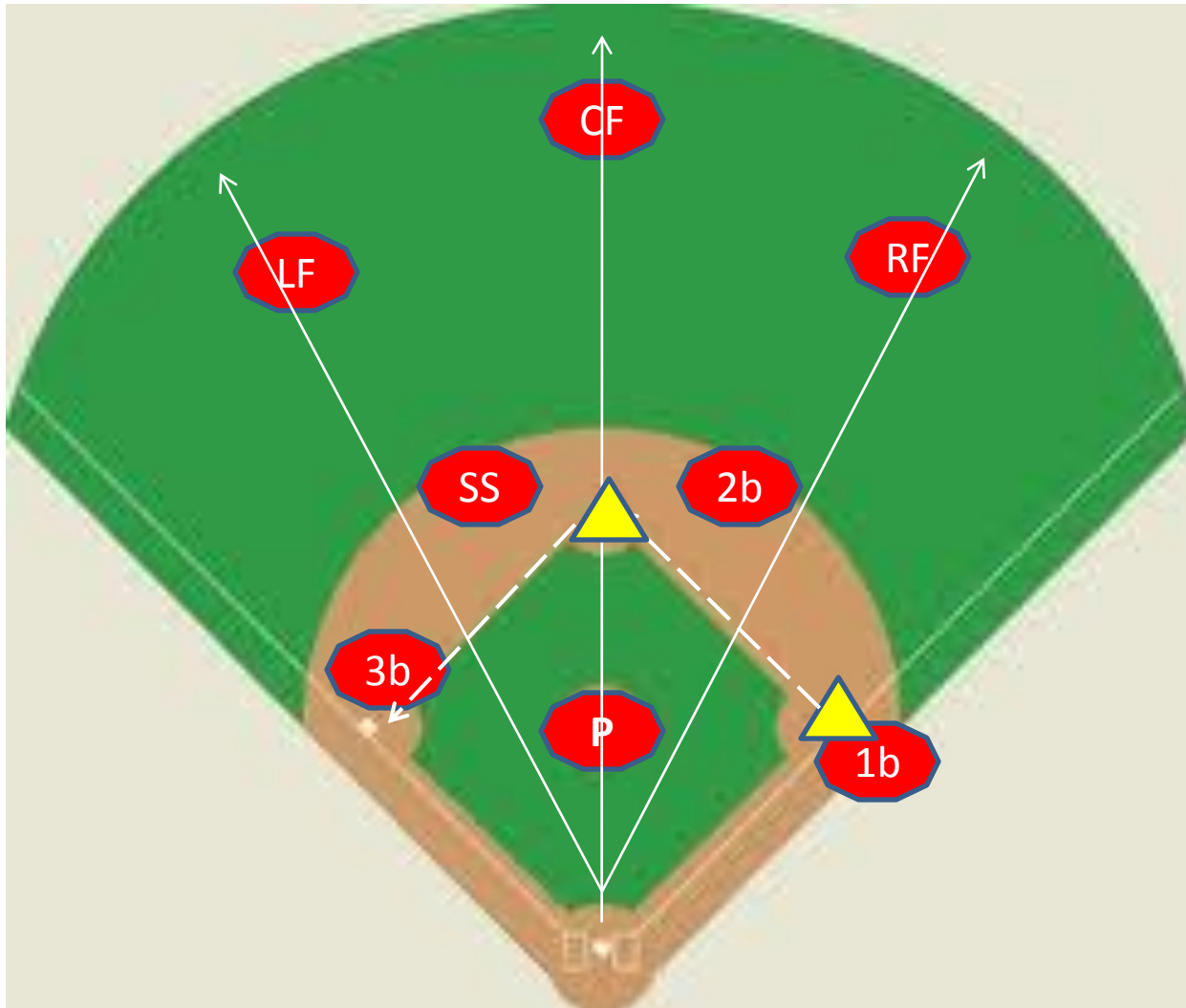
BASERUNNING – TAGGING UP

Tagging Up - Any fly ball IN FRONT of Outfielders and less than 2 outs, go ½ way – if ball is caught, return to base, if misplayed advance

BASERUNNING – TAGGING UP

Any fly that is going to be caught by the outfielder as he is running towards the fence OR any ball that requires the outfielder to run <u>OPPOSITE</u> his throwing arm side, tag and advance

BASERUNNING – TAGGING UP FROM 3RD BASE

On ANY and ALL fly-balls to the outfield while you are at 3rd base and less than 2 outs – Immediately, GO BACK TO BASE AND TAG UP when ball is caught