TRAVELING TEAM
DEFENSIVE PLAYS

Hudson
Boosters

BUNT DEFENSES

Points to remember:
- Offensive team is "giving up" an out, so we should make sure that we get an out on a bunt
- Every player on the field has a place to go on every play, including a bunt.
- L-ROUTE: When batter squares to bunt, move towards the batter before breaking to cover base.

NO RUNNERS ON BASE - BUNT FOR BASE HIT

Position responsibilities:

P: Throws a strike. Covers from pitchers mound to 1st base line.

C: Covers in front of the plate. Catcher MUST yell who will field the ball and where the ball is to be thrown.

1B: Reacts to a hard bunt that gets past the pitcher. If possible, covers 1st base.

2B: Covers 1st base or backs up 1st base after making sure that there is a bunt by taking an "L" route to 1st.
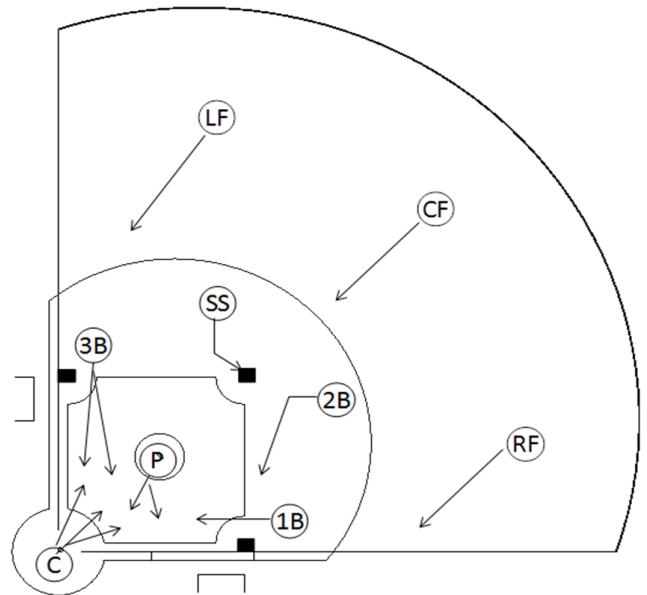
SS: Covers 2nd base after making sure that there is a bunt by taking an "L" route to 2nd.

3B: Charges the hitter and covers from 3rd base line to Pitchers mound.

LF: Backs up possible throw to 3rd base.

CF: Backs up possible throw to 2nd base.

RF: Backs up possible throw to 1st base.

BUNT DEFENSES

Point to remember: Offense is giving up an out. If you cannot get the lead runner, then make sure you can get the batter.

RUNNER ON 1ST BASE - LESS THAN 2 OUTS

Position responsibilities:

P: Throws a strike. Covers from pitchers mound to 1st base line.

C: Covers in front of the plate, and covers 3rd base if 3rd baseman fields the ball. Catcher MUST yell where the ball is to be thrown.

1B: Holds the runner. Reacts to a hard bunt that gets past the pitcher.

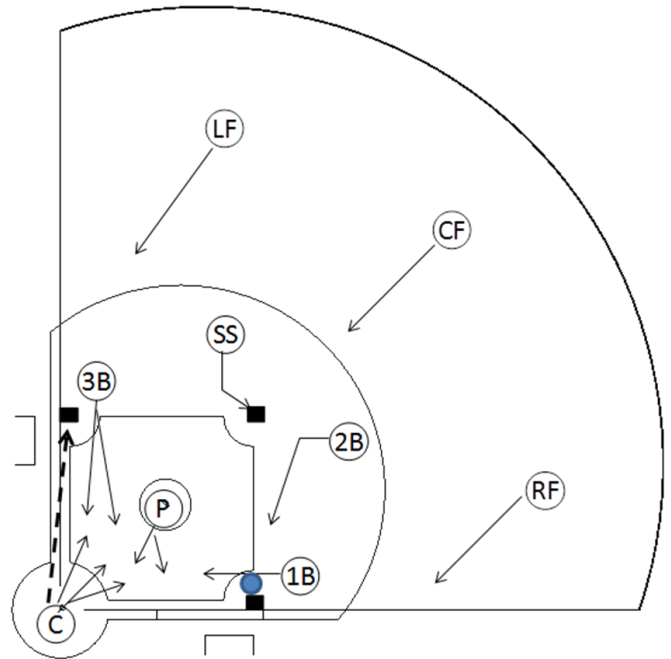**2B**: Covers 1st base after making sure that there is a bunt by taking an "L" route to 1st.

SS: Covers 2nd base after making sure that there is a bunt by taking an "L" route to 2nd.

3B: Charges the hitter and covers from 3rd base line to Pitchers mound.

LF: Backs up possible throw to 3rd base.

CF: Backs up possible throw to 2nd base.

**RF**: Backs up possible throw to 1st base.

BUNT DEFENSES

Point to remember: Offense is giving up an out. If you cannot get the lead runner, then make sure you can get the batter.

RUNNER ON 2ND OR 1ST & 2ND - LESS THAN 2 OUTS

Position responsibilities:

P: Throws a strike. Covers from pitchers mound to 3rd base line.

C: Covers in front of the plate. Catcher MUST yell where the ball is to be thrown.

1B: Holds the runner. Charges the hitter on the pitch.

2B: Covers 1st base after making sure that there is a bunt by taking an "L" route to 1st.

SS: Holds the runner on 2nd base. Covers 3rd base if 3rd baseman has to make a play.

3B: Only fields bunt if goes past Pitcher otherwise covers 3rd base.

LF: Backs up possible throw to 3rd base.

CF: Backs up possible throw to 2nd base.

RF: Backs up possible throw to 1st base.
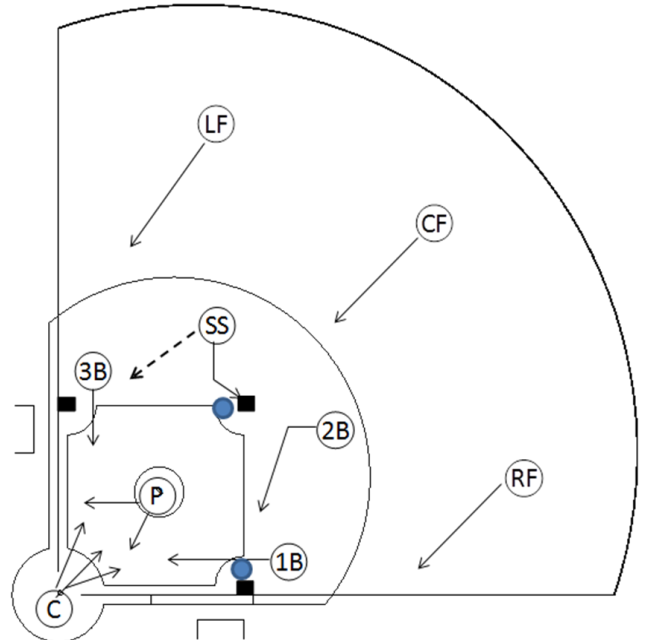
BUNT DEFENSES

Points to remember:
- If we fail to get runner at home, be sure to get the out at 1st.

SQUEEZE PLAY - LESS THAN 2 OUTS

Position responsibilities:

P: When seeing a squeeze, throws the following pitch:
RHB - Fastball High and Inside
LHB - Pitch Out to 3rd base side.
And charges the bunted ball.

C: Stays close to Home Plate to cover home plate if cannot make play by self. Catcher MUST yell where the ball is to be thrown.

1B: Charges the hitter on the pitch.

**2B**: Covers 1st base after making sure that there is a bunt by taking an "L" route to 1st.

SS: Covers 3rd base after making sure that there is a bunt by taking an "L" route to 3rd base in case the bunter misses and there's a throw to 3rd or there's another runner on base.

3B: Charges the hitter on the pitch.

LF: Backs up possible throw to 3rd base.

CF: Backs up possible throw to 2nd base.

**RF**: Backs up possible throw to 1st base.
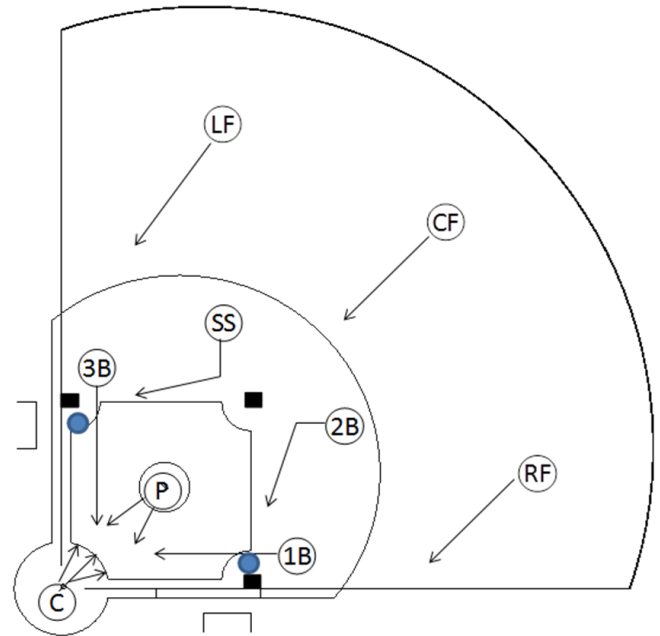
CUT-OFF PLAYS

Points to remember:
- Throws to bases must always be able to be caught by the cut-off man.
- Every player on the field has a place to go on every play.
- It is important that infielders talk to each other, and the outfielders
- Outfielders must talk to one another.
- If hit gets by outfielder, extend the cut-off and play for throw to 3rd.
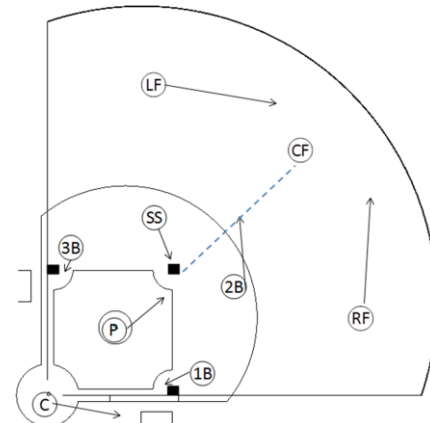
SINGLE TO OUTFIELD - NO ONE ON BASE

BASE HIT TO RIGHT FIELD

P   Backs up throw to 2nd base.
C   Backs up 1st base in case of overthrow or hot box.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Line up as cut-off to 2nd base.
SS   Positions 2nd baseman for cut-off. Covers 2nd base.
3B   Covers 3rd base.
LF   Backs up throw to 2nd base.
CF   Backs up hit to RF
RF   Throws to cut-off if not running to 2nd. Throws past cut-off to 2nd base if runner tries to go to 2nd.
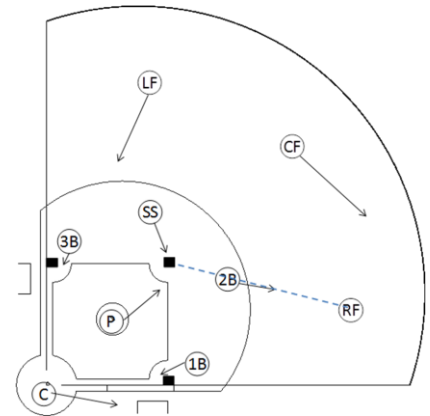
BASE HIT TO CENTER

P   Backs up throw to 2nd base.
C   Backs up 1st base in case of overthrow or hot box.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Line up as cut-off to 2nd base or covers 2nd base.
SS   Line up as cut-off to 2nd base or covers 2nd base.
3B   Covers 3rd base.
LF   Backs up hit to CF
CF   Throws to 2nd base cut-off if runner not running to 2nd. Throws past the cutoff to 2nd base if runner going to 2nd.
RF   Backs up hit to CF

BASE HIT TO LEFT FIELD

P   Backs up throw to 2nd base.
C   Backs up 1st base in case of overthrow or hot box.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Positions SS for cut-off. Covers 2nd base.
SS   Line up as cut-off to 2nd base.
3B   Covers 3rd base.
LF   Throws to cut-off if not running to 2nd. Throws past cut-off to 2nd base if runner tries to go to 2nd.
CF   Backs up hit to LF
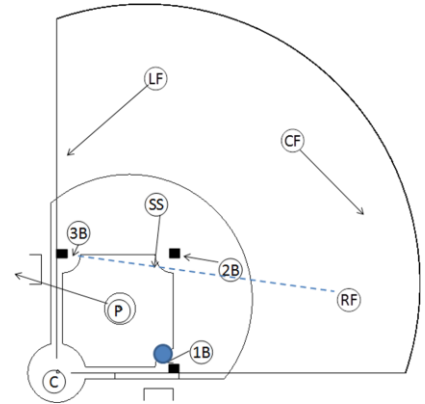RF   Backs up throw to 2nd base.
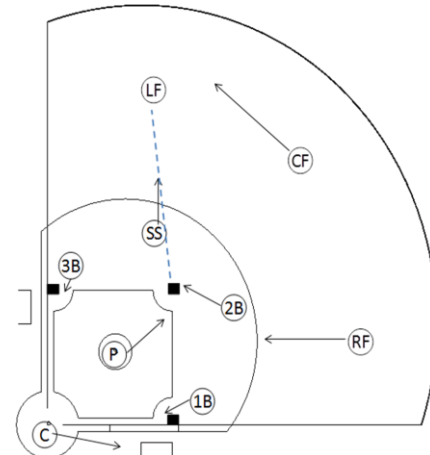
CUT-OFF PLAYS

SINGLE TO OUTFIELD - RUNNER ON 1ST BASE

Points to remember:
- SS is <u>always</u> cut-off to 3rd base.
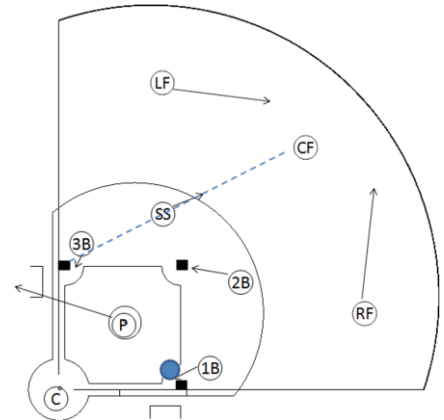
BASE HIT TO RIGHT FIELD

P   Backs up throw to 3rd base.
C   Covers Home. Yells to cut-off man if cut-off is necessary.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Covers 2nd base;
SS   Cut-off on a line between RF and 3rd base.
3B   Lines up SS for cut-off. Covers 3rd base.
LF   Backs up throw to 3rd base.
CF   Backs up hit to RF
RF   Throws to cut-off if not running to 3rd . Throws past cut-off to 3rd base if runner tries to go to 3rd.

BASE HIT TO CENTER

P   Backs up throw to 3rd base.
C   Covers Home. Yells to cut-off man if cut-off is necessary.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Covers 2nd base.
SS   Cut-off on a line between CF and 3rd base.
3B   Lines up SS for cut-off. Covers 3rd base.
LF   Backs up hit to CF
CF   Throws to cut-off if not running to 3rd . Throws past cut-off to 3rd base if runner tries to go to 3rd.
RF   Backs up hit to CF

BASE HIT TO LEFT FIELD

P   Backs up throw to 3rd base.
C   Covers Home. Yells to cut-off man if cut-off is necessary.
1B   Covers 1st base in case of wide turn, and throw to 1st.
2B   Covers 2nd base.
SS   Cut-off on a line between LF and 3rd base.
3B   Lines up SS for cut-off. Covers 3rd base.
LF   Throws to cut-off if not running to 3rd . Throws past cut-off to 3rd base if runner tries to go to 3rd.
CF   Backs up hit to LF
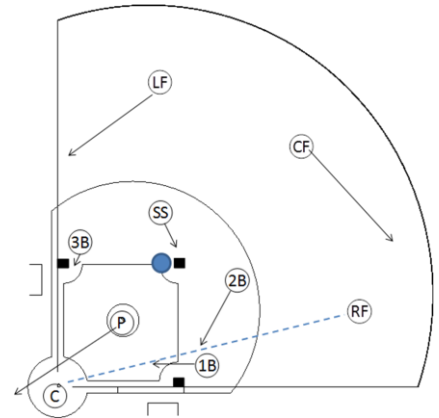RF   Backs up throw to 2nd base.
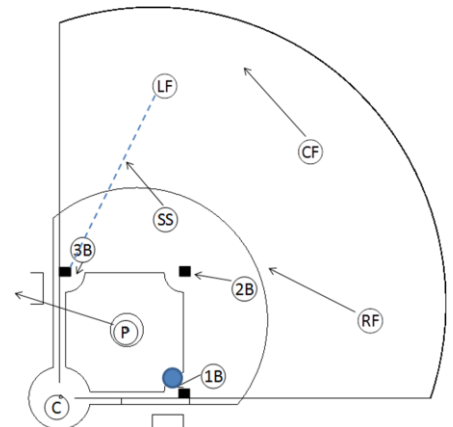
CUT-OFF PLAYS

SINGLE TO OUTFIELD - RUNNER ON 2ND BASE

Points to remember:
- On base hits to CF and RF, 1st Baseman is cut-off. Base hit to LF, SS is the cut-off.
- On the throw to Home, Catcher yells "4 (leave ball come Home), "Cut-3, Cut-2, Cut-1" (Cutoff player catches throw from outfielder and throws to designated base)
- It is important that infielders talk to each other, and the outfielders
- Outfielders must talk to one another.

BASE HIT TO RIGHT FIELD
P   Backs up throw to Home.
C   Covers Home. Positions 1st Base for cut-off. Calls "4(ball to home), Cut 3, Cut 2, Cut 1
1B   Cut-off to Home.
2B   Covers 1st base;
SS   Covers 2nd base.
3B   Covers 3rd base.
LF   Backs up 3rd base.
CF   Backs up hit to RF
RF   Throws to cut-off if not running to Home . Throws past cut-off to Home if runner tries to go to Home.

BASE HIT TO CENTER
P   Backs up throw to Home.
C   Covers Home. Positions 1st Base for cut-off.
1B   Cut-off to Home.
2B   Covers 1st base.
SS   Covers 2nd base.
3B   Covers 3rd base.
LF   Backs up hit to CF
CF   Throws to cut-off if not running Home. Throws past cut-off to Home if runner tries to go Home.
RF   Backs up hit to CF
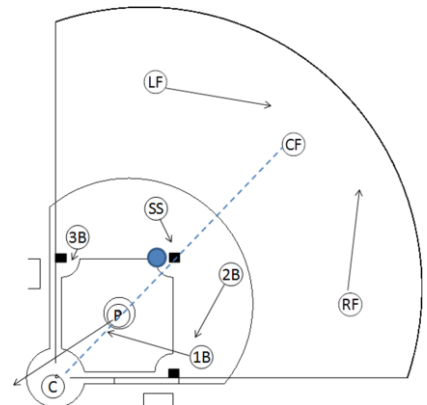
BASE HIT TO LEFT FIELD
P   Backs up throw to Home.
C   Covers Home. Positions 3rd Base for cut-off.
1B   Covers 1st base.
2B   Covers 2nd base.
SS   Covers 3rd base.
3B   Cut-off to Home.
LF   Throws to cut-off if not running Home. Throws past cut-off to Home if runner tries to go Home.
CF   Backs up hit to LF.
RF   Backs up possible throw to 2nd.
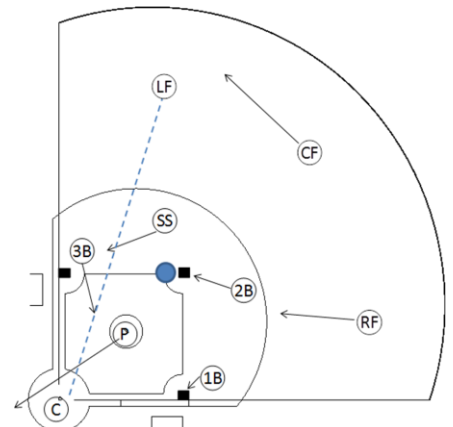
RUNNERS AT 1ST AND 3RD DEFENSES

Points to remember:

- Catcher gives signal when situation occurs (Mask - sign)
- Pitcher, 1st and 3rd basemen must hold the runners close to the base.
- If no signal, expect throw to 2nd base to get runner attempting to steal.
- Players must make good decisions while playing catch.
- It is important that infielders TALK TO EACH OTHER!!
- Outfielders must become part of the play.

1. FULL THROW TO BASE - THROW HOME

P	Fakes cut-off from catcher to freeze runner at 3rd.
C	Throws hard to 2nd, expecting a throw back to home
1B	Follows runner to second in case of run-down.
2B	Takes throw or backs up. If getting throw, either throw back to catcher or tag out runner.
SS	Same as 2nd base.
3B	Covers 3rd base.
LF	Backs up 3rd base.
CF	Backs up 2nd base
RF	Backs up 1st base.
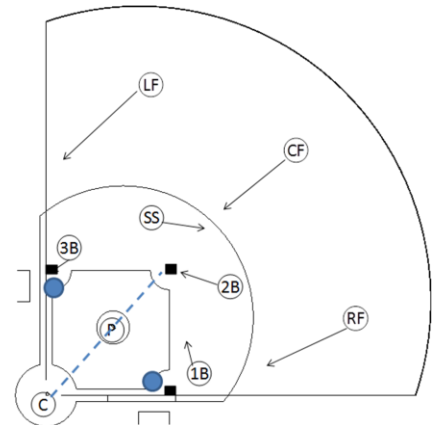
2. SHORT THROW TO 2ND - THROW HOME

P	Be ready to become involved in a run-down
C	Has choice to throw to either short to 2nd baseman or SS covering 2nd, based on what the runners are doing.
1B	Follows runner to second in case of run-down.
2B	Breaks towards home for throw. If getting throw, either throw back to catcher, or run towards runner on 3rd of hung up between 3rd and home.
SS	Covers 2nd base. If getting throw either throw back to home, or tag runner out based on what runners are doing.
3B	Covers 3rd base.
LF	Backs up 3rd base.
CF	Backs up 2nd base
RF	Backs up 1st base.
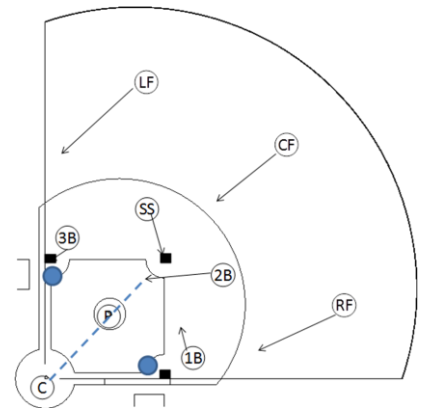
3. FULL ARM FAKE - THROW TO 3RD

P	Be ready to back up Catcher if there is a run-down
C	Full fake to 2nd base, immediately throws to 3rd or if runner is way off base, run-down
3B	Be ready for the throw. Follow behind runner down baseline if runner takes off towards home.
OF	Back up respective bases.
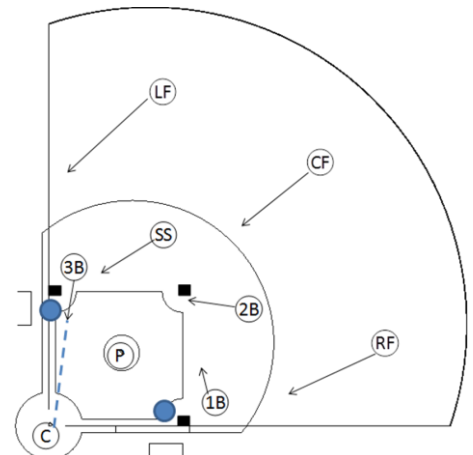
4. HARD THROW BACK TO THE PITCHER

P	After pitch, receives ball from catcher. Be ready to throw to either 2nd ,3rd , or home.
C	Be ready to take the throw from P or be in a run-down.