

## SUICIDE SQUEEZE

**COACHES;** This is one of the more complicated and difficult plays to execute in good competition, but it's well worth the effort of learning and practising. The main component of the play is the surprise element, so it needs to be well disguised.

### ***PURPOSE***

In this play, the offence tries to squeeze home a run, usually the winning or tying run, in a critical situation. It is a surprise play, with considerable risk, which works best when the defence is caught off guard.

### ***WHEN TO USE***

The play calls for an above average runner at 3rd base, an excellent bunter at bat and an unsuspecting defence. The batter should also be in a strike situation, preferably looking for a low pitch. This play is only used when the runner on 3rd base is critical to the outcome of the game. It can be called with any number of outs, but works best in a non-bunt situation.

### ***EXECUTION***

**BATTER:** Must bunt the next pitch on the ground, preferably on the 1st base side of the pitcher and within 4 feet of home plate. The idea is to force the defensive players to move to the ball, providing enough time for the runner to score.

**3RD BASE RUNNER:** Charges home with the pitch, prepared to slide if necessary.

There must be a full commitment to score, with total confidence that the batter will be successful. When each player executes their part of the play, the runner often scores quite easily.

This is a high risk play, because if the batter fails to contact the ball, the runner should be an automatic out at home. That's why it is called a "Suicide Squeeze".

**N.B. THE ON DECK BATTER SHOULD TAKE A POSITION IN LINE WITH HOME PLATE, AND SIGNAL THE BASE RUNNER TO STAND OR SLIDE, DEPENDING ON HOW THE DEFENCE REACTS TO THE PLAY.**