

# FIRST BASE COACH GUIDELINES

1. Hustle to and from first base coaching box at all times
2. Never say anything to a member of the other team if their dugout is on the first base side. Ignore any improper comments by them.
3. Never say anything to the umpire in regard to a call that has been made that you might disagree with, unless you are a member of the coaching staff. Allow the head coach the opportunity to represent the ball club in the dispute when he arrives on the scene.
4. You must know the arm strength of the left fielder. It is your responsibility to assist the batter-runner in advancing when the ball is hit to the third base side of shortstop. On any ball hit from the shortstop's position on over to the right field line, the batter-runner will make the decision on advancing to second.
5. Assume a position in the coaching box as deep as you can so that the batter-runner can easily pick you up as she approaches first base on a ball hit to left field. Stay close to the baseline.
6. When assisting the batter-runner, use the following visual signs: (1) no sign, you want the runner to run through the base; (2) arms up, round the base aggressively, but look for the ball, hold unless error; (3) wave arm in circular motion means go to the next base. Flash the sign when the runner is half way to first.
7. Be aware of the situations in our base running principles in regard to when we want to gamble advancing to second base and when we want to be conservative. Know the speed of the runners on the team along with their ability to make a quality turn at first base.
8. Help the runner in reading the catcher's pick off move. The runners should react on their own in deciding to advance to the next base.
9. The batter-runner must read a poor throw and react accordingly.
10. Make the runner at first aware of the situation (number of outs; inning; score; other runners on base; outfielders' arms, etc.) when appropriate. If the runner misses the signal from the third base coach, help out. If the runner is confused by a signal, remind her or flash the quick sign.
11. When the runner leads off, your responsibility is the fielders behind her (2<sup>nd</sup>; right fielder) on pick off attempts. If the runner's lead off is too short, say "okay one"; if it is too long, say "back one". If you detect a pick off move, yell "back...back".
12. Attempt to read the pick off moves of the defense (what does the catcher do prior to the pitch; how does the first base person and second base person adjust?).
13. If you can detect the change of pace pitch, inform the runner. Watch for the green light signal from the third base coach, and steal. Also steal on balls in the "dirt", when appropriate.
14. Inform the runner, when defense makes shifts (double play; bunts, etc.).
15. Make sure the runner is leading off the inside edge of the bag. We prefer a rocker step lead off.
16. Encourage the runner to advance on pass balls and wild pitches. Lead off in an aggressive fashion.
17. On base hits with the lead runner advancing from third to the plate, yell at the batter-runner "make the throw go through". Watch for the cut and play on your runner.
18. Inform the runner on short fly balls (short lead; half way, etc.) and tag up plays. With two out, you're running on the release (pitcher's release of ball). Be aware of the infield fly rule, etc.
19. Reference: Baseball/Softball playbook by Ron Polk; Jim Berbee 952 473-2864
20. First base coach is to observe catcher, first base, second base and the right fielder.

## THIRD BASE COACH GUIDELINES

1. Hustle to and form the third base coaching box at all times.
2. Never say anything to a member of the other team if their dugout is on the third base side. Ignore any improper comments from them.
3. The head coach will negotiate with umpires. If you are not the head coach, make your arguments brief, until the head coach comes to represent the ball club.
4. The third base coach must know the arm strength of every player on the defensive team in order to properly assist the runners in decisions on the base paths. You will assist the runners anytime the ball is in an area of the field that does not allow the runners the opportunity to clearly view it.
5. The position that the third base coach assumes in the coaching box will depend on where the runners are on base. Be in a position to flash signals that are clearly visible to the runners. Adjust and move when the ball is in play. Be sure you move in a way to see the ball in play and that the runners can clearly see you. Move toward home when sending the runner, and then go toward left field to pick up the next runner.
6. The third base coach must know the speed and base running ability of each runner on the team.
7. You must be completely aware of the situation in the game so that you can make the decision as to when to gamble with the runner, or when to play conservative. The runner must make the decision when the ball is in her peripheral vision. Your timing must be perfect. You will win or lose the game based on your ability to read the flow of the action.
8. Help the runner in reading pick moves. Once the move is made, the runner must react on her own.
9. Once a runner touches third base on a slide or is held up by your signal, you are no longer responsible for her actions. She will quickly find the ball and make her decision on advancing.
10. When a runner arrives at third with less than two outs, you will need to review with her what you want her to do on a ground ball in the infield (hold, go, contact play, etc.). Use a visual sign to the runner at second (she must know what we are doing).
11. Advise the runner on her lead off (if too short, ok one; too long, back one).
12. Help the runner in reading pick off plays. She must then react. You have the responsibility for defensive players making a play behind her (short; left field).
13. On fly balls, you need to tell the runners at second and third to “tag up, stay, short lead or half way”. Also advise them when the infield fly rule is in effect.
14. Common terms include “freeze and read the line drive; careful on ground ball, score, see it through; tag up; going on contact”.
15. Make the runners aware of the situation (number of outs; inning; score; other runners on base; outfielders’ arms, etc.) when appropriate. If runners consistently miss signals, call time out.
16. Review with runners type lead off you want (double lead; double lead plus one; straight steal; delayed steal, hot box etc.)
17. The runner must read and react to passed balls and wild pitches. Limit your help here.
18. Attempt to read the catcher’s signs to the pitcher. Observe the pitcher’s particular characteristics as she may tip what she is throwing. Use code words to alert your batter and base runners (first name is a drop; blue is a change up, etc.).
19. When the third out is made at second or third base, be sure to get the runner(s) helmet(s) and run them back to the dug out.
20. by Jim Berbee (952) 473-2864 [jberbee@mn.rr.com](mailto:jberbee@mn.rr.com) Tonka Recreation Association
21. Reference: The Baseball/Softball play book by Ron Polk and Donna Lopiano

**TONKA RECREATION ASSOCIATION  
COACHING DECISIONS**

**MANAGING THIRD BASE**

- I REFER TO CHALK TALK FOR**  
 KNOWLEDGE OF SITUATION  
 KNOWLEDGE OF OUR TEAM  
 KNOWLEDGE OF OPPONENT

- II THIRD BASE COACH GUIDELINES:**  
 SEE LISTING

**III ADVANCING BASE RUNNERS**

SITUATION RUNNER (S) ON	# OF OUTS	OPTIONS AVAILABLE					
		1	2	3	4	5	6
		BUNT	STR. STEAL	HIT/RUN	SWING AWAY	SQUEEZE	DELAY STEAL
FIRST	0 OR 1 OUT	excellent	good idea	good	normal	n/a	ok
	2 OUT	seldom	good idea	excellent	normal	n/a	good
SECOND	0 OR 1 OUT	good	seldom	good	normal	n/a	ok
	2 OUT	seldom	ok	excellent	normal	n/a	good
THIRD	0 OR 1 OUT	for base hit	seldom	no	normal	good	good
	2 OUT	seldom	no	no	normal	bunt/run	excellent
FIRST & SECOND	0 OR 1 OUT	ok	w/fake bunt	maybe	normal	n/a	good
	2 OUT	seldom	ok	good	normal	n/a	good
FIRST & THIRD	0 OR 1 OUT	seldom	or dble steal	maybe	normal	good idea	excellent
	2 OUT	seldom	or dble steal	yes	normal	seldom	excellent
SECOND & THIRD	0 OR 1 OUT	seldom	seldom	seldom	normal	excellent	yes
	2 OUT	seldom	seldom	seldom	normal	seldom	yes
BASES LOADED	0 OR 1 OUT	seldom	seldom	no	normal	no	seldom
	2 OUT	seldom	seldom	no	normal	no	seldom

**IV DECISION TIME; BALL IN PLAY**

KNOWLEDGE OF RUNNERS SPEED, QUICKNESS, BRAINS, ABILITY TO TURN CORNERS, SLIDE  
 KNOWLEDGE OF DEFENSIVE OUTFIELDERS

QUICKNESS, SPEED, DEPTH PERCEPTION, ARM STRENGTH, HOW SHE SETS UP TO FIELD &  
 THROW: NUMBER OF STEPS TO THROW, DROPS HANDS, DOUBLE PUMPS, ETC.

KNOWLEDGE OF RELAY PERSON (HOW SHE SETS UP- TOO DEEP (SHALLOW)

KNOWLEDGE OF FIELDER AT THE BAG (SETS UP ON OR OFF BAG; CAN SHE HOLD ON TO THE  
 THROW; HOW SHE APPLIES TAG)

RUNNER ON FIRST

BRING HER TO THIRD ON DEEP FLY BASE HITS, BALLS TO RIGHT (OR RC) WHEN RF HAS  
 A WEAK ARM (AIR UNDER BALL); FIELDS BALL TOWARD FOUL LINE (turns to throw);

TAKES LOTS OF STEPS &/OR DROPS HANDS, PUMPS TO THROW; RELAY OR PERSON  
 COVERING BAG IS WEAK; OPPONENT DOESN'T HANDLE PRESSURE (high % of errors).

**V HIT AND RUN (OR RUN & HIT) NOTE; HIT & RUN- BATTER TO HIT BEHIND RUNNER**

TWO OF THREE ELEMENTS SHOULD BE PRESENT IN ORDER TO HIT & RUN

HIGH % OF STRIKES THROWN BY PITCHER; GOOD BASE SPEED; GOOD CONTACT HITTER

HITTER. GOOD PITCH COUNTS TO HIT & RUN ON INCLUDE **0-0, 1-0, 2-0, 2-1, 3-1**

NOTE: ON HIT & RUN; RUNNER MUST GO & LOOKS IN FOR BALL ON THIRD STEP OFF BAG

**TONKA RECREATION ASSOCIATION**  
**COACHING DECISIONS**

**MANAGING THIRD BASE**

**VI GROUND BALL RULES (BALL IN PLAY); LINE DRIVES**

RUNNER ON FIRST (OR FIRST & SECOND)

MUST GO ON ALL GROUND BALLS (MAKE AN AGGRESSIVE SLIDE TO IMPEDE THROW)

AVOID GETTING INTO A DOUBLE PLAY; HARD BUT CLEAN & SAFE SLIDE.

IF BALL IS IN FRONT OF RUNNER, RUNNER MAKES DECISION ON GOING TO THIRD

IF BALL IS BEHIND RUNNER, USE THIRD BASE COACHES EYES FOR GO DECISION.

GENERALLY ON BALL BEHIND YOU WITH TWO OUTS, ALWAYS TAKE TWO BASES.

RUNNER ON SECOND

ADVANCE ON ANY GROUND BALL THROUGH THE INFIELD;

ADVANCE ON MOST BALLS BEHIND YOU

FREEZE ON ALL LINE DRIVES; SEE IT THROUGH

BE CAREFULL ON HARD HIT BALLS (AT 'EM BALLS); SEE IT THROUGH

**VII BATTER BASE RUNNER (TRAILING RUNNER)**

TAKE SECOND ON OVERTHROWS (ERRORS, ETC)

TAKE EXTRA BASE WHEN PLAY IS ON THE LEAD RUNNER AND YOU HAVE A HIGH % OF SAFELY ADVANCING.

WITH TWO OUTS, WHEN NEXT BATTER IS VERY WEAK

NOTE: CREATE A "HOT BOX" SITUATION; GET AN EXTRA RUN IN

OUTFIELDER THROWS WITH LOTS OF "AIR" UNDER THE BALL

BE AWARE OF SCORE, INNING, ETC. (WAY BEHIND, NO RISKY CHANCES)

CAN WE CREATE A HIGH PROBABILITY OF AN ERROR ON THE DEFENSE? (HOT BOX SIT)

**VIII RUNNER ON SECOND**

BRING HER HOME WITH TWO OUTS; ALWAYS TAKE EXTRA BASE

TAG ON DEEP FLY BALLS AND FLY BALLS TO RIGHT WHEN RF IS WEAK

BRING HER ON ANY OBVIOUS WEAKNESS ON THE DEFENSE

ALWAYS LOOK FOR AND EXPLOIT WEAK ARMS (SIDE ARM THROWS; AIR BALLS, ETC)

TAKE THIRD ON (AFTER) THROW FROM LEFT SIDE

TAKE THIRD WITH IDEA OF SCORING ON GROUND BALL BEHIND YOU.

IF FIRST DROPS BALL, YOU WILL SCORE BEFORE SHE PICKS UP BALL & RECOGNIZES THAT YOU ARE GOING (TRAIL RUNNER- TAKE SECOND IF POSSIBLE)

**IX RUNNER ON THIRD**

TYPE PLAY ON

SEE IT THROUGH (LESS THAN TWO OUTS)

RUNNER MUST SEE THE BALL IS PAST FIRST (OR THIRD) BASE PERSON.

IF TO MIDDLE, THE FIELDER MUST HAVE TO GO LEFT & TURN BACK ON THROW

GO ON CONTACT

BIG LEAD OFF THIRD, RUN WHEN BATTER HITS BALL

RUNNER MUST SEE DOWNWARD PROJECTORY OF BALL

TAG UP PLAYS

SHORT FLY BALL; SHORT LEAD

ON MOST TAG UPS, THE RUNNER MAKES THE DECISION TO GO WHEN FIELDER TOUCHES BALL

SOME COACHES WILL USE TWO SIGNALS;

TAG MEANS: TAG UP AND BLUFF TOWARD HOME- COME BACK TO THIRD

TAG UP MEANS: TAG UP AND SCORE WHEN BALL IS TOUCHED BY OUTFIELDER

# TONKA RECREATION ASSOCIATION

## COACHING DECISIONS

### MANAGING THIRD BASE

**X THIRD BASE COACH MUST KNOW THAT THE SAME THINGS AS A GOOD HITTER**

**XI A GOOD HITTER MUST POSSESS KNOWLEDGE OF:**

PITCHER

WHAT'S HER MAKE UP, SPEED, TENDENCIES, FAVORITE PITCH, FAVORITE LOCATION?

PITCH COUNT

LOCATION OF PITCH

SITUATION

PITCHERS REPERTOIRE (TYPE PITCHES SHE THROWS & TENDENCIES)

PITCHING PATTERNS

PITCHERS'S RHYTHM

WHAT DOES THE PITCHER THROW WHEN:

AHEAD ON THE COUNT

FIRST PITCH TO EACH BATTER

BEHIND ON THE COUNT

SHE HAS TO THROW A STRIKE

HAS TO GET AN OUT

ON BUNT SITUATIONS

WHEN SHE IS TIRED (LONG DAY- RUNNING OUT OF STEAM- RUSH HER)

DOES THE PITCHER DOMINATE THE GAME?

GO TO THE SHORT GAME (BUNTING)... CAN SHE FIELD? DOES THE TEAM MAKE ERRORS?

IF SHE DOESN'T DOMINATE- SWING AWAY; TAKE ADVANTAGE OF HER, PUT THE BALL IN PLAY.

THE OPPONENT'S CATCHER

DOES SHE SET UP EARLY AND GIVE AWAY THE PITCH LOCATION?

DOES SHE STAY BACK IN THE CATCHER'S BOX?

CAN YOU MOVE UP OR BACK IN THE BOX TO INTIMIDATE HER?

**XII OTHER GUIDELINES**

THE BATTER BASERUNNER IS THE RESPONSIBILITY OF THE FIRST BASE COACH UNTIL SHE

ROUNDS FIRST AND GOES TO SECOND; UPON ADVANCEMENT THIRD BASE COACH TAKES OVER

ON LEAD OFFS OF FIRST BASE; FIRST BASE COACH BRINGS HER BACK ON PICK PLAYS, ETC.

ONCE THE RUNNER ADVANCES, THIRD BASE COACH IS RESPONSIBLE FOR ALL OF HER

SUBSEQUENT ACTIONS. FIRST BASE COACH SHOULD SAY LITTLE.

BEFORE PITCH, THIRD BASE COACH SHOULD CROWD FOUL LINE AND TRY TO PICK THE PITCHER

WHEN BALL IS IN PLAY, THIRD BASE COACH SHOULD MOVE AWAY FROM FOUL LINE AND

BACK TOWARD OUTFIELD...GET THE RUNNERS HEAD STRAIGHT ON YOU. AS RUNNER ADVANCES,

YOU COME UP LINE TOWARD HOME PLATE, KEEPING HER HEAD STRAIGHT AT YOU. ARM

CIRCLE BRINGS HER TO NEXT BASE. ARMS UP, MEANS STOP ON BAG; LEFT ARM UP AND

RIGHT ARM POINTS AT BALL IN PLAY MEANS ROUND BAG AND LOOK FOR THE BALL.;

ON SLIDE PLAYS, THIRD BASE COACH SHOULD EXTEND ARMS, PARALLEL TO THE GROUND.

WHEN I HAVE A SLIDE PLAY, I WILL GET LOW TO GROUND AND WILL PIVOT TO OUT FIELD (MEANS

SLIDE TO OUTSIDE OF BAG) OR INFIELD (MEANS SLIDE TO INFIELD SIDE OF BAG) TO AVOID TAG.

HANDS POINT DOWN AND TO THE SIDE OF THE BAG THAT I WANT THE RUNNER TO GO TO.

SIGNALS; USE THE TAKE SIGN SPARINGLY; GENERALLY WHEN YOU KNOW ITS AN EASY STEAL

TAKE SIGNS TEND TO SHOW A LACK OF CONFIDENCE IN YOUR HITTER; LET THEM GO FOR IT

A FAKE BUNT WITH A STRAIGHT STEAL OF THIRD IS A GOOD CALL WHEN SS IS OUT OF POSITION

THE FAKE DRAWS THIRD UP, WITH NO COVERAGE OF THE BAG...EASY STEAL.

AXIOMS: NEVER MAKE THE LAST OUT OF AN INNING AT HOME PLATE.

NEVER MAKE THE FIRST OR LAST OUT OF AN INNING AT THIRD BASE.

**TONKA RECREATION ASSOCIATION**  
**COACHING DECISIONS**

**MANAGING THIRD BASE**

**FAST TALK...CHALK TALK**

- I STRATEGY**  
INCLUDES KNOWLEDGE OF THE SITUATION, OUR TEAM, OUR OPPONENT,  
GAME CONDITIONS, FIELDS AND EQUIPMENT
- II KNOWLEDGE OF THE SITUATION**  
TIME LIMITS/ RUN RULES  
HOME OR VISITOR  
WHAT INNING  
NUMBER OF OUTS  
WHAT'S THE SCORE  
IMPORTANCE OF THIS GAME (CHAMPIONSHIP; OR NOT AN IMPORTANT GAME)  
SCRIMMAGE GAME; LEAGUE GAME; POOL PLAY; NATIONAL TOURNAMENT, ETC  
FIELD CONDITIONS ( SLOPE, WET, DRY, SOFT, HARD, SLIPPERY, ETC.)  
WEATHER CONDITIONS ( RAIN, HOT, COLD, SUNNY, OVERCAST, ETC.)  
TYPE OF FIELD ( LONG OR SHORT GRASS; TYPE FENCE -OR NO FENCE; SHORT; FAST, ETC.)  
WHERE AT IN THE BATTING ORDER (RUNNER, BATTER, ON DECK PERSON, # OF OUTS, ETC.)
- III KNOWLEDGE OF OUR TEAM**  
PHYSICAL CONDITION  
SPEED AND BENCH SPEED  
QUICKNESS  
MENTAL APPROACH, ANTICIPATION, AWARENESS OF THE SITUATION  
WHAT KIND OF FIELDERS WE HAVE (DICTATES POSITIONING & HOW WE PLAY)  
DO WE HAVE OVERPOWERING PITCHING? (EFFECTS POSITIONING)  
WHAT IS THE CAPABILITIES OF OUR CATCHER?  
WHAT CAN OUR HITTERS DO? DO WE SCORE A LOT OF RUNS?  
WHAT IS OUR ABILITY TO PERFORM UNDER PRESSURE?  
OTHER CONSIDERATIONS (DO WE LEAVE SOMEONE IN TO DEVELOP THEM, ETC.)
- IV KNOWLEDGE OF OUR OPPONENT**  
TYPE OF SCHEDULE THEY PLAY (HIGHLY COMPETITIVE, ETC.)  
WHAT IS THEIR RECORD (LOTS OF GAMES; TOURNAMENTS, ETC)  
ARE THEY OF CHAMPIONSHIP CALIBER? (TELLS US WHO TO START, HOW TO PLAY, ETC)  
TENDENCIES; WHAT WILL THEY TRY TO DO UNDER VARIOUS SITUATIONS?  
DO THEY BUNT, STEAL, HIT & RUN, DELAYS, TAKE UNTIL A STRIKE IS THROWN, ETC.  
CAN WE STEAL THEIR SIGNALS?  
DO THEY GIVE AWAY WHAT THEY WILL DO? (STEAL, BUNT, ETC./ CAN WE PICK THEIR PITCHER?)  
HOW DO THEY ADJUST DEFENSIVELY TO BUNTS, STEALS, ETC.  
DO THEY HAVE GOOD GAME SENSE, HANDLE PRESSURE, ETC?  
PHYSICAL CONDITION, INJURIES, TIRED AFTER A TRIP, ETC.  
DO THEY SCORE A LOT OF RUNS?  
WHAT ABOUT THEIR BENCH? (SUBSTITUTIONS- PITCHER, PINCH HITTER, BASE RUNNERS, ETC)  
WHAT IS THEIR PHILOSOPHY ABOUT THIS GAME? (IMPORTANT OR NOT; PLAYS EVERYONE  
GIVES UP WHEN BEHIND, TOUGH MENTALLY, TRIES TO RUN UP SCORE, ETC)  
REFER TO KNOWLEDGE OF OUR TEAM FOR INFORMATION ON SPEED, QUICKNESS, ETC.  
WHAT DO WE KNOW ABOUT THEIR PITCHERS, CATCHERS, DEFENSE, REACT TO STEALS, ETC.?  
KNOWLEDGE OF THEIR BATTERS; UP OR BACK IN BOX; ON OR OFF PLATE; TAKES OR FREE  
SWINGERS; GOOD CONTACT HITTERS; TENDENCIES TO BUNT, ETC. POWER HITTERS VS  
LOOK FOR WALKS (TOP OF ORDER USUALLY SWINGS; BOTTOM USUALLY TAKES UNTIL STRIKE;  
ABILITY TO GO OPPOSITE WAY; SLAP OR BUNTERS; RIGHT VS LEFT SIDE HITTING;  
OBSERVE # IN BATTING ORDER FOR TENDENCIES- HITS MOSTLY: FLY BALLS, GROUNDERS,  
LEFT SIDE, STR OR RIGHT SIDE; STRONG PULL HITTER ONLY, ETC.

**TONKA RECREATION ASSOCIATION  
COACHING DECISIONS**

**MANAGING THIRD BASE**

**FAST TALK- CHALK TALK**

**RESPONSIBILITIES FOR PLAYERS ON THE BENCH**

- I** ATTEMPT TO PICK THE SIGNALS OF THE OTHER TEAM  
WATCH THIRD BASE COACH; STEPS UP WHEN SIGN IS ON; STEAL THEIR BUNT SIGNAL FIRST  
WATCH THE MIDDLE INFIELD; DO THEY SIGNAL TO THE OUTFIELD? (MOVES LEFT FOR BUNT)  
FIRST BASE- LEANS LEFT ON PICK PLAY (SECOND WILL STEP BACK; THEN LEFT)  
CATCHER WILL CHANGE HER FEET POSITIONS ON PICK PLAY; TURNS BODY SLIGHTLY.
- II** ATTEMPT TO PICK THE PITCHER  
WATCH GLOVE FIRST; ROLLS BALL A LOT- RISE; SETS HIGH & PULLS ELBOW BACK- CHANGE, ETC.
- III** CHART PITCHES THROWN TO OUR TEAM AND TO OTHER TEAM  
FIRST PITCH TENDENCIES; LOCATION; TYPE PITCH (CAN SHE THROW A DROP FOR STRIKE?)
- IV** CHART WHERE OPPOSING HITTERS HIT THE BALL (GROUND TO SS, ETC)  
ON WELL HIT BALLS, NOTE THE TYPE PITCH AND WHERE (LOCATION) IT WAS THROWN
- V** CHART OPPOSING BATTER'S POSITION IN BOX, HOW THEY SWING ( UP; DOWN; EARLY, LATE)  
HOLDS HANDS HIGH OR LOW; DROPS BAT HEAD; LOOP SWING; OUTSIDE IN SWING; I/S OUT SWING
- VI** KEEP DUG OUT ORDERLY (PICK UP BATS, HELMETS, GEAR)
- VII** WARM UP APPROPRIATE FIELDERS BETWEEN INNINGS.  
GIVE ON BALL TO FIRST BASE; ONE TO CENTERFIELDER AND KEEP ONE TO THROW  
THROW TO THE OUTFIELDER YOU WILL CATCH OFF FOR.
- VIII** WARM UP RELIEF PLAYERS WHEN NECESSARY
- IX** WATCH FOR APPEAL PLAYS  
DID OTHER TEAMS RUNNER MISS BAG, PROPERLY TAG UP, USE ILLEGAL BAT OR GLOVE (MITT)?
- X** HELP RETRIEVE BALLS OUT OF PLAY
- XI** BE NICE TO THE UMPIRES (GIVE THEM WATER, ETC.) WE NEED THE CALLS!!!
- XII** BE POSITIVE; SUPPORT, CHATTER AND CHEER FOR OUR TEAM.
- XIII** MAKE SURE OUR SUBSTITUTES REPORT TO THE UMPIRE
- XIV** WATCH FOR OTHER TEAMS SUBSTITUTIONS AND PLAY:  
BATTING OUT OF ORDER (MAY BE AN EASY OUT)  
ILLEGAL BAT; (OUT & EJECTION)  
DEFENSE DID NOT REPORT IN (AN OUT IS REPLAYED)
- XV** HELP KEEP SCORE
- XVI** HELP CARRY EQUIPMENT AND GROOM INFIELD
- XVII** OTHER DUTIES AS ASSIGNED

**REMEMBER:**

**VISION:**

**"NOTHING HAPPENS, UNLESS FIRST A DREAM"  
AS YOGI BERRA SAYS"  
" 90 PERCENT OF THE GAME IS HALF MENTAL"**

**BY JIM BERBEE (952) 473-2864 OR EMAIL [jberbee@mn.rr.com](mailto:jberbee@mn.rr.com)**