

## STRAIGHT STEAL

### **PURPOSE**

The Steal play is designed to increase the chances of scoring, by advancing a runner from 1st to 2nd, or from 2nd to 3rd, without giving up an out. The offensive advantage is that if the strategy works, the runner will score on almost any hit, whereas it would take 2 singles to score from 1st base.

### **WHEN TO USE**

Against an average defence and with runners of average speed, this is normally a 30% play. These odds can be improved however, by selecting the situation, by stealing on selected pitches, or by using faster runners. Here are some ideas on opportunities to steal, although these are not intended to be limiting in any way.

1. ***STEAL ON A LOW STRIKE PITCH, PREFERABLE INSIDE ON THE BATTER.***
2. ***STEAL ON A SLOW OR OFF-SPEED PITCH.***
3. ***STEAL 2ND WITH 2 OUT AND A GOOD HITTER AT THE PLATE. IF THE RUNNER IS OUT, THE NEXT INNING WILL START WITH THAT HITTER.***
4. ***STEAL 3RD ONLY WITH LESS THAN 2 OUT. NEVER MAKE THE 3RD OUT AT 3RD BASE.***
5. ***STEAL ON A CATCHER WITH A SLOW OR WEAK ARM, OR WITH POOR CATCHING MECHANICS.***

### **EXECUTION**

**BATTER:** Extend the catcher's throwing distance by moving back in the box. Crowd the plate, challenge the pitcher to throw inside. Some coaches like to have the batter distract the catcher, by swinging to miss the pitch, but this is a wasted strike and not recommended for higher level competition.

**BASERUNNER:** Must get a good jump on the pitch, then sprint full out to the advance base and go in sliding. This is a straight speed play, pitting the runner's speed against the catcher's throwing ability.