

TEAM DEFENSE RULES AND NOTES

I. Team Defense Rules to be Successful

- A. Always think ahead
 - Anticipate all responsibilities before the pitch is thrown
- B. Communicate
 - Use voice loud, confident, and effective
- C. Anticipate back-up system and know role on every situation
 - Know when and where to move and role for all situations
 - EVERYONE HAS A JOB ON EVERY PLAY/SITUATION!

II. Cuts and Relays

A. Philosophy

- Anticipate lead runner
- Early in game GET OUTS – Stop the big inning
- Try to keep double play in order (if lead runner can get out get him)

B. Outfield Throwing Rules

- Ball hit at OF or a ball hit toward the play
 - a. play is at lead base
 - b. throw through cutoff and target is knees (waist)
 - c. run through play – **NOSE TO LEATHER / FOLLOW THROW**
 - d. create the proper angle on the ground ball
- Any other ball hit
 - a. break down like an infielder to field ball
 - b. ball goes to second base
 - c. keep in mind the velocity of the ball hit (reverse pivot on glove side)
- Tandems and Sure Doubles
 - a. throw to cutoff
 - b. target is head of first man in tandem
- Bobbles
 - a. ball to second base to keep double play intact

C. Communication System

1 – 1B

2 – 2B

3 – 3B

4 – Home

Cut – no play on lead runner, look for play at back base

Nothing – Fake Cut

- Closest OF to ball communicates to OF where to throw ball
- Back Man communicates to cut off man (2nd player in tandem helps 1st cut)

D. Back Man – player covering base for cut

- Line up cut man
 - Right (#), Left (#), OK
- Make decision early – before cut, read runner and situation
- If in doubt – CUT!
- Must go to all bad throws – back up will cover base

E. Cutoff Man

- Ball losing velocity – CUT
- Ball off line – CUT
- Get ball on glove side
- No jump or short hop for ball – have feet moving
 - a. run with high ball, step up and plant for low ball
- Positioning is goal post, stagger stance, feet moving, glove side to target
- If a ball is not called to be cut, the cutoff man **MUST** fake a cut and look at runner

F. Tandem and Sure Doubles

- SS is first man on balls hit to LF and CF
- 2B is first man on balls hit to RC and RF
- 1B will trail runner to second base when there is not a runner on first
- 1B will line up to cut for home with a runner on first
- Trailer in tandem will be 30 feet behind first cut
 - a. help with communication from 3B
 - b. anticipate a bad throw and be in position (between first cut and base)
- First cut should never jump for ball or play a short hop
 - a. line up to be cut for third base
- 3B is communication player for infield
 - a. make call as OF gets ready to pick up ball
 - b. take into account the speed of runner and location of runner in base path

Special Play → a ball hit down left field line, the tandem should angle play into the field so possible throw home does not cross the runner

G. Tandem Rules for Outfield

- Pick ball up first time trying to
 - a. creates better accuracy and velocity; sacrifice quickness
 - b. stationary ball, stick in ground to pick up (stick and pick)
 - c. move feet to throw
 - d. know cut system and the importance of OF role with communicating
 - e. know cut system and the importance of OF role with communicating