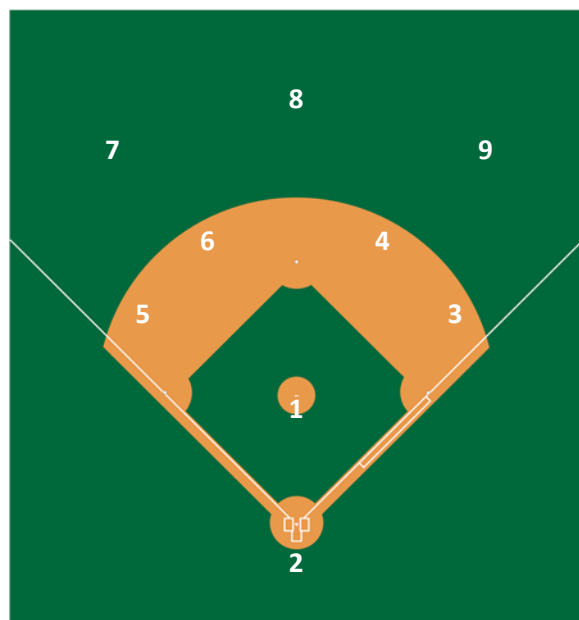


STANDARD DEFENSE

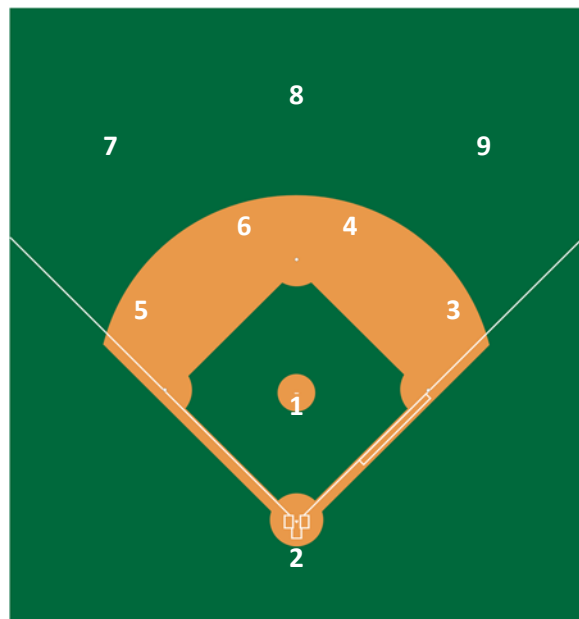
Unless a specific defense is called, the defense should be positioned in this alignment.



DOUBLE PLAY DEPTH

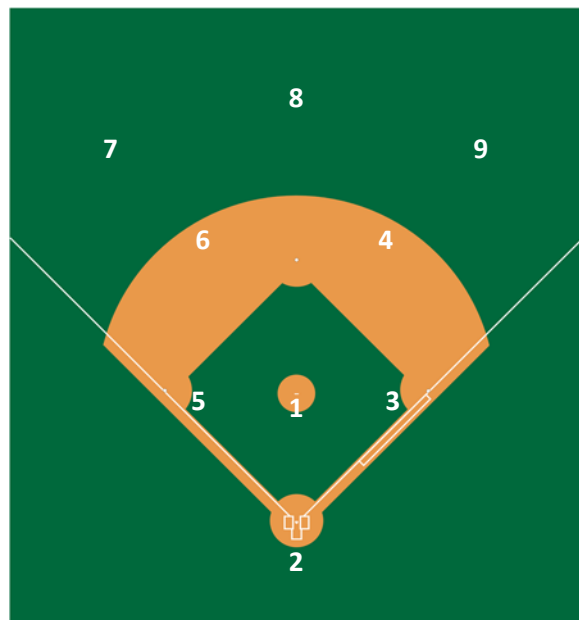
If (1) there is a runner on first (including any situation with multiple baserunners), (2) there are less than two outs and (3) no other defense has been called, the defense should be positioned for a double play.

From a standard alignment, the middle infielders move closer to second base and start from positions that guaranty an ability to cover second base before the baserunner arrives.



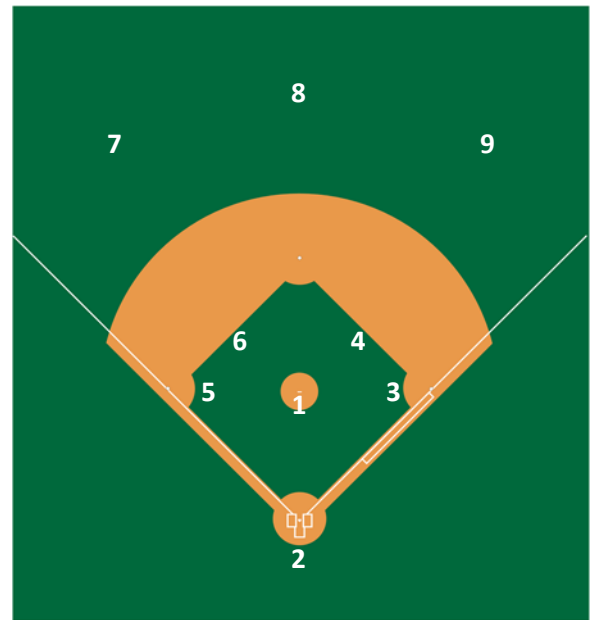
CORNERS IN

From a standard alignment, the corner infielders move onto the infield grass and start from positions that guaranty an ability to field a ball and make a throw home ahead of the runner on third.



INFIELD IN

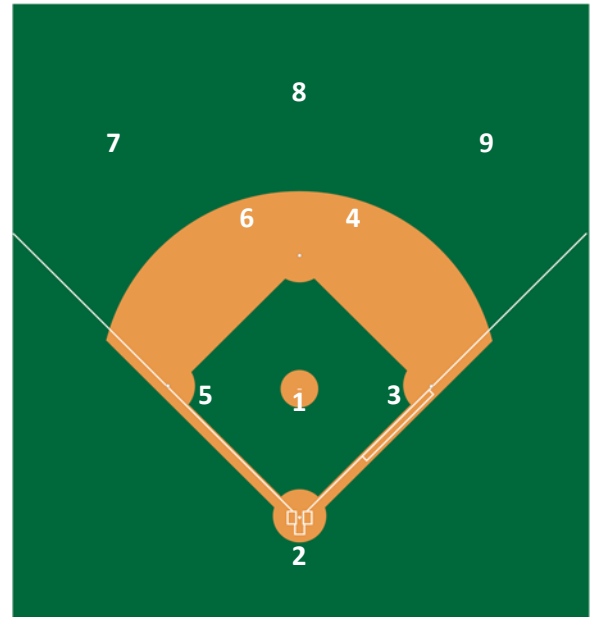
All infielders move onto the infield grass and start from positions that guaranty an ability to field a ball and make a throw home ahead of the runner on third. Middle infielders position themselves wide of the mound to minimize overlap with the pitcher and maximize field coverage.



CORNERS IN/DOUBLE PLAY MIDDLE

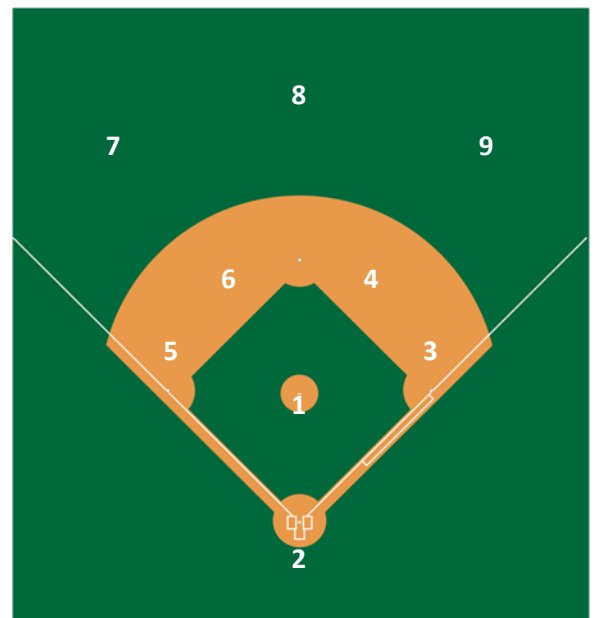
From a standard alignment, the middle infielders move closer to second base and start from positions that guaranty an ability to cover second base before the baserunner arrives. Meanwhile, the corner infielders move onto the infield grass and start from positions that guaranty an ability to field a ball and make a throw home ahead of the runner on third.

Balls hit to the pitcher, first baseman or third baseman should be thrown home to start a double play; balls hit up the middle should go to second to start a double play.



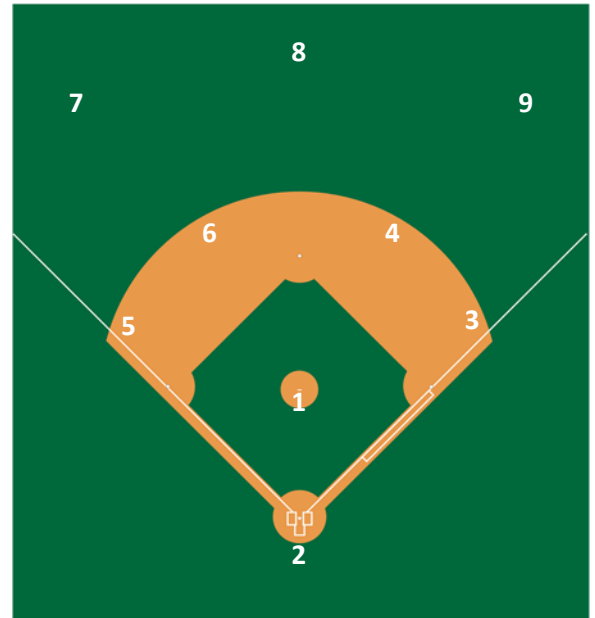
INFIELD HALFWAY

All infielders move from the standard alignment to a position one step behind the baseline. This creates a situation where hard hit balls can be thrown home while softer contact can be played for the out at first base. From a halfway position, fielders need to know the speed of the runners and make quick decisions based upon the contact.



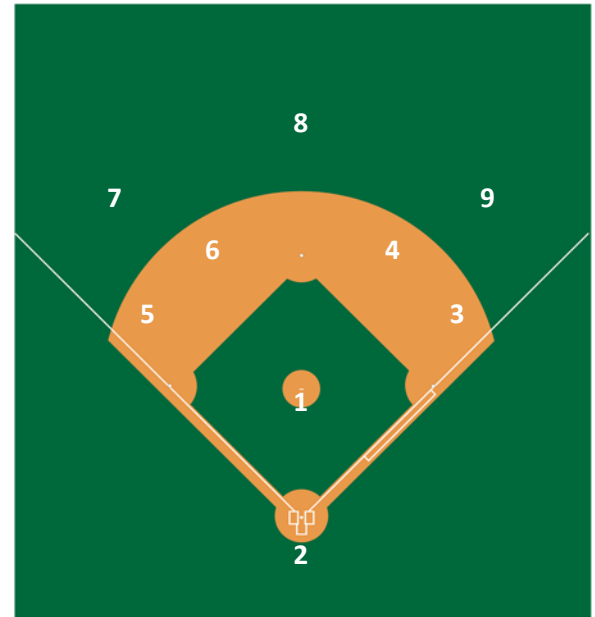
NO DOUBLES

From a standard alignment, the corner infielders move back and closer to the foul lines. Outfielders start deeper and wider. This is meant to prevent balls down the lines and provide an opportunity to cut off balls in the gaps. This alignment will typically be used late in games to keep tying and winning runs out of scoring position.



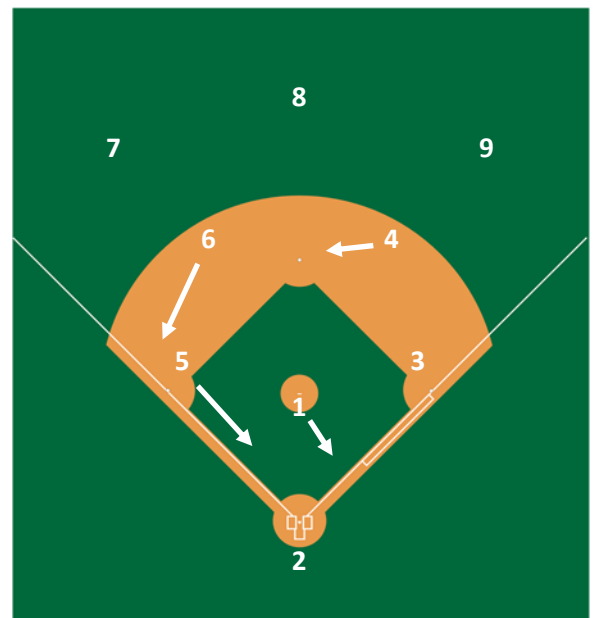
OUTFIELD IN

With a tying or winning run in scoring position, the outfielders move up to deepest position from which they can throw out a runner at home. If the significant runner is at second, the infield may be back to knock down balls headed for the outfield; if the significant runner is a third, the infield will also be playing in.



BUNT DEFENSE — HOLD 1

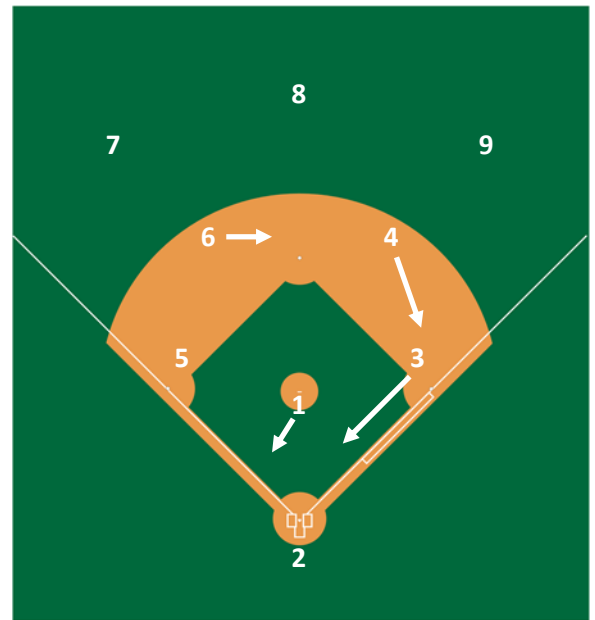
The corner infielders move up and start even with their respective bases. First baseman covers first and other infielders rotate per the arrows in the diagram; pitcher is responsible for the right side of the infield.



BUNT DEFENSE — HOLD 3

The corner infielders move up and start even with their respective bases. Third baseman covers third and other infielders rotate per the arrows in the diagram; pitcher is responsible for the left side of the infield.

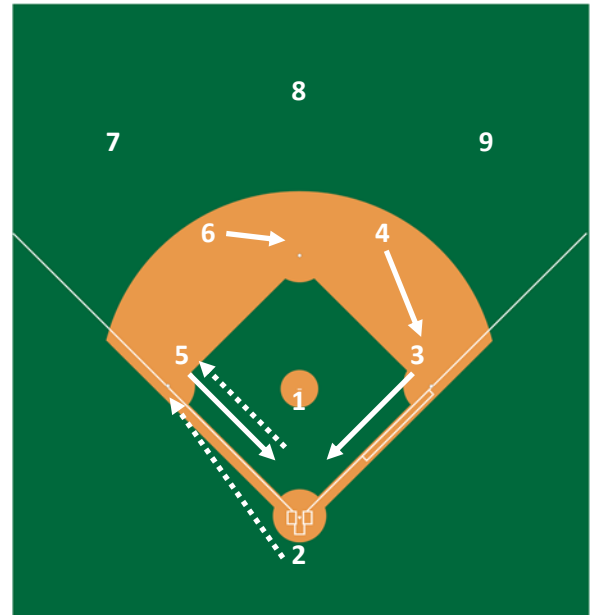
This is the preferred bunt defense with a runner on second because holding the third baseman makes it more difficult to steal third.



BUNT DEFENSE — HOLD 0

The corner infielders move up to start even with their respective bases. Corner infielders charge and the middle infielders rotate per the arrows in the diagram. If the third baseman fields the ball, the catcher covers third, otherwise the third baseman retreats to cover third.

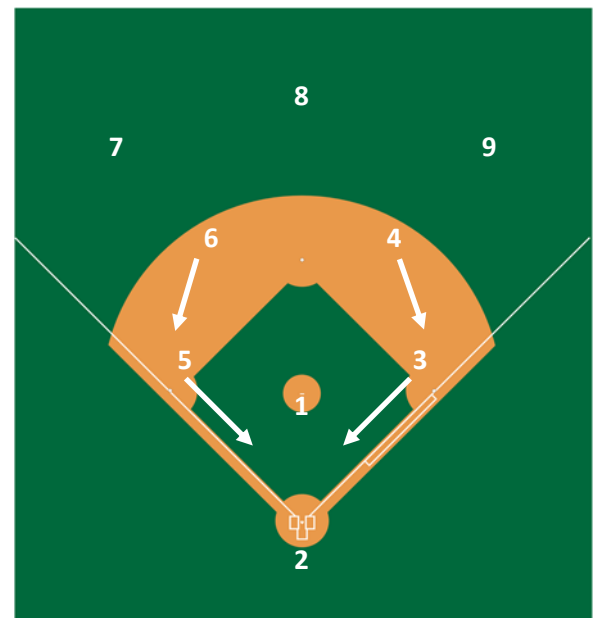
With a runner on first only, this is the best defense for the lead runner force play. First baseman holds the runner; pitcher throws over at least once before throwing a pitch .



BUNT DEFENSE — WHEEL

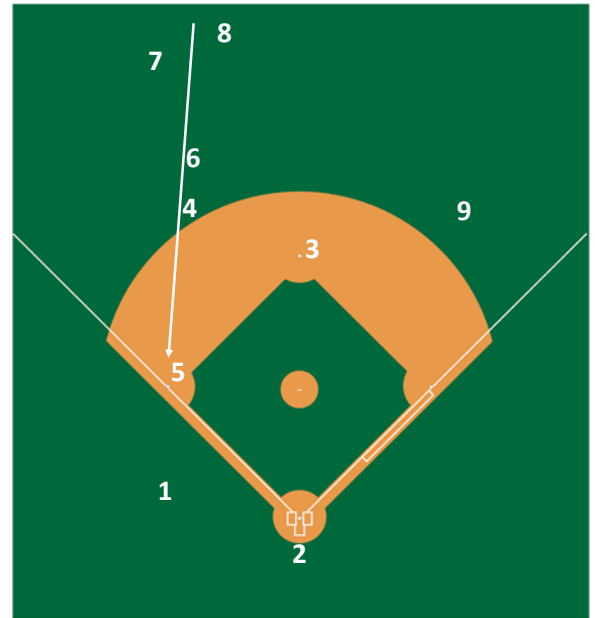
The corner infielders move up and start even with their respective bases. Corner infielders charge and the middle infielders rotate per the arrows in the diagram.

With a runner on second, this bunt defense is intended to get the lead runner at third. The shortstop must hold the runner to limit his break; pitchers automatically run a switchback pickoff (see next page) before throwing a pitch .



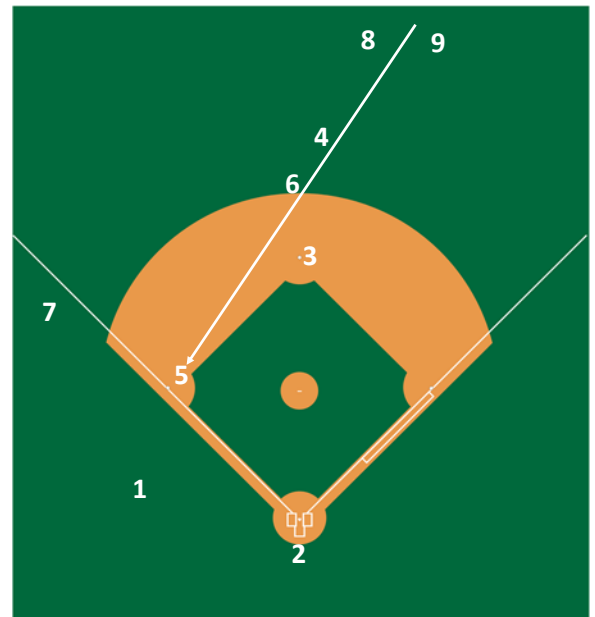
DOUBLE CUT, THROW TO 3B (LF/LCF/CF)

Shortstop to lead cut, second baseman to trail cut position; first baseman trails to cover second. Pitcher backs up for overthrow at third. Right fielder backs up for overthrow on back pick to second.



DOUBLE CUT, THROW TO 3B (RCF/RF)

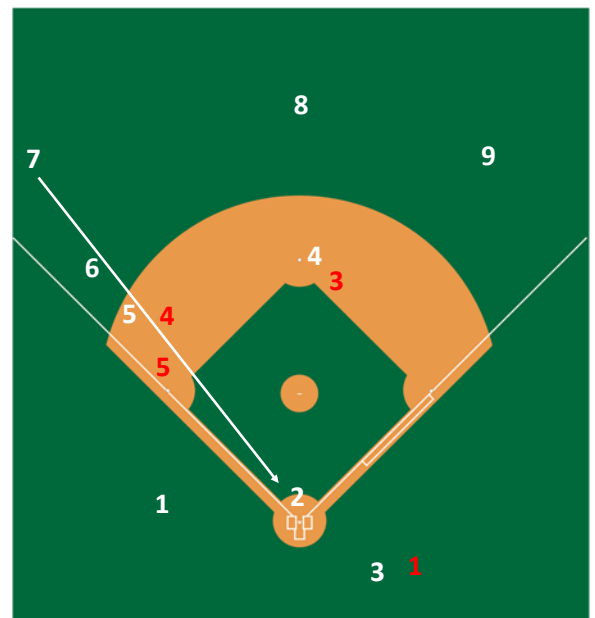
Second baseman to lead cut, shortstop to trail cut position; first baseman trails to cover second. Pitcher and left fielder back up for overthrow at third.



DOUBLE CUT, THROW HOME (LF CORNER)

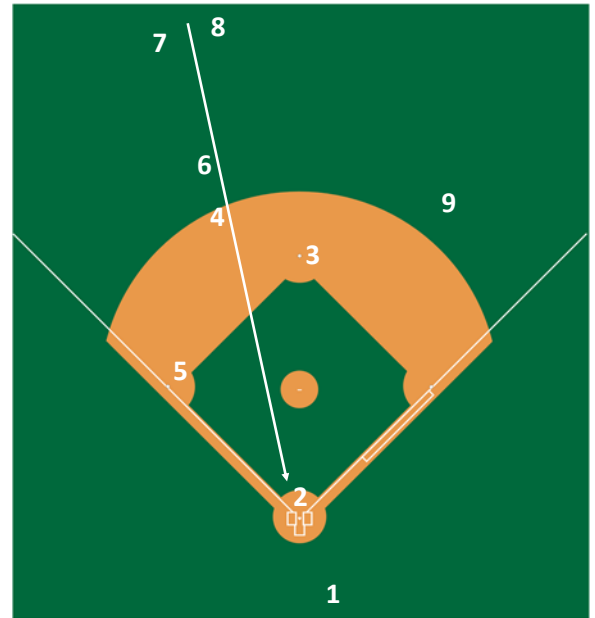
Shortstop to lead cut, third baseman to trail cut position; second baseman covers second. Pitcher and first baseman back up overthrow at home. Third baseman and or pitcher rotate to cover third if necessary after the outfield throw is made.

Alternate Alignment (Red): Shortstop to lead cut, second baseman to trail cut. First baseman covers second and pitcher covers overthrow at home.



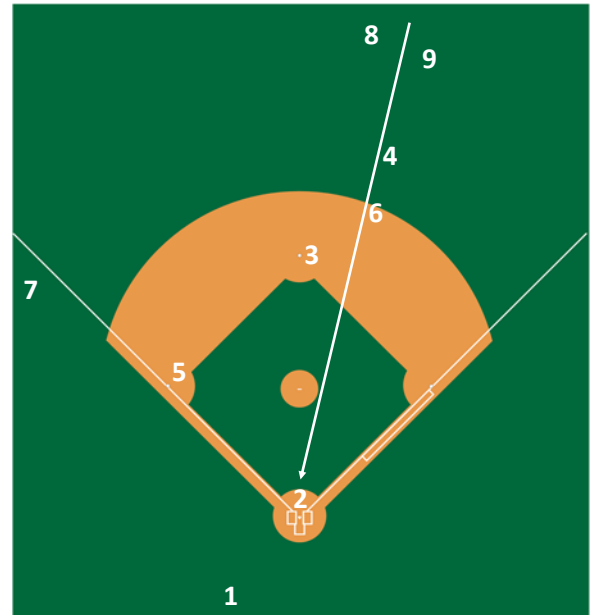
DOUBLE CUT, THROW HOME (LCF/CF)

Shortstop to lead cut, second baseman to trail cut position; first baseman trails to cover second. Pitcher backs up over-throw at home. Right fielder backs up for overthrow on back pick at second.



DOUBLE CUT, THROW HOME (RCF)

Second baseman to lead cut, shortstop to trail cut position; first baseman trails to cover second. Pitcher backs up over-throw at home. Left fielder backs up for overthrow on back pick at third.



DOUBLE CUT, THROW HOME (RF CORNER)

Second baseman to lead cut, first baseman to trail cut position; shortstop moves to cover second. Pitcher backs up overthrow at home. Left fielder backs up for overthrow on back pick at third.

