

DOUBLE STEAL

COACHES: This is a useful play to have in your playbook. It takes a bit of finesse by the players so is more appropriate for 2nd year Pee Wee and/or Bantam players. But give it a try, then tuck it away until you need it. Here's how it works.

PURPOSE

In this variation of the steal play, two runners, on 1st and 2nd respectively, try to advance at the same time. Naturally the defence can only play one of them, so the other is automatically safe. But the main purpose of the play is to end up with two runners in scoring position, so that both can score on a single hit.

WHEN TO USE

This play is executed when the team is one or two runs behind, with less than two out and with a good contact hitter at the plate. The play is easier to execute when;

- A) ***THE 3RD BASE PLAYER IS PLAYING IN TIGHT.***
- B) ***THE SHORTSTOP IS INATTENTIVE, SLOW, LAZY OR TIRED.***
- C) ***THE BATTER IS RIGHT HANDED.***
- D) ***THE BASE RUNNERS HAVE ABOVE AVERAGE SPEED.***

EXECUTION

To execute effectively, both runners must get a good jump on the pitch and go hard into the next base. The result, if the situation is correct, should be a foot race between the shortstop and the 2nd base runner. Normally the catcher will make the throw to 3rd base, leaving 2nd base open for the runner from 1st. Sometimes this play is executed off a fake bunt. (See FAKE BUNT - DOUBLE STEAL).