

SUMMARY - TEAM PLAYS

This is a summary of the most common plays at the Pee Wee/Bantam level, and the key elements to successful execution. Every player must know his/her role on every play.

THE PLAYS

EXECUTION KEYS

DEFENCE

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|----|---|--|
| 1. | RUN DOWN PLAY | Move the runner back - ball visible - one fake - throw on step |
| 2. | SACRIFICE BUNT | 1st & 3rd in - field on first bounce - anticipate play at 2nd |
| 3. | PICK-OFF - 1ST & 3RD
QUICK PICK - 3RD | Catcher calls - hand to mask - acknowledge - 1st & 3rd are decoys - shortstop & 2nd take the throw
3rd play in - two quick left foot steps, forward then back to get behind runner. Catchers throws to 3rd base glove |
| 4. | HOLD 3RD BASE
RUNNER - ON WALK

- INFIELD GROUND
- BALL | Catcher throws to 1st immediately on ball four - must get the ball down quickly

1st base plays down line - tag runner - short throw home. |
| 5. | CUT-OFF PLAYS | Cut off inside base line between ball and destination base - arms up - be big - be loud. Throw must be low, between arms of cut-off. |
| 6. | RELAY PLAYS | 2nd & shortstop are relay players - when you see the number on the outfielder. Call for ball and relay to cut-off player |
| 7. | OVERSHIFT -
LEFT/RIGHT | 2nd and Shortstop move to batter's strong side. 1st & 3rd play back and over to cover vacancy. Coach will direct play |
| 8. | DELAYED DOUBLE
STEAL ON 1-3 SPLIT | 3 Options: 1. Straight to 2nd through cut-off
2. Fake to 2nd - throw to 3rd
3. Pitcher cut-off option

Signal - by bench Inning number followed by option above |
| 9. | 5-MAN INFIELD | Designated outfielder plays on strong side of 2nd. Other infielders adjust. Outfield adjusts as instructed. |

OFFENCE

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|----|-----------------|--|
| 1. | STRAIGHT STEAL | On signal runner(s) advance - think slide - run on outfield side of base. |
| 2. | DELAYED STEAL | Must have good jump on pitch - wait for infield mistake |
| 3. | SACRIFICE BUNT | Well in front of plate - set early - low pitch - top half of the ball - bunt to glove side of pitcher. |
| 4. | HIT & RUN | Batter must swing at next pitch - usually 2-0; 3-0, 3-1 or 3-2
Runner goes with pitch on straight steal - tries for two bases. |
| 5. | SQUEEZE OPTIONS | Suicide - runner on 3rd must go with pitch - batter bunts to corner.
Safety - runner gets good lead and goes with throw - batter bunts to 3rd or 1st base side. |