

# OUTFIELD RELAYS

When the ball gets by the outfielders, you need to set up a relay to get the ball quickly to the proper base. Depending on which side of second base the ball is on, either the shortstop or second baseman goes out far enough to cut the outfielder's throw in half. Two strong, accurate throws in the air work much better than one long heave!

LF

RF

2B

SS

INFIELDBERS:  
Help your  
outfielder find  
you quickly

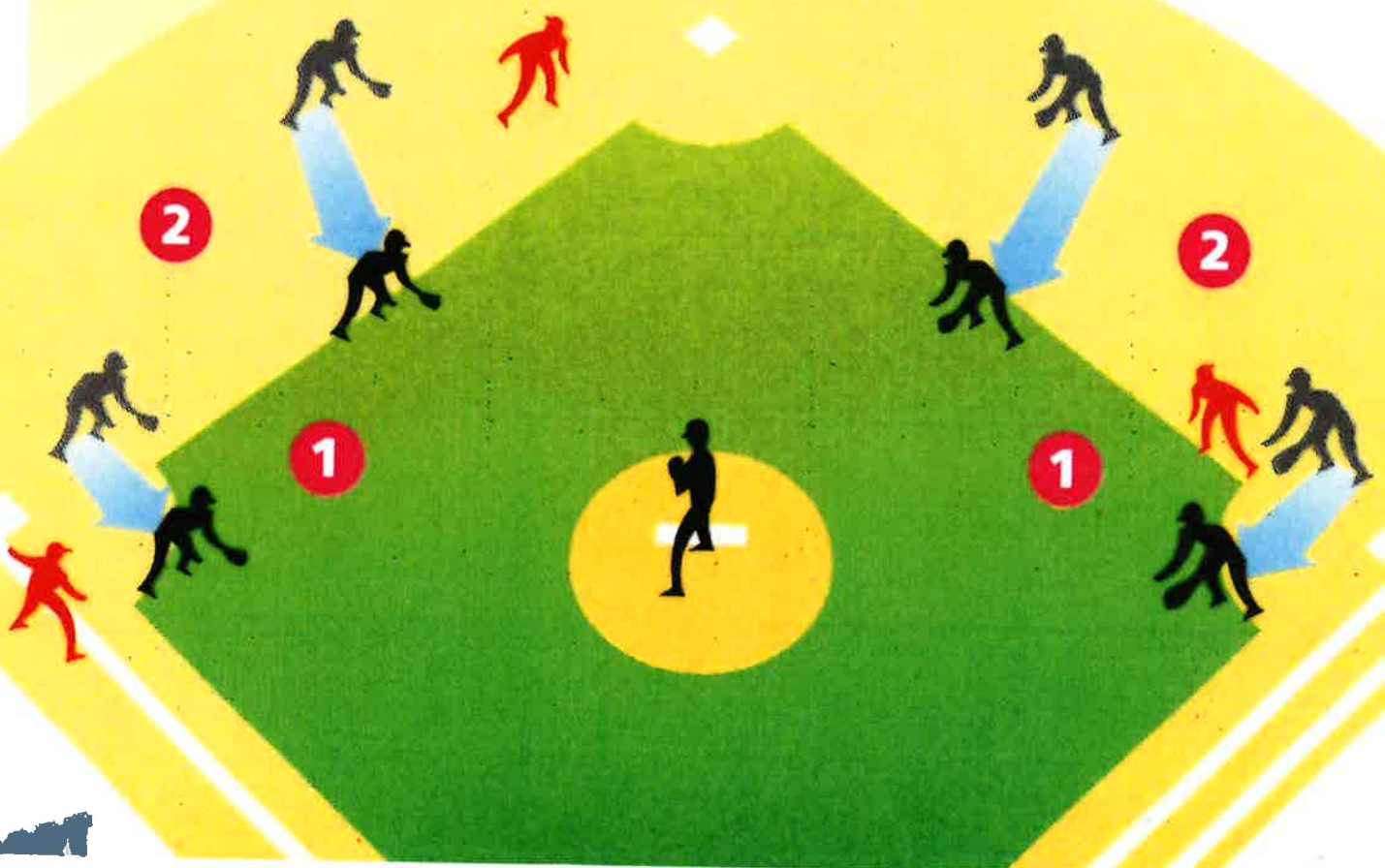




# INFIELD IN

If there are fewer than two outs, a runner on third and you can't afford to give up a run, **1** the infielders should play in front of the baseline, close enough to throw the runner out at home. The outfielders should also play shallow – close enough to make a catch and throw a runner out at home.

With two down, **2** return to normal defensive positioning.





# RUNDOWNS

When you trap a runner off base, **1** get the ball ahead of him and run him back toward his original base. **2** Hold the ball in throwing position and, when the runner turns his head and commits to run, **3** throw to the fielder in front of the bag. This player



sets up slightly to one side, so the throw won't hit the runner.

Try to make the play with one or two throws, and stay out of the baseline if you don't have the ball. If the runner hits you, he can be given a base for interference. Also, if you see an open base, cover it.



# SQUEEZE BUNT

With a runner on third and fewer than two outs, you can score a run with a “suicide squeeze.” **1** The runner breaks for home with the pitch, **2** the batter squares to bunt and the defense is helpless if the bunt is fair. The runner is helpless if the bunt is missed, though – it’s all or nothing.

The “safety squeeze,” where the runner breaks part way but doesn’t commit until the bunt is made is less risky, but requires a well-placed bunt.





# HIT AND RUN

A good contact hitter can move a runner up a base, and quite possibly get a hit as well, with a well executed hit-and-run play.

The runner breaks for second on the pitch, to get the second baseman to leave his position and cover the base. The batter then tries to hit the ball on the ground, through the hole the second baseman left. With luck, you'll have runners on first and third. Even if the second baseman stays home, you will at least advance the runner.

