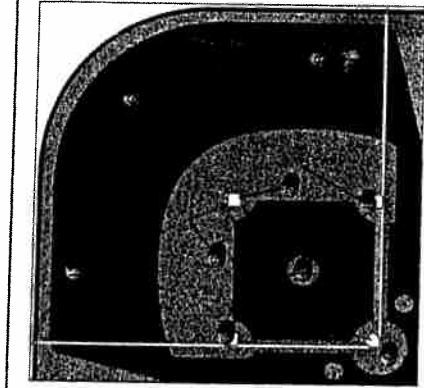


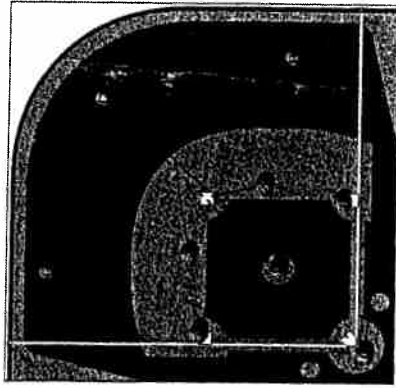
TABLE 14.1 Single With No Runners On

BALL HIT TO LEFT



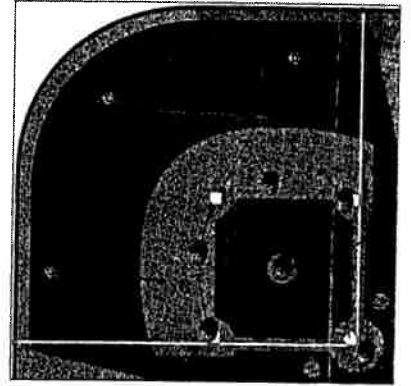
- P** Moves toward 1B
- C** Trails runner to 1B
- 1B** Backs up 2B, yells if runner goes to 2B
- 2B** Covers 2B
- 3B** Moves toward mound for deflected ball
- SS** Lines up throw to 2B and throws
- LF** Fields grounder to 2B
- CF** Backs up left fielder
- RF** Moves to backup 2B in line with throw

BALL HIT TO CENTER



- P** Backs up 2B
- C** Trails runner to 1B
- 1B** Makes sure runner touches base and then covers 1B
- 2B** Covers 2B
- 3B** Backs up 2B for deflected throw
- SS** Lines up throw to 2B
- LF** Backs up CF
- CF** Fields grounder and throws to 2B
- RF** Backs up CF and will cover 2B if ball is hit to CF's right

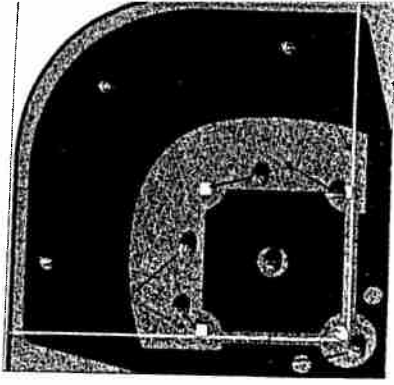
BALL HIT TO RIGHT



- P** Breaks for 1B, backs up catcher if outfielder throws behind runner
- C** Follows runner to 1B
- 1B** Goes after ball and stays away from 1B so that runner rounds bag
- 2B** Short cuts position and lines up throw to 2B
- 3B** Backs up 2B
- SS** Covers 2B
- LF** Backs up throw to 2B
- CF** Backs up RF
- RF** Throws to 2B, looks for possible play at 1B

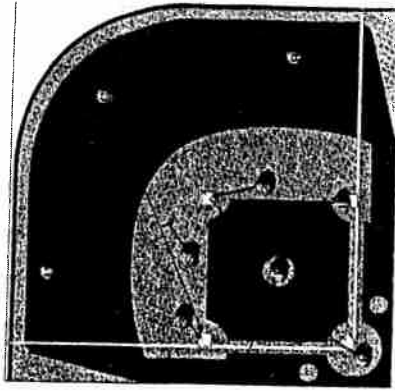
TABLE 14.2 Single With a Runner on First Base

BALL HIT TO LEFT



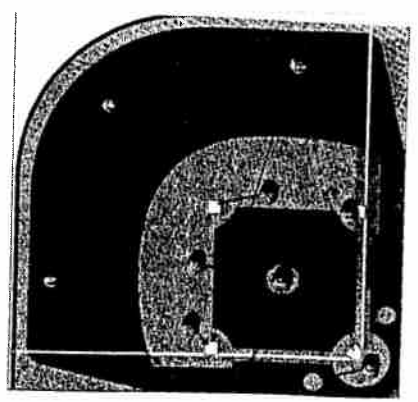
- P** Backs up 3B
- C** Backs up pitcher on play
- 1B** Makes sure runner touches 1B, backs up 2B
- 2B** Covers 2B
- 3B** Covers 3B
- SS** Lines up throw to 3B
- LF** Fields ball and throws to SS in cutoff position
- CF** Backs up LF
- RF** Goes toward 1B area

BALL HIT TO CENTER



- P** Backs up 3B
- C** Covers home
- 1B** Watches runner touch base, stays near bag
- 2B** Covers 2B
- 3B** Covers 3B
- SS** Lines up throw to 3B
- LF** Backs up CF
- CF** Fields ball and throws to 3B
- RF** Backs up CF

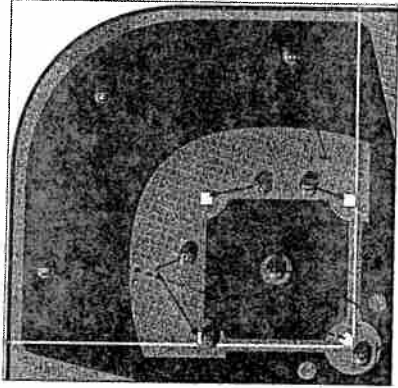
BALL HIT TO RIGHT



- P** Backs up 3B
- C** Backs up pitcher, covers home
- 1B** Watches runner tag 1B
- 2B** Covers 2B
- 3B** Covers 3B
- SS** Cutoff man for throw to 3B
- LF** Backs up 3B
- CF** Backs up RF
- RF** Fields ball and throws to 3B

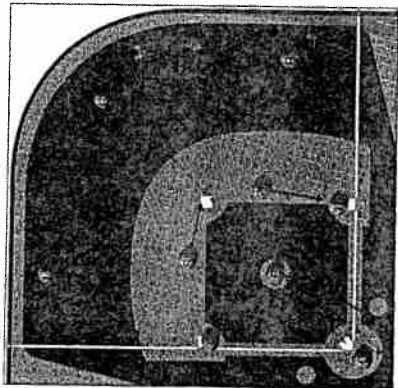
TABLE 14.3 Single With a Runner on Second Base

BALL HIT TO LEFT



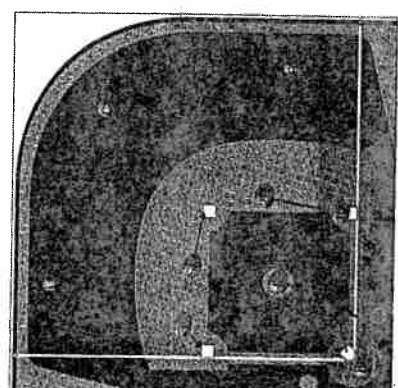
- P Backs up home
- C Covers home
- 1B Covers 1B, moves to cutoff position if to left of SS
- 2B Covers 2B
- 3B Lines up throw home
- SS Covers 3B
- LF Fields ball and throws home
- CF Backs up LF
- RF Moves to infield area

BALL HIT TO CENTER



- P Backs up home
- C Covers home
- 1B Cutoff man behind the mound area
- 2B Covers 1B
- 3B Makes sure runner touches 3B, covers 3B
- SS Covers 2B
- LF Backs up 3B
- CF Fields ball and throws home
- RF Backs up CF

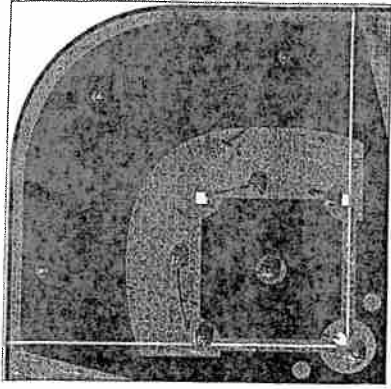
BALL HIT TO RIGHT



- P Backs up home
- C Covers home
- 1B Cutoff man for throw home
- 2B Covers 1B
- 3B Covers 3B
- SS Covers 2B
- LF Backs up 2B area
- CF Backs up RF
- RF Throws to 1B in cutoff position

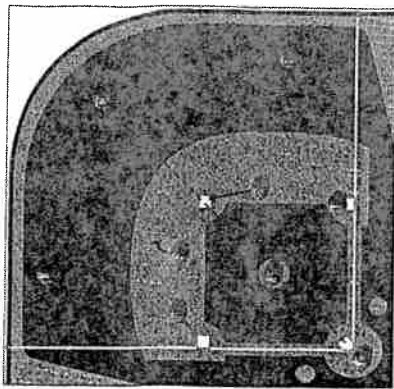
TABLE 14.4 Single With Runners on First and Second Base

BALL HIT TO LEFT



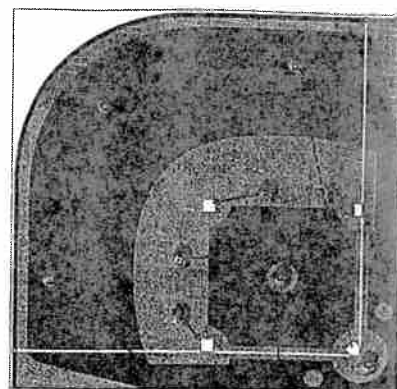
- P Goes between third and home and reacts accordingly
- C Covers home
- 1B Covers 1B and makes sure runner tags it
- 2B Covers 2B
- 3B Cutoff man near home
- SS Covers 3B
- LF Fields ball and throws home
- CF Backs up LF
- RF Moves in toward infield

BALL HIT TO CENTER



- P Goes between third and home and reacts accordingly
- C Covers home
- 1B Cutoff man for throw home
- 2B Covers 2B
- 3B Covers 3B
- SS Lines up throw to 3B
- LF Backs up CF
- CF Throws to cutoff man near home
- RF Backs up CF

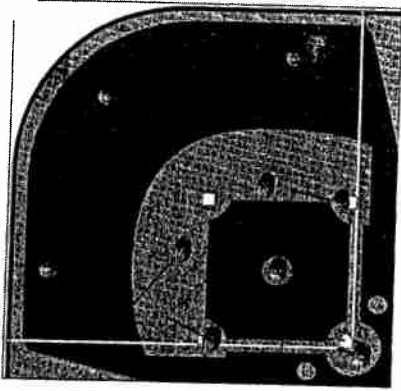
BALL HIT TO RIGHT



- P Goes between third and home and reacts accordingly
- C Covers home
- 1B Cutoff man for throw home
- 2B Covers 2B
- 3B Covers 3B
- SS Lines up throw to 3B
- LF Moves in toward infield
- CF Backs up RF
- RF Throws to cutoff man near home

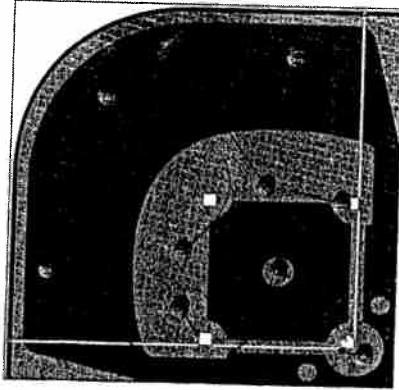
BALL HIT TO LEFT

- P Backs up 3B
- C Covers home
- 1B Watches runner touch base, trails him to 2B
- 2B Covers 3B
- 3B Backup man on tandem relay
- SS Front man on tandem relay
- LF Fields ball and throws to front man on tandem relay
- CF Backs up 2B
- RF Moves toward 1B area



BALL HIT TO RIGHT CENTER

- P Backs up 3B
- C Covers home
- 1B Watches runner touch base, trails him to 2B
- 2B Front man on tandem relay
- 3B Covers 3B
- SS Backup man on tandem relay
- LF Backs up 3B
- CF Goes for ball, hits front man on tandem relay
- RF Goes for ball, hits front man on tandem relay



BALL HIT TO RIGHT

- P Backs up 3B
- C Covers home
- 1B Cutoff man for throw home
- 2B Front man on tandem relay
- 3B Covers 3B
- SS Second man on tandem relay
- LF Backs up 3B area
- CF Moves to 2B area
- RF Goes for ball, hits front man on tandem relay

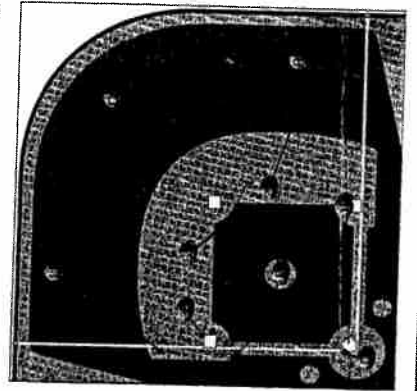
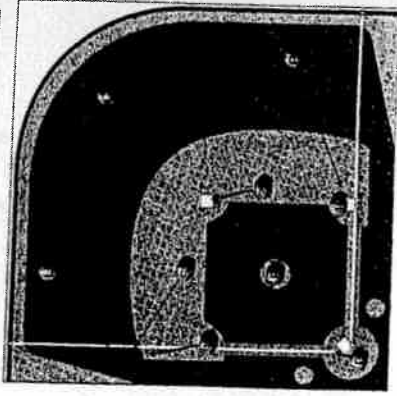


TABLE 14.6 Pop-Up Runners on First and Third

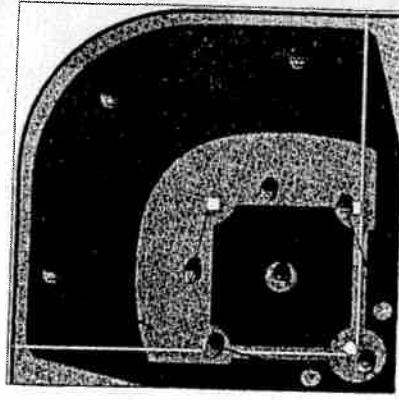
POP-UP TO THIRD-BASE LINE

- P Covers 3B
- C Covers home
- 1B Cutoff man for throw home
- 2B Covers 2B
- 3B Goes for ball
- SS Goes for ball
- LF Goes for ball
- CF Comes to 2B area
- RF Covers 1B



POP-UP STRAIGHT BACK

- P Covers home
- C Goes for ball
- 1B Goes for ball
- 2B Cutoff man for throw to 2B
- 3B Goes for ball
- SS Covers 2B
- LF Goes to 3B area
- CF Backs up 2B
- RF Covers 1B area



POP-UP TO FIRST-BASE LINE

- P Covers 1B
- C Covers home
- 1B Goes for ball
- 2B Goes for ball
- 3B Cutoff man for throw home
- SS Covers 2B
- LF Covers 3B
- CF Comes to 2B area
- RF Goes for ball

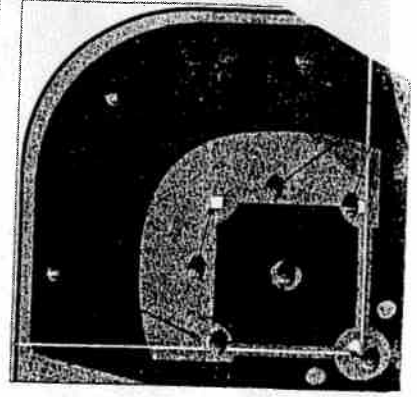
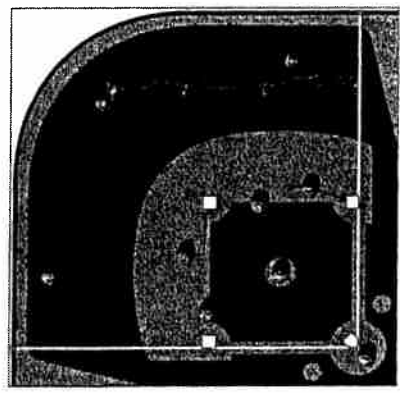
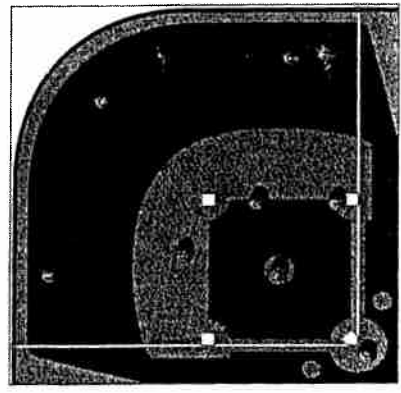


TABLE 4.11 Bunt Defense: Runner on First Base
Second Baseman Charges



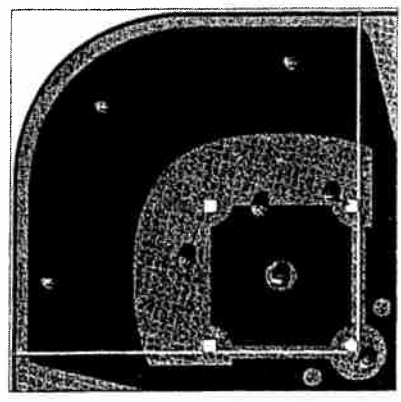
- P** Throws mid-low strike and breaks straight in, has coverage in front of mound, delivers to plate when sees second baseman out of corner of his eye
- 1B** Holds runner on first
- 2B** Starts on infield grass and breaks hard to plate when pitcher comes set, covers first-base side of mound
- SS** Covers second base
- 3B** Starts 15 feet in front of grass and breaks hard when pitcher comes set, has third-base line
- C** Short front, calls where to throw the ball
- LF** Backs up third
- CF** Backs up second
- RF** Backs up first

TABLE 4.12 Normal Bunt Defense: Runners on First and Second



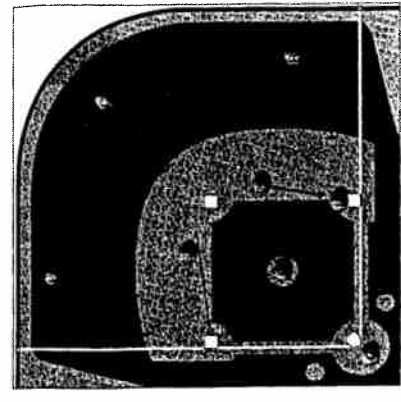
- P** Throws mid-low fastball for a strike when shortstop slaps glove and covers third-base side for bunt responsibility. If he can get the ball he calls "Mine, mine, mine," and fires to the third baseman. If he can't get the ball and the third baseman fields the ball, he goes in front of him and covers third base.
- 1B** Starts 15 feet from first-base grass and charges hard when batter squares. Listens to catcher for the call.
- 2B** Cheats toward first base from shallow second and covers first base from right-field side.
- SS** Holds runner close at second base. As pitcher comes to stretch he jabs hard with left foot toward second base and claps glove hard, indicating to the pitcher to pitch. If runner is too far off, opens glove and runs daylight pickoff.
- 3B** Plays slightly in front of third base with view of runner, pitcher, and hitter. Takes a couple of steps in on pitch and reads bunted ball. If pitcher calls for ball, he covers third base. If he reads that pitcher can't get the ball, he calls for the ball and makes the play at first base.
- C** Covers in front of plate and calls where the ball should be thrown.

TABLE 4.3 Bunt Defense: Runners on First and Second
Second Baseman Charges



- P** Throws a mid-low strike when he sees second baseman out of corner of his eye. Covers third-base line and calls ball. If he can't field ball, covers third base.
- 1B** Holds runner and stays on the bag.
- 2B** When pitcher comes set, breaks hard to home plate.
- SS** Covers second base
- 3B** Plays slightly in front of base and reads bunted ball. If pitcher calls for ball, he covers third base. If pitcher doesn't call for ball, he comes in, fields ball, and makes the play to first base.
- C** Calls play and has responsibility in front of plate.

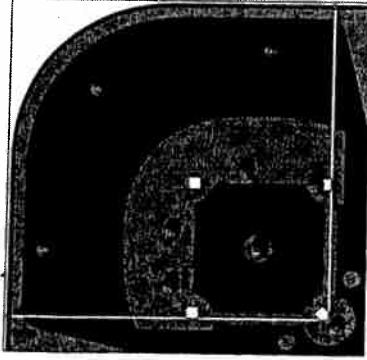
TABLE 4.4 Normal Bunt Defense: Runners on First and Second Base
No Bunt Defense



- P** Throws a mid-low strike and delivers ball when shortstop reverses direction and has the base runner beat by at least four steps. He then charges ahead and has responsibility in front of the mound.
- 1B** Charges toward home plate.
- 2B** Jabs two steps hard to second base, then covers first base.
- SS** Starts in normal position. When pitcher gets down in stretch position, jabs two steps hard toward second base, slaps his glove in the same direction, and sprints to cover third base.
- 3B** Plays slightly in front of third base with view of runner, pitcher, and hitter. Reads shortstop. If shortstop has runner beat, charges toward home plate. If the runner comes with the shortstop to third base, he retreats to third base and prepares for a throw from catcher. If hitter squares to bunt, he has left-side responsibility.
- C** Calls play and has short front responsibility.

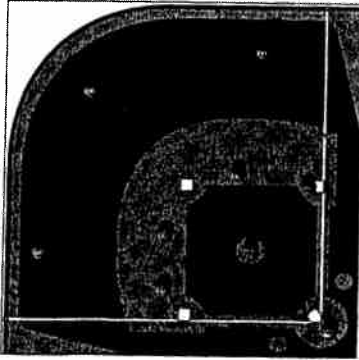
You want to use this aggressive bunt defense when you are sure that the offense is bunting. The play is designed to get the out at third base.

TABLE 14.7 Posing Ball on Wild Pitch With Bases Loaded



P	Covers home
C	Gets ball and throws to pitcher
1B	Goes to mound area to back up throw from pitcher
2B	Breaks in front of mound to back up throw from catcher
3B	Covers 3B
SS	Covers 2B
LF	Backs up 3B
CF	Backs up 2B
RF	Backs up 1B

TABLE 14.8 Runner at Second Base, Ball Four or Strike Three, Ball Caught by Catcher



P	Covers home
C	Gets ball and throws home; if runner not coming throws to SS
1B	Covers 1B
2B	Cutoff position behind mound, reads runners
3B	Covers 3B
SS	Covers 2B
LF	Backs up 3B
CF	Backs up 2B
RF	Backs up 1B

Rundowns

Rundowns are an integral part of the game of baseball, and thus the defensive team must practice them even though they occur less frequently than other defensive situations do. Handled properly by the defense, rundowns can be a pivotal point in the outcome of a ballgame. Rundowns may help your team out of a tough situation by foiling a rally by the opposition and should be an automatic out for the defense.

We observe some general rules in our rundown system. First, we want to make the runner commit himself and run at full speed in either direction. When a base runner is able to stop and change direction easily in a rundown, it is generally because he is able to stay under control while running and has not been forced to run full speed. When the defense forces a runner to run at full speed, he cannot easily stop and change direction. So the infielders can control a base runner running at full speed.

Another rule is to make at most one or two throws. With this method we would chase the runner in the direction he is going initially, usually forward. This technique requires the defense to make one throw. Trying to run him back to the base he last touched often requires an extra throw with additional chance for error. The one exception to this method is when we catch a runner between third base and home plate. If the runner goes beyond the halfway point in this situation, the third baseman will unload the ball to home plate, and we execute the rundown going back toward third base. That way, a mistake does not occur at the plate that allows the runner to score.

We have several general rules for the infielder with the ball. If the runner breaks hard and reaches the point of no return, the infielder unloads the ball. If the runner does not commit, then the infielder sprints the runner as hard as he can and anticipates a call for the ball. The infielder with the ball should run with the ball in the throwing position. If the runner is going away from his original base, the throw should be on the outside of the base line. When running a man back to his original base, the throw should be on the inside of the base line; the man catching the throw will be moved over, and the ball will be on his glove side. For left-handed throwers, the opposite is true, so an infielder receiving the throw moves over and lines up to receive the throw on the opposite side. The infielder without the ball should set up, go to the base if necessary, or close the gap. He should give the throwing infielder three keys about when to throw the ball:

1. He moves both his hands to a position head high.
2. He takes his first aggressive step forward off the base.
3. He yells "Ball."

He does all of this at the same time, which tells the throwing infielder to deliver him the ball head high. We want the throw from the head on up because this is an easy ball to handle when running.

In a typical rundown, you have a runner caught and you must get him with one throw. The infielders should get either outside or inside the base line. The fielder with the ball must go full speed at the runner to get him going full speed to the next base. The fielder with the ball will have his arm up in a throwing position as he runs, never faking the throw. When he does throw the ball on command from the receiving infielder, he throws the ball

not with a normal motion but as if he were throwing a dart. If he throws it with full arm motion, he will have difficulty controlling the flight of the ball.

The key to the timing of the play is the receiving infielder, who positions himself on or beside the base the runner is running toward. If the fielder with the ball is doing his job, he should have the runner running toward the receiving infielder at close to full speed. The receiving infielder will then give the three keys about when to throw the ball: (1) both hands head high, (2) an aggressive step in, and (3) a yell of "ball." If the timing is good, the runner has no chance to avoid a tag.

The infielder should make the tag with the ball in the glove and the free hand on the ball to prevent it from falling out of the glove on the tag itself. The infielder throwing the ball should always lean away from the path of the runner after throwing the ball. If he is over halfway down the base line when he delivers the ball, he continues to the forward base. If he is less than halfway, he turns back and covers the back base. Backup people are at the bases in case two throws are needed. They use the same fundamentals on the second throw. On any pickoff at first base, the pitcher backs up first base. On a pickoff at second base, the pitcher backs up third base. On a rundown between third and home, the pitcher has the plate until the first baseman relieves him. The pitcher then backs up the play at home plate. Players should always continue a rundown until the umpire signals "Out." They must not assume that a runner is out because he ran out of the baseline or they tagged him out.

Bunt Defense

The main goal of any bunt defense is to get an out. Each of your bunt defenses is designed to get an out at a certain base. If getting that out is not possible, you must get the batter out. Many big innings occur when a defensive team does not get an out in a sacrifice-bunt situation.

The key to running a good bunt defense is having the fielder make the correct decision about where to throw the ball. The bunted ball will dictate which base to throw the ball to. All bunt defenses should be put on by the catcher, who gets the play from the coach.

Bunt defenses start with the pitcher throwing a strike on the lower part of the plate, a pitch that is hard to bunt. A large percentage of pitches thrown up in the strike zone are called balls, so pitching high tends to lead to walks in bunting situations. In addition, a ball up is more vulnerable to be hit hard. That becomes a factor if the bunter pulls back to hit. A strike is important in this situation because if the bunter takes the pitch, the offense will see your defense. They may then change the direction of the bunt, execute a hit-and-run, fake bunt and slash, or do any number of things.

A missed bunt is a great opportunity to pick off a base runner. Many base runners tend to overextend their secondary leads in bunt situations. Catchers should look for those opportunities.

You can try several maneuvers to see if a team is bunting or not. You can have your pitcher go to a long count and step back, use the inside move at second base, or try a pickoff attempt because many hitters will give the play away with their hands.

To confuse the offense, all bunt defenses should look the same. You can and should use pickoffs at each base off your bunt defenses.

Tables 14.9 through 14.14 describe and illustrate the most effective bunt defenses in specific game situations.

TABLE 14.9 Normal Bunt Defense, Runner at First Base

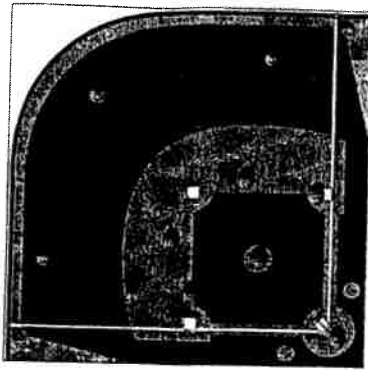
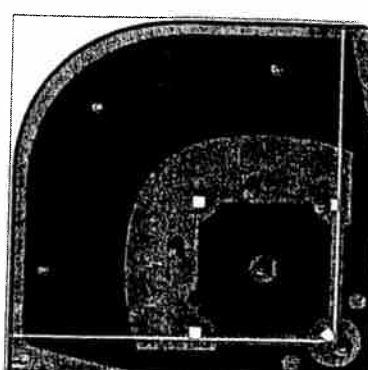
- 
- P** Holds runner close at first base, throws a mid-low fastball for a strike, and has front and left-side responsibilities
 - 1B** Holds runner on until pitcher delivers the pitch, then charges the plate
 - 2B** Cheats up and over and covers first base
 - SS** Covers second base
 - 3B** Starts 15 feet in on grass and charges the plate, has priority over everyone on bunted ball
 - C** Covers in front of plate, calls where to throw the ball, has priority over pitcher and first baseman

TABLE 14.10 Bunt Defense, Runner at First Base Breaks Early

- 
- P** Throws mid-low strike, covers areas in front of the mound, covers third if third baseman fields bunt
 - 1B** Breaks to home plate when pitcher reaches top of stretch
 - 2B** Cheats up and over, covers first base
 - SS** Covers second
 - 3B** Starts 10 feet in front of grass, charges when pitcher reaches top of stretch
 - C** Covers in front of plate, makes call to infielders, has priority over pitcher and first baseman, covers third if pitcher isn't there