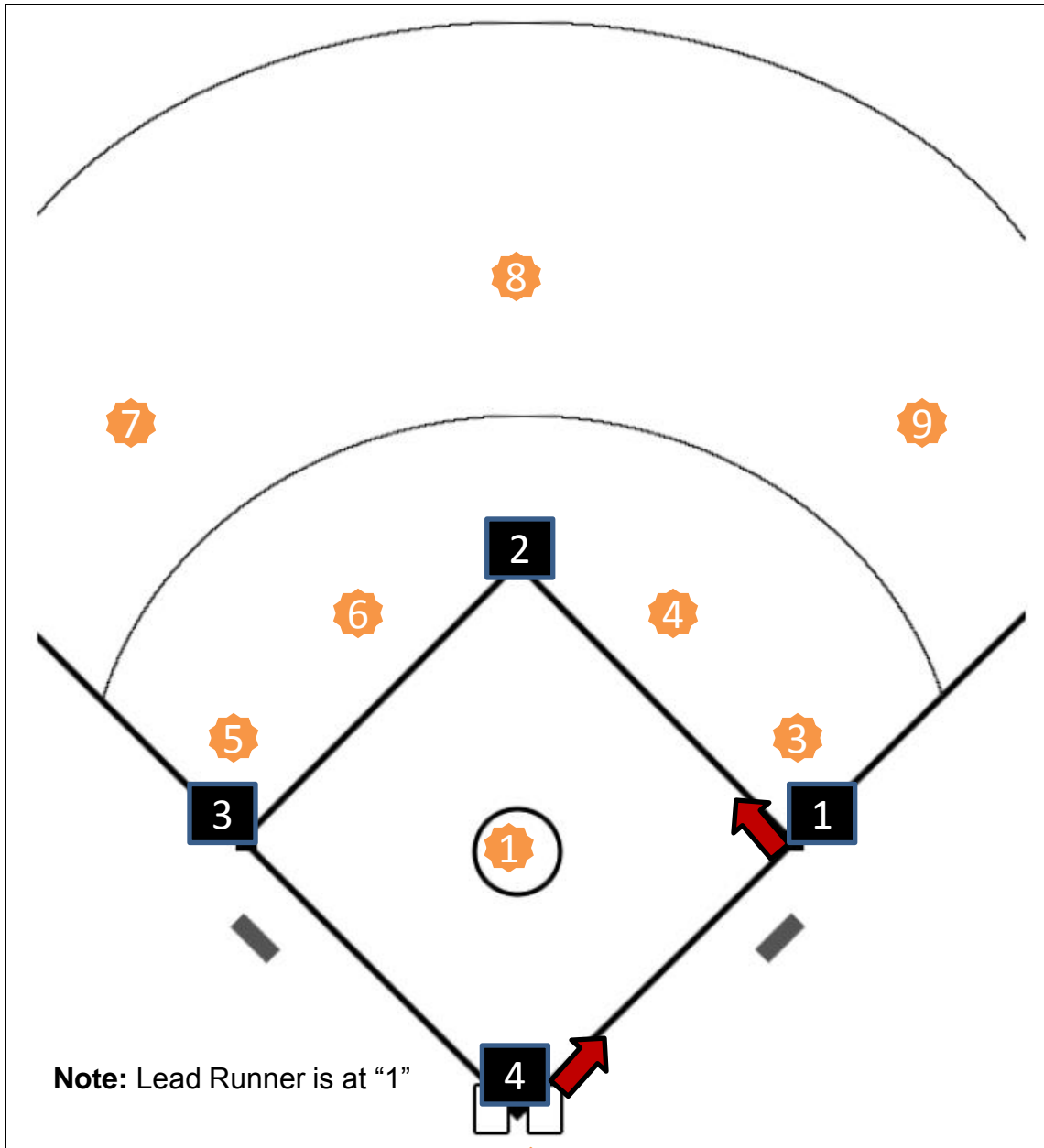


### Positions

- 1** = Pitcher
- 2** = Catcher
- 3** = First Baseman
- 4** = Second Baseman
- 5** = Third Baseman
- 6** = Short Stop
- 7** = Left Fielder
- 8** = Center Fielder
- 9** = Right Fielder

### Bases

- 1** = 1<sup>st</sup> Base
- 2** = 2<sup>nd</sup> Base
- 3** = 3<sup>rd</sup> Base
- 4** = Home Plate



**Runner on 1<sup>st</sup> less than 2 outs**

Play = F 2, 1 (Force out at 2 & 1)

**Infielders:** If the batted ball takes you TOWARD **2** or the ball is hit directly to you hard, look to take the lead runner out at **2** .

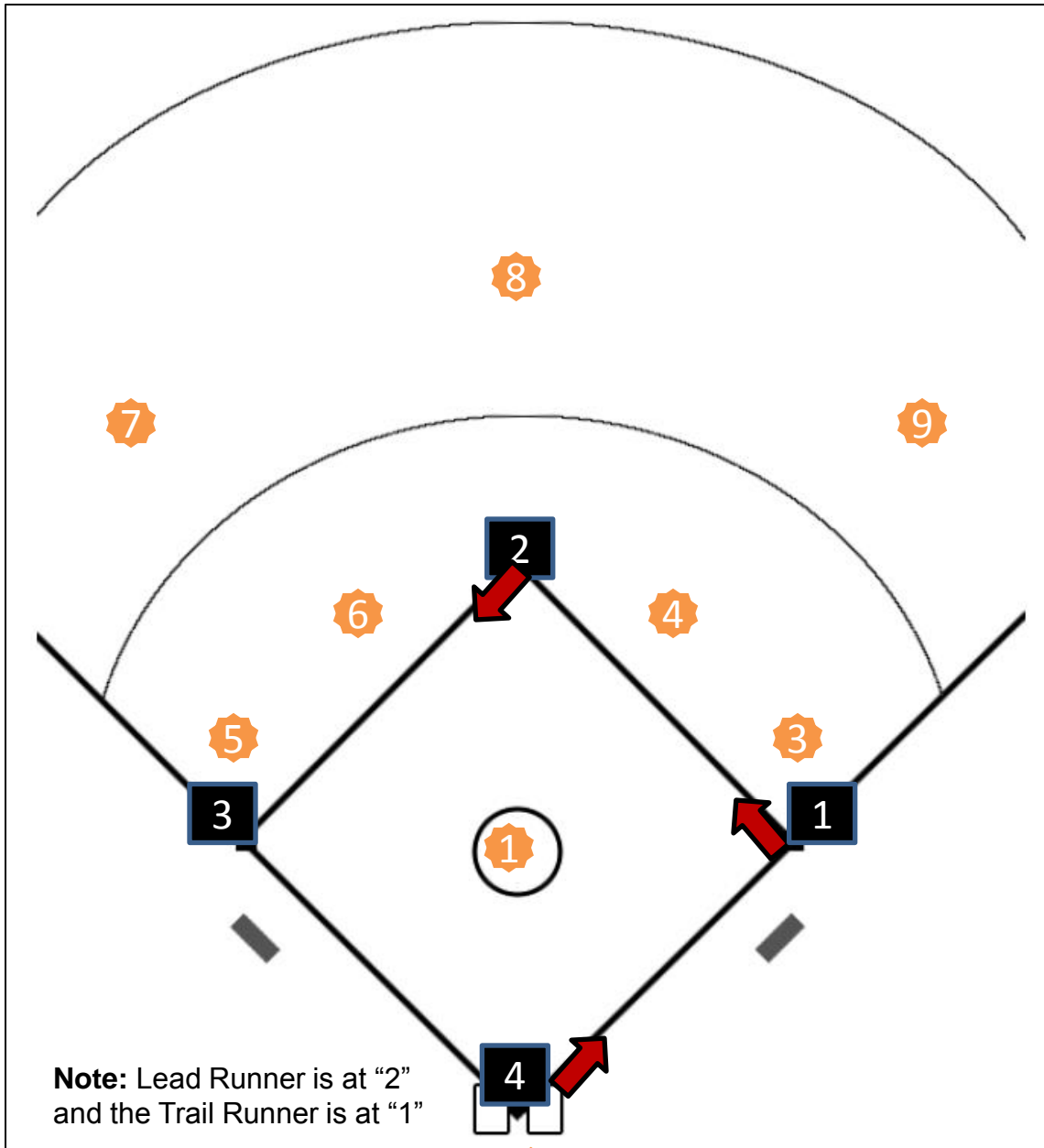
If the batted ball takes you AWAY from **2** take the batter runner out at **1** .

**Pitcher:** If the batted ball is hit sharply to you look for a play at **2** then **1** .

Anything that takes you several steps out of the "Circle" immediately go to **1**

**Catcher:** Anything in front of the plate take the batter runner out at **1**

**CRITICAL:** On any play to **1** , First Base must immediately be prepared for lead runner trying to cross over to **3** . Third Base needs to get back to cover their base, First Base secures the out then comes in toward the circle aggressively.



Runner on 1<sup>st</sup> & 2<sup>nd</sup> less than 2 outs

Play = F 3, 2, 1 (Force out at 3, 2 & 1)

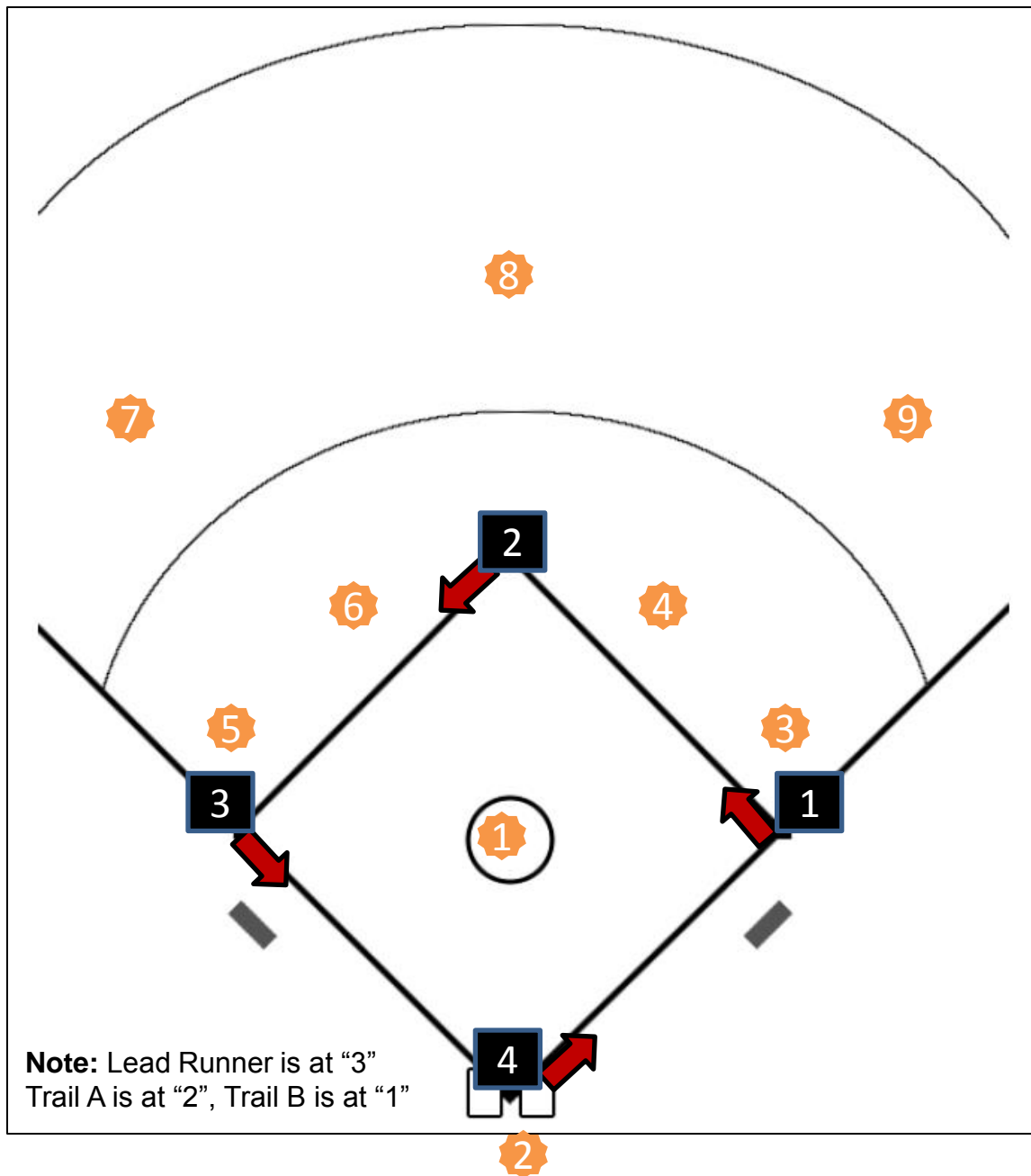
**First Base & Second Base :** If the batted ball takes you TOWARD **2** or the ball is hit HARD to you directly, look to take the trail runner out at **2** .

If the batted ball takes you AWAY from **2** take the batter runner out at **1**

**Shortstop:** If the batted ball is hit HARD to you look to take lead runner out at **3**  
 If the batted ball takes you TOWARD **2** look to take the trail runner out at **2** if you need to go in on the ball take the batter runner at **1**

**Third Base, Pitcher & Catcher:** If the batted ball is hit HARD to you directly take the lead runner out at **3** , if you need to take several steps take the batter runner out at **1**

**CRITICAL:** On any play to **2** or **1** all infielders must immediately be prepared for lead runner trying to score at **4** .  
 Catcher must call RUNNER 4, 4, 4.



**Runner on 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> less than 2 outs**

**Play = F ALL (Force out All Around)**

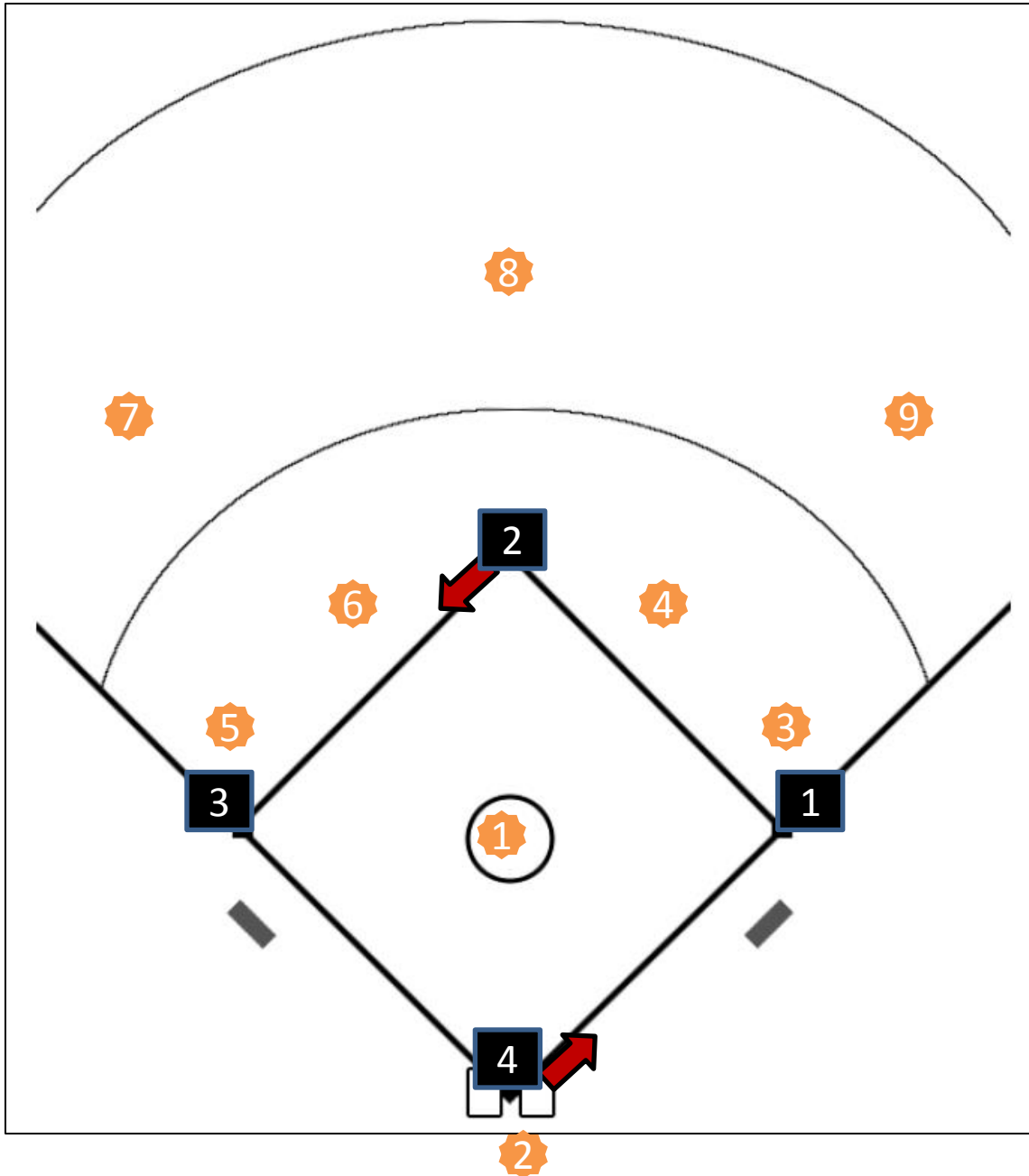
**Infielders:** Take the force out where the batted ball takes you. Easiest BASE.

**Pitcher:** If the batted ball is hit HARD to you take lead runner out at **4**. If the batted ball takes you TOWARD **3** look to take the trail A out at **3** if you need to go in on the ball look to take the lead runner at **4** then batter runner at **1**

**Catcher:** If the batted ball is hit directly in front of HOME PLATE, within 2 quick steps, take the lead runner out at **4**

**Pitcher** Must Be Aggressive on balls in front of the circle!!! **Catcher** needs to hang on the Porch and cover Home!!

**CRITICAL:** On any play to **2** or **1** all infielders must immediately be prepared for Trail A trying to score at **4**. Catcher must call RUNNER 4, 4, 4.



**Runner on 2<sup>nd</sup> less than 2 outs**

Play = Check 2, Play 1

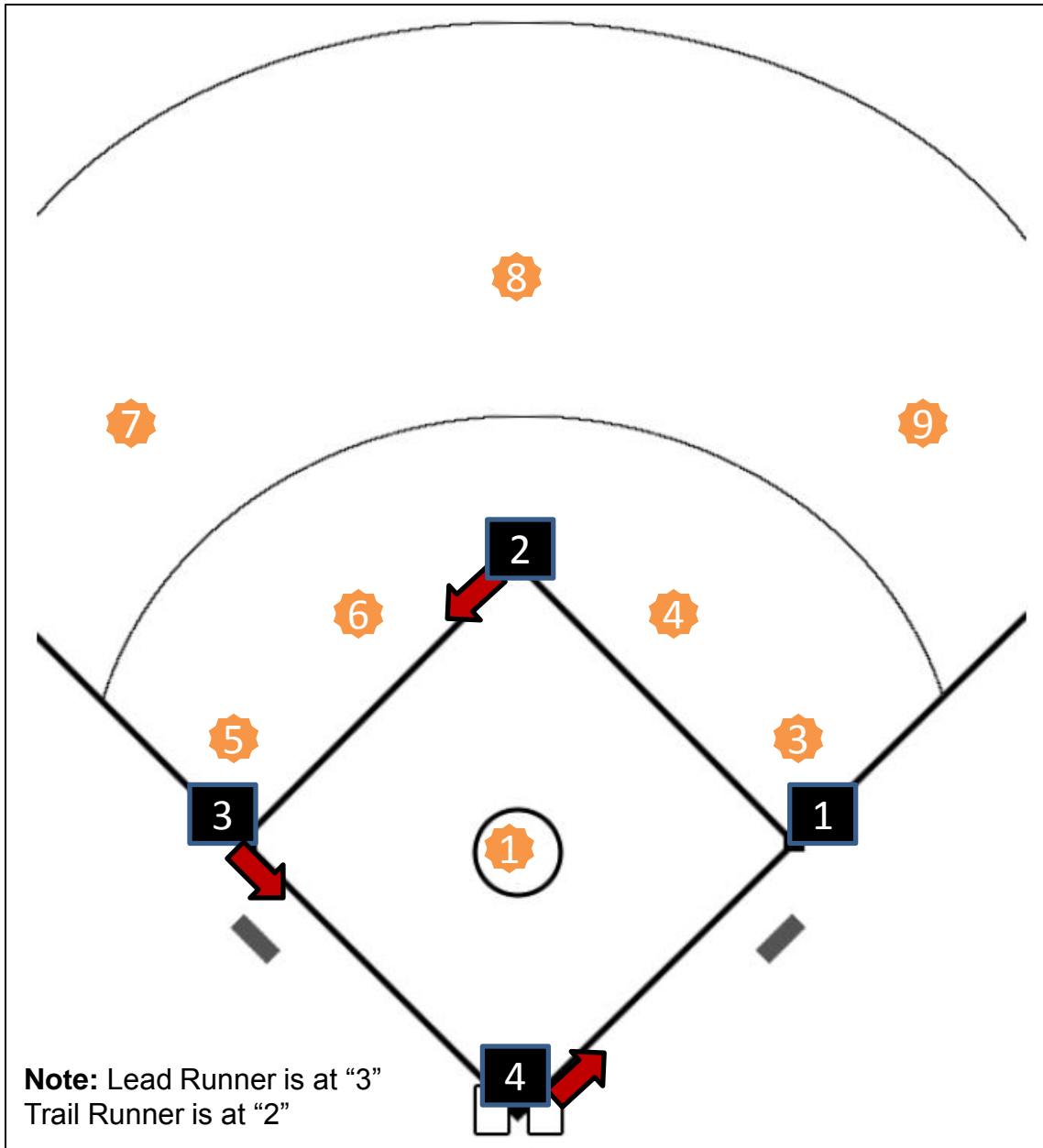
**Infielders & Pitcher:** On a hard hit ball to you, CHECK the runner at **2** then immediately go **1**.

If you need to take a few steps to the ball immediately go **1**

**Catcher:** If the batted ball is hit directly in front of HOME PLATE, immediately go **1** then back to Porch to cover Home!!

**Third Base** Must Get Back to your base and defend against the runner who likely will attempt to cross-over after any throw!!

**CRITICAL:** On any play to **1** First Base must immediately be prepared for the runner trying to come around to **4**. Third Base needs to get back to cover their base, Catcher secures the plate anticipating a tag play aggressively.



**Runner on 2<sup>nd</sup> & 3<sup>rd</sup> less than 2 outs**

Play = Check 3, 2, Play 1

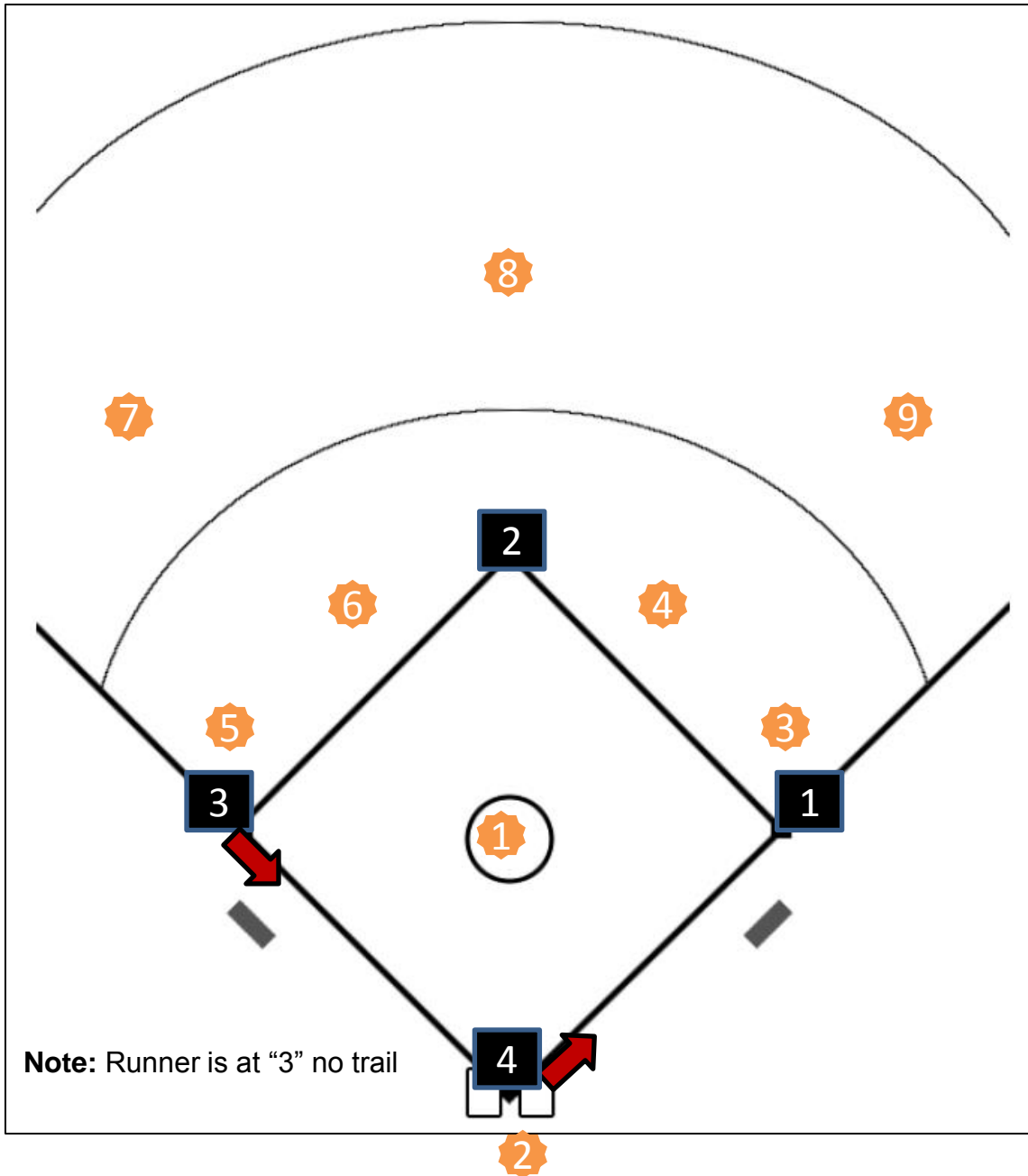
**Infielders & Pitcher:** On a hard hit ball to you, CHECK the runner at **3** then immediately go **1**.

If you need to take a few steps to the ball immediately go **1**

**Catcher:** If the batted ball is hit directly in front of HOME PLATE, immediately go **1** then back to Porch to cover Home!!

**Shortstop & Third Base** Be Alert!! If the ball is hit to you and the trail runner **2** makes a mistake you may have an easy tag play as the lead runner does NOT have to leave **3**

**CRITICAL:** On any play to **1** First Base must immediately be prepared for the lead runner trying to score or the trail runner trying to come around also. Third Base needs to get back to cover their base, Catcher secures the plate anticipating a tag play aggressively.



**Runner on 3<sup>rd</sup> less than 2 outs**

**Play = Check 3 Play 1**

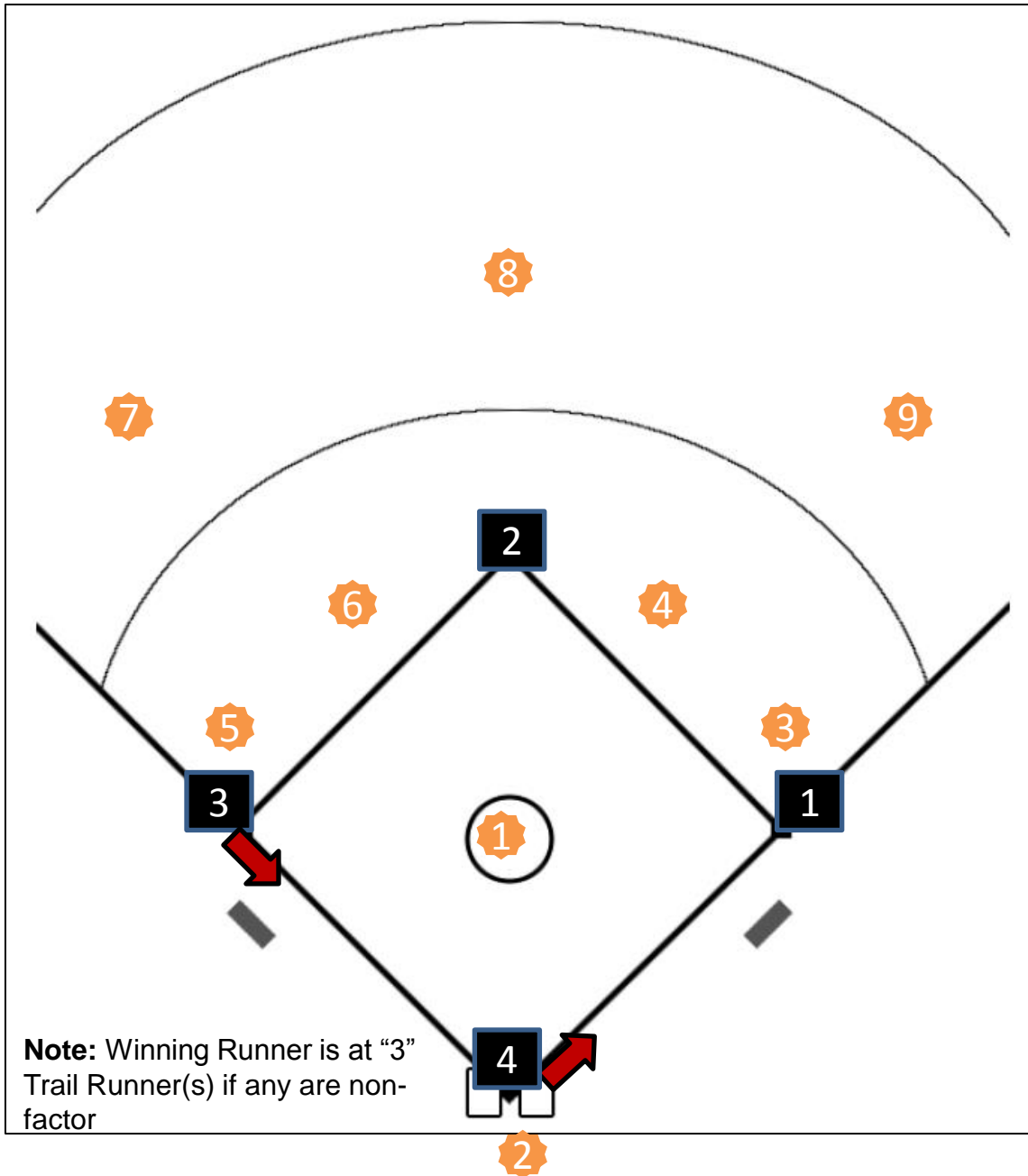
**Infielders & Pitcher:** On a hard hit ball to you, CHECK the runner at **3** then immediately go **1**.

If you need to take a few steps to the ball immediately go **1**

**Catcher:** If the batted ball is hit directly in front of HOME PLATE, immediately go **1** then back to Porch to cover Home!!

**Third Base:** Be Alert!! If the ball is hit to you and the runner makes a mistake you may have an easy tag play or rundown on the runner at **3**

**CRITICAL:** On any play to **1** First Base must immediately be prepared for the runner trying to score. Third Base needs to get back to cover their base, Catcher secures the porch anticipating a tag play at **4** aggressively.



**Runner on 3<sup>rd</sup> less than 2 outs is  
Winning Run (or 2<sup>nd</sup> & 3<sup>rd</sup>)**

**Play = Porch**  
(infield is in knock the ball down at all costs)

**Shortstop & Third Base :** On a hard hit ball to you, CHECK **3** if runner breaks throw to **4**

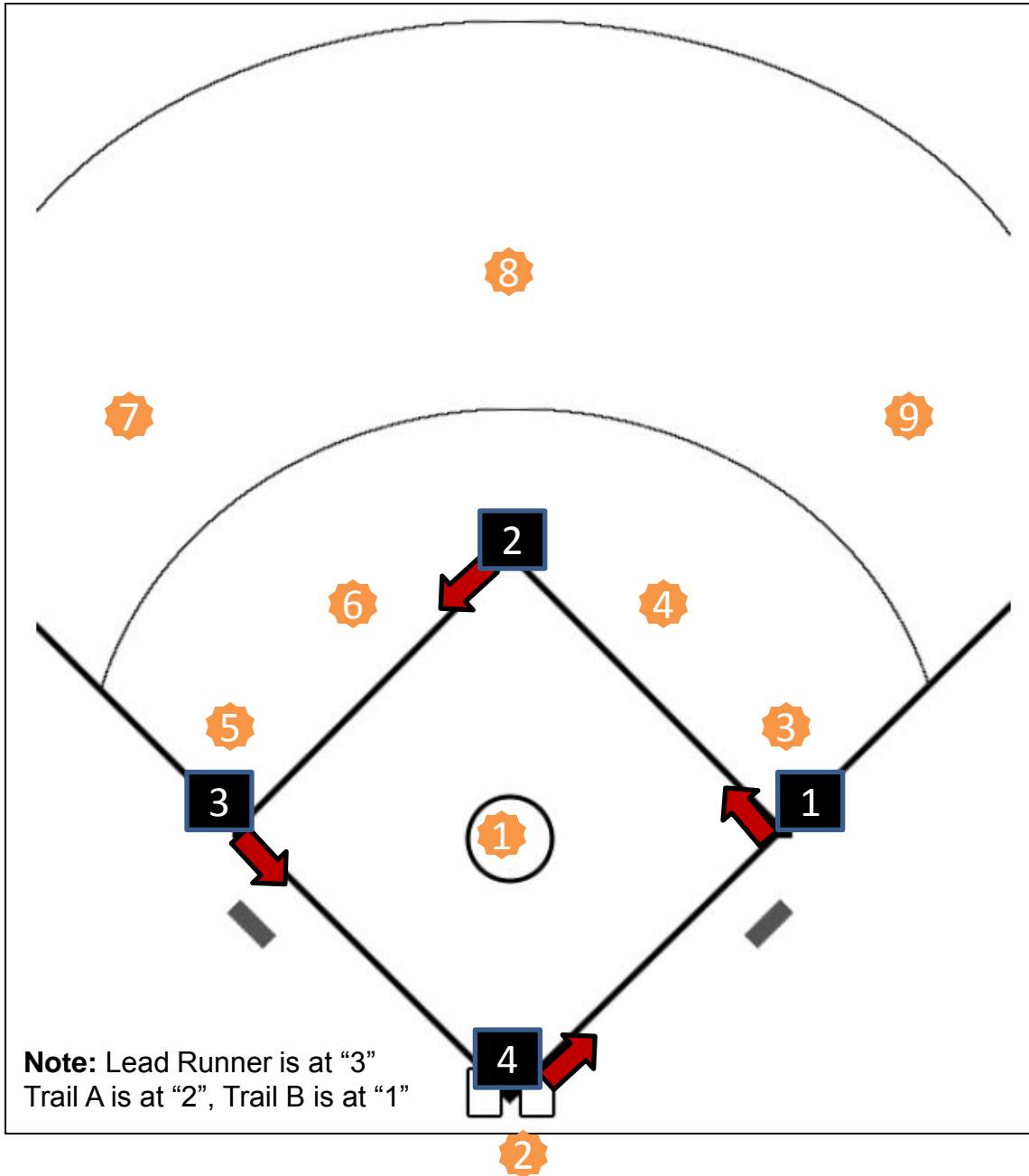
If the runner at **3** holds, fake throw to **1** then look back to catch runner at **3** off guard.

**First Base, Second base & Pitcher:** On a hard hit ball to you, CHECK **3** if runner breaks throw to **4**

If the runner at **3** holds take the batter runner out at **1** then **First Base** immediately assume the runner is going to break for **4**

**Critical:** **Catcher** protect the PLATE at all costs, **Pitcher** must be ready to move swiftly on softly hit balls in front of the circle. ALL anything soft be ready to go to **4** !!!!





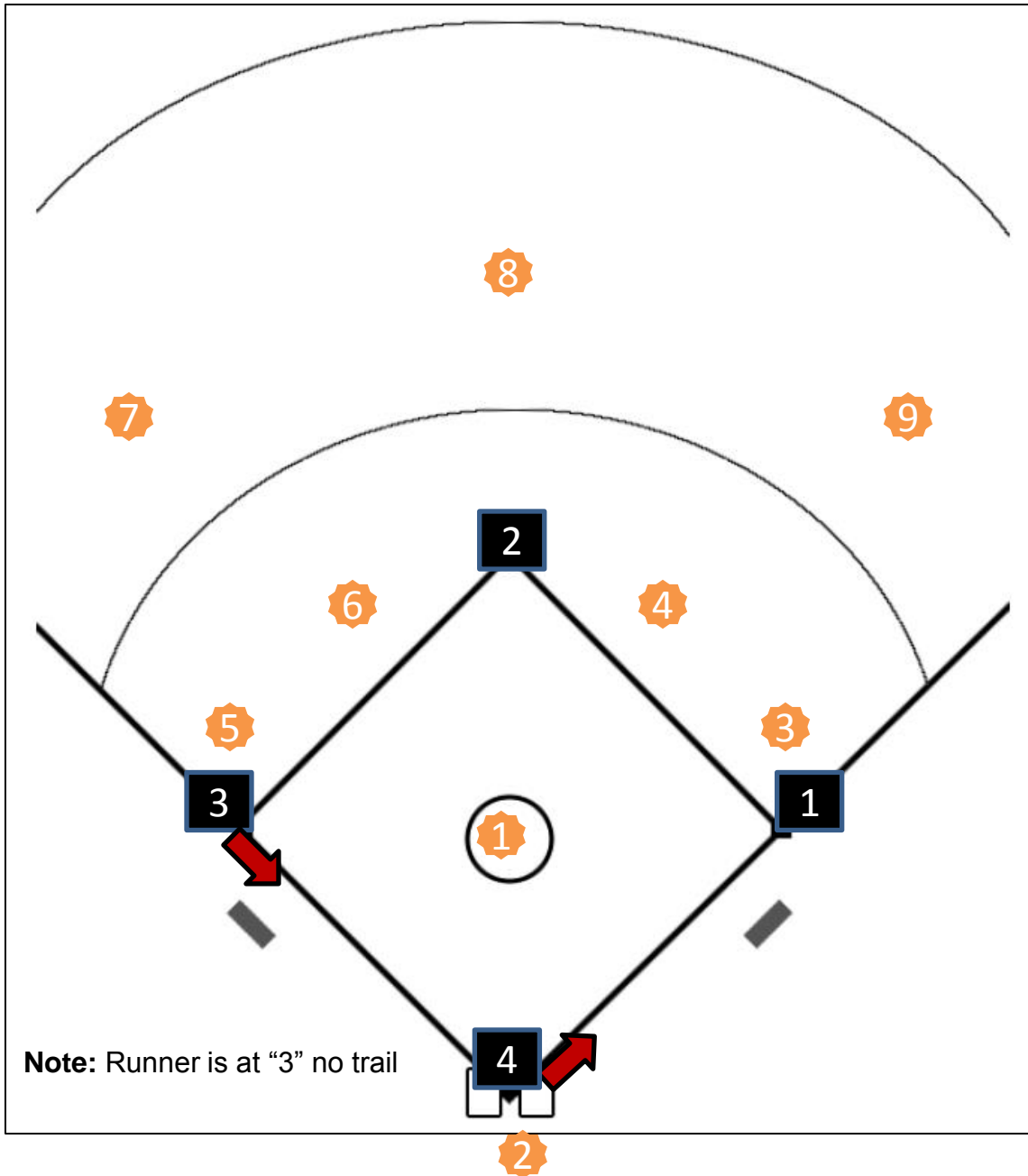
**Bases Loaded, Runner on 3<sup>rd</sup> less than 2 outs is Winning Run**

**Play = F4**  
(infield is in knock the ball down at all costs)

**All Positions:** Get the ball throw to **4** for the force out no matter what.

**Critical:** **Catcher** protect the PLATE at all costs, **Pitcher** must be ready to move swiftly on softly hit balls in front of the circle.

**CRITICAL:** Do not fall asleep after the force out at **4** is made, trail runner at **3** may try to sneak in behind. **BE ALERT!!**

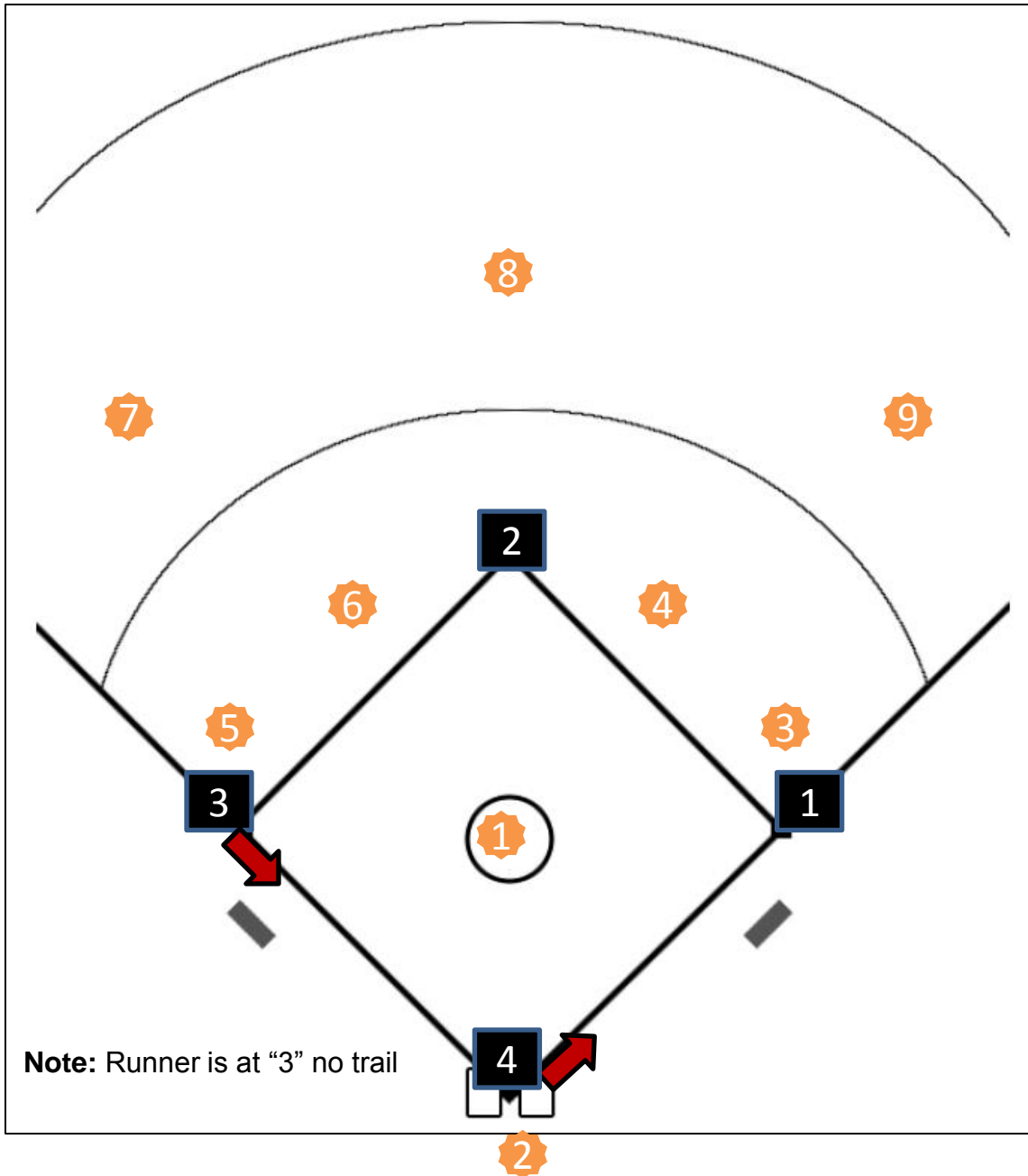


Runner on 3<sup>rd</sup> less than 2 outs

Play = Batter Runner Walks "DUCK"

**Action:** Catcher gets ball back to the circle immediately. Pitcher keeps eye on runner at **3**. Shortstop backs up the Pitcher, Second base covers **2**, Third base stays covers **3**, First base stays by to cover **1**

If the batter runner commits to **2** then First base will shout "DUCK", pitcher throws to Second base covering **2** tag the runner take the out.



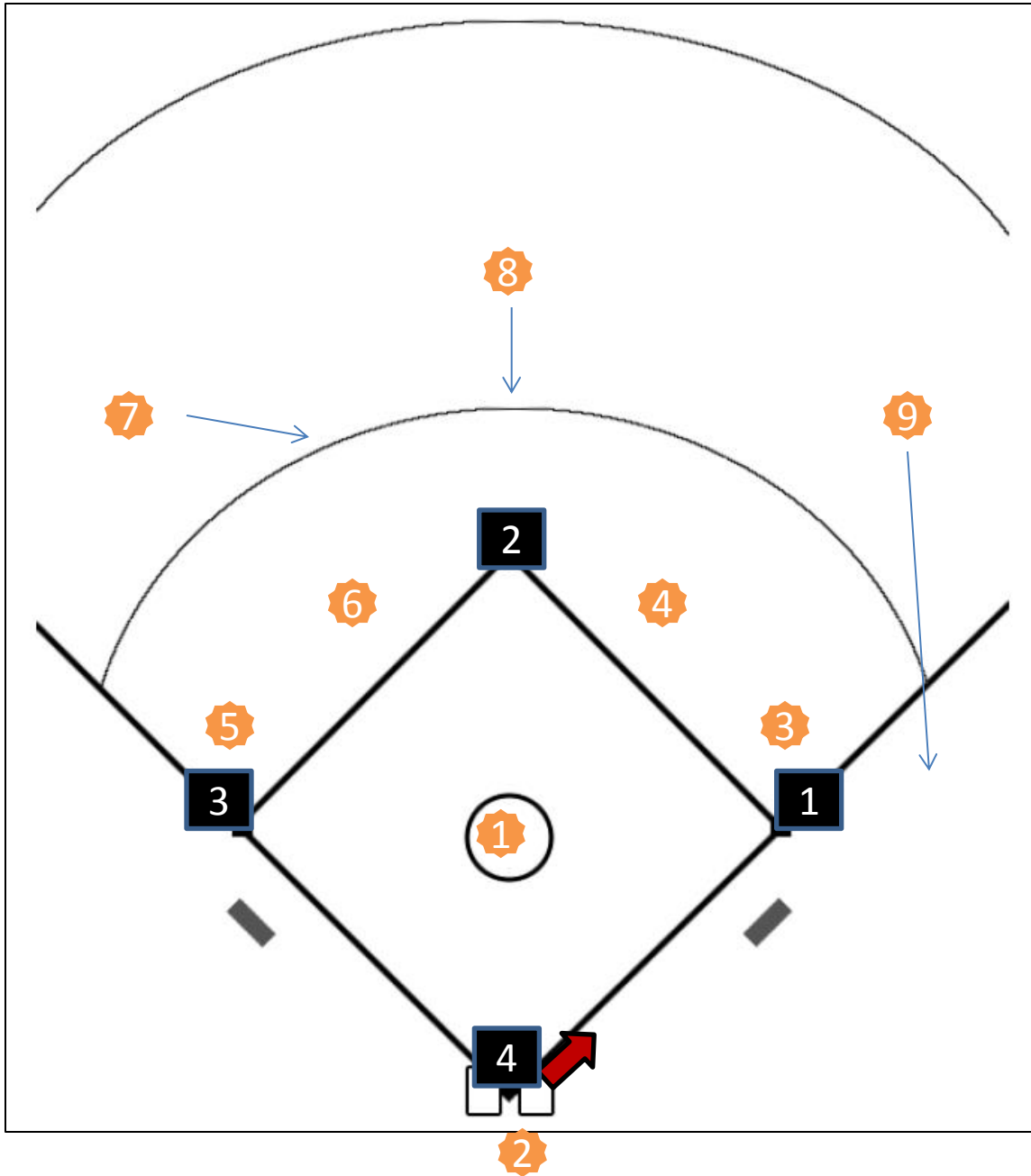
Runner on 3<sup>rd</sup> less than 2 outs

Play = Batter Runner Walks

Action: Catcher throws to First base on called ball four. If runner on **3** breaks for **4** First base throws back to the catcher at **4** .

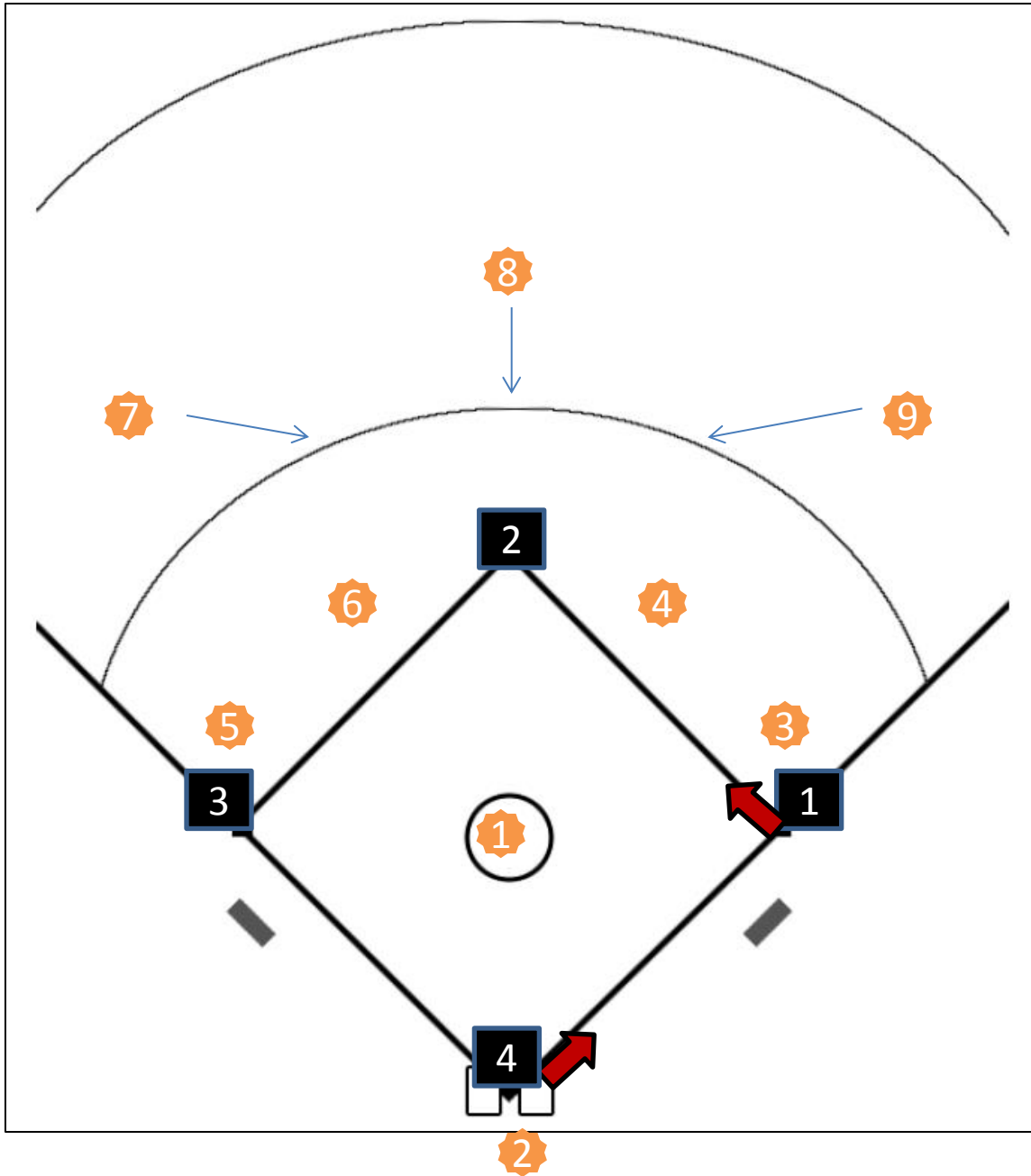
After the catcher tags the runner out at **4** immediately watch for batter runner trying to move all the way around to **3**

\*not going to share this one yet but alternative scenario we've discussed and can practice done the road.



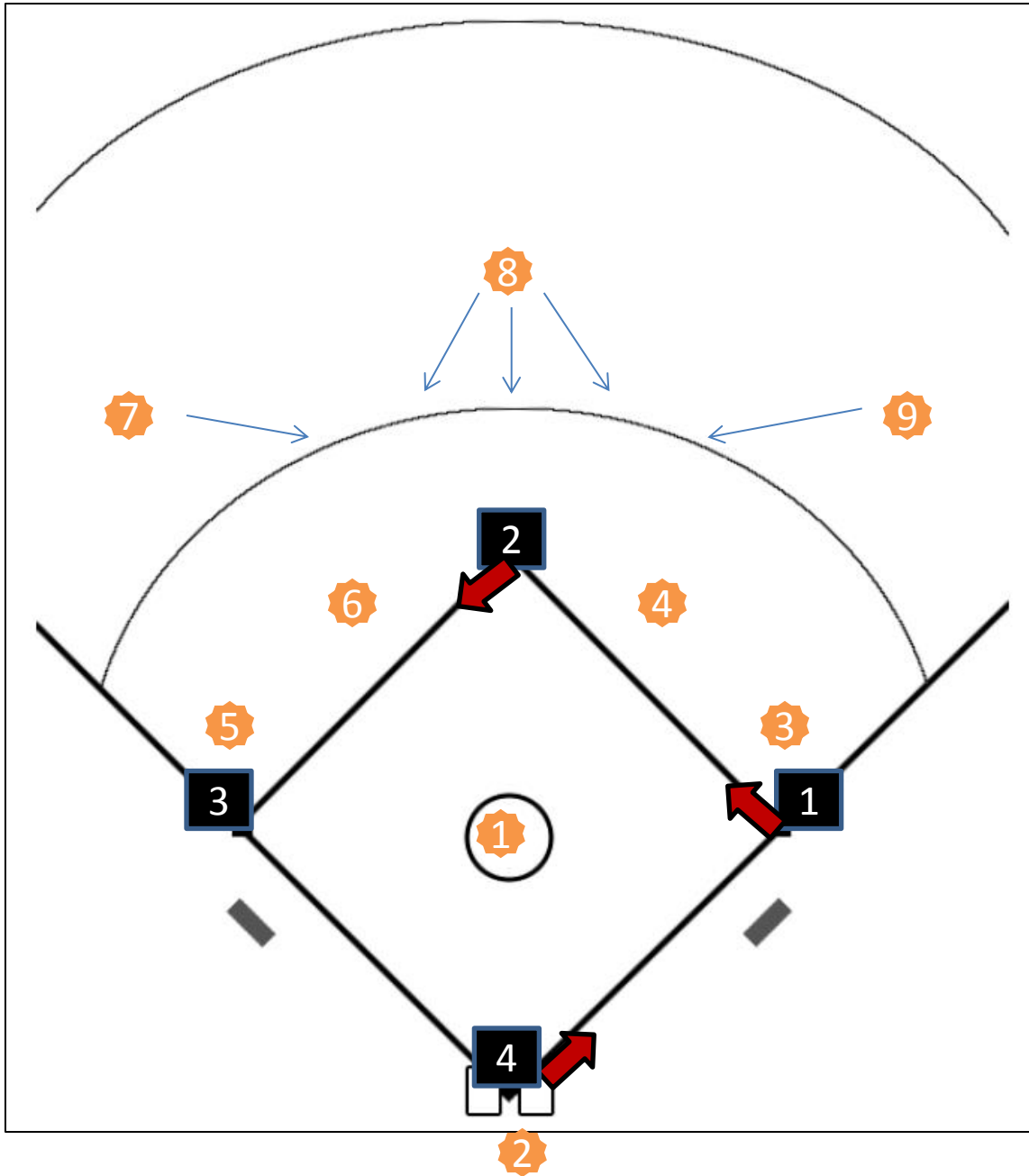
**Outfield Rotation:**  
 Play to **1** No Runners on.

**Right field** backs up throw to **1**  
**Center field** comes in to back up any possible play at **2**  
**Left field** slides in to back up any possible throw to **2**



**Outfield Rotation:**  
 Play to **2** Runner on **1** .

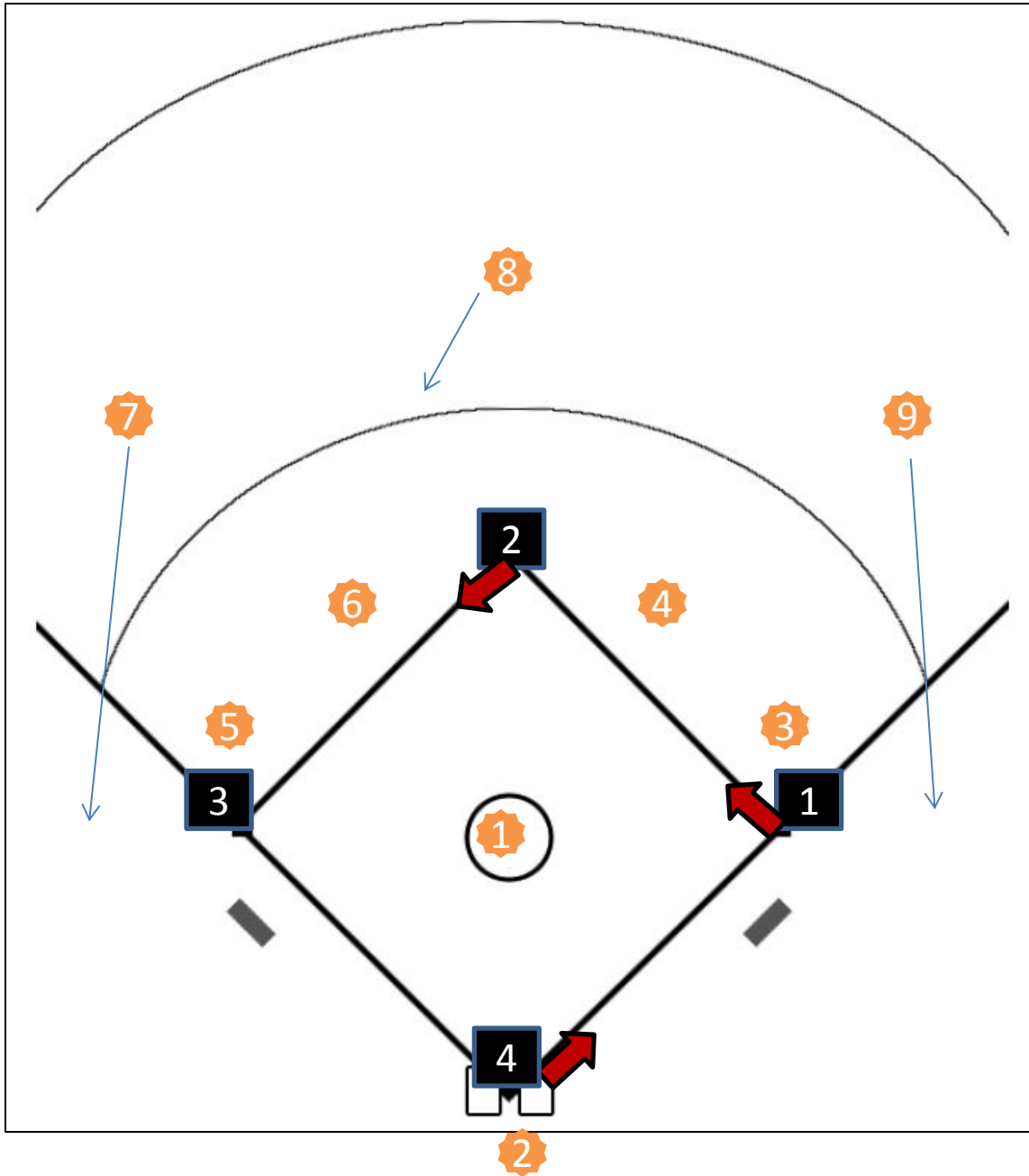
**Right field** backs up throw to **2**  
**Center field** comes in to back up any possible play at **2**  
**Left field** slides in to back up any possible throw to **2**



**Outfield Rotation:**  
 Play to **2** Runner on **1** & **2**.

**Right field** backs up throw to **2**  
**Center field** comes in to back up any possible play at **2**

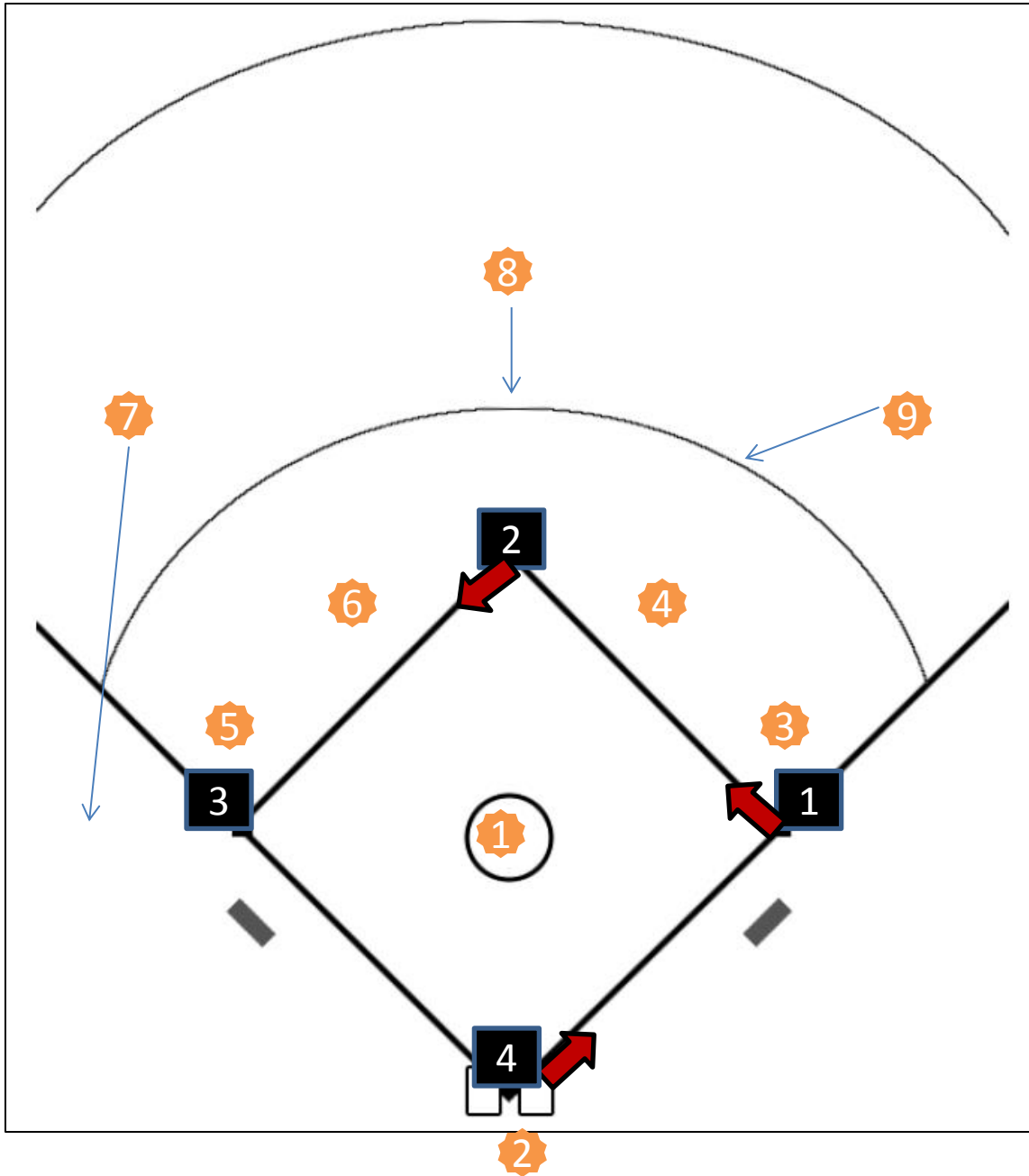
**Left field** slides in to back up any possible throw to **2**



**Outfield Rotation:**  
 Play to **1** Runner on **1** & **2** .

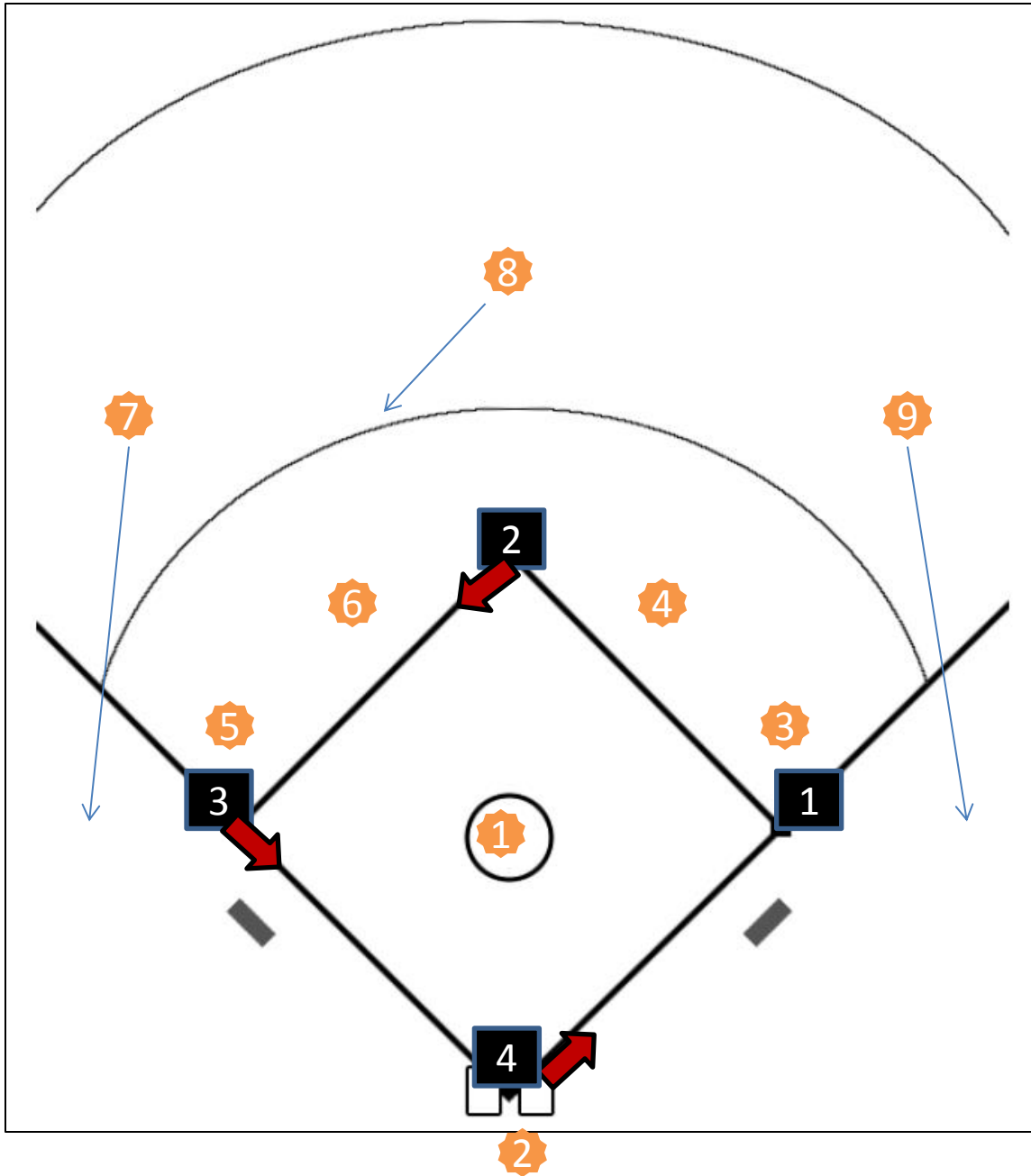
**Right field** backs up throw to **1**  
**Center field** comes in to back up any possible play at **2**

**Left field** slides in to back up any possible throw to **3**



**Outfield Rotation:**  
Play to **3** Runner on **1** & **2** .  
**Right field** backs up throw to **2**  
**Center field** comes in to back up any  
possible play at **2**  
**Left field** slides in to back up the throw  
to **3**

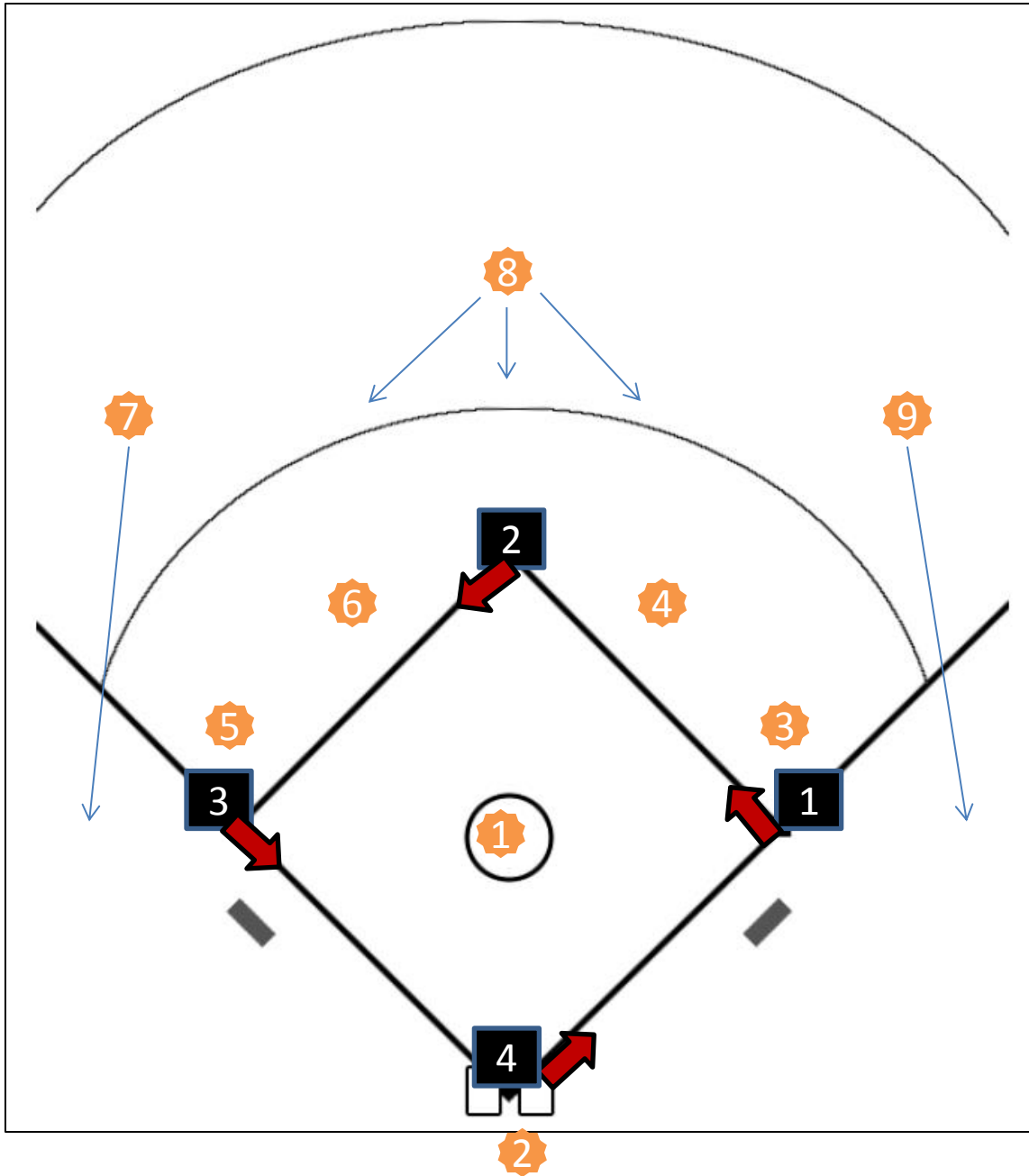




**Outfield Rotation:**  
 Play to **1** Runner on **3** & **2** .

**Right field** backs up throw to **1**  
**Center field** comes in to back up any  
 possible play at **2**

**Left field** slides in to back up any play to  
**3**



**Outfield Rotation:  
Bases Loaded.**

**Right field** backs up throw to **1**  
**Center field** comes in to back up any  
 possible play at **2**  
**Left field** slides in to back up any play to  
**3**