



2005

Edgewood Rams

Baseball

Situations

Playbook

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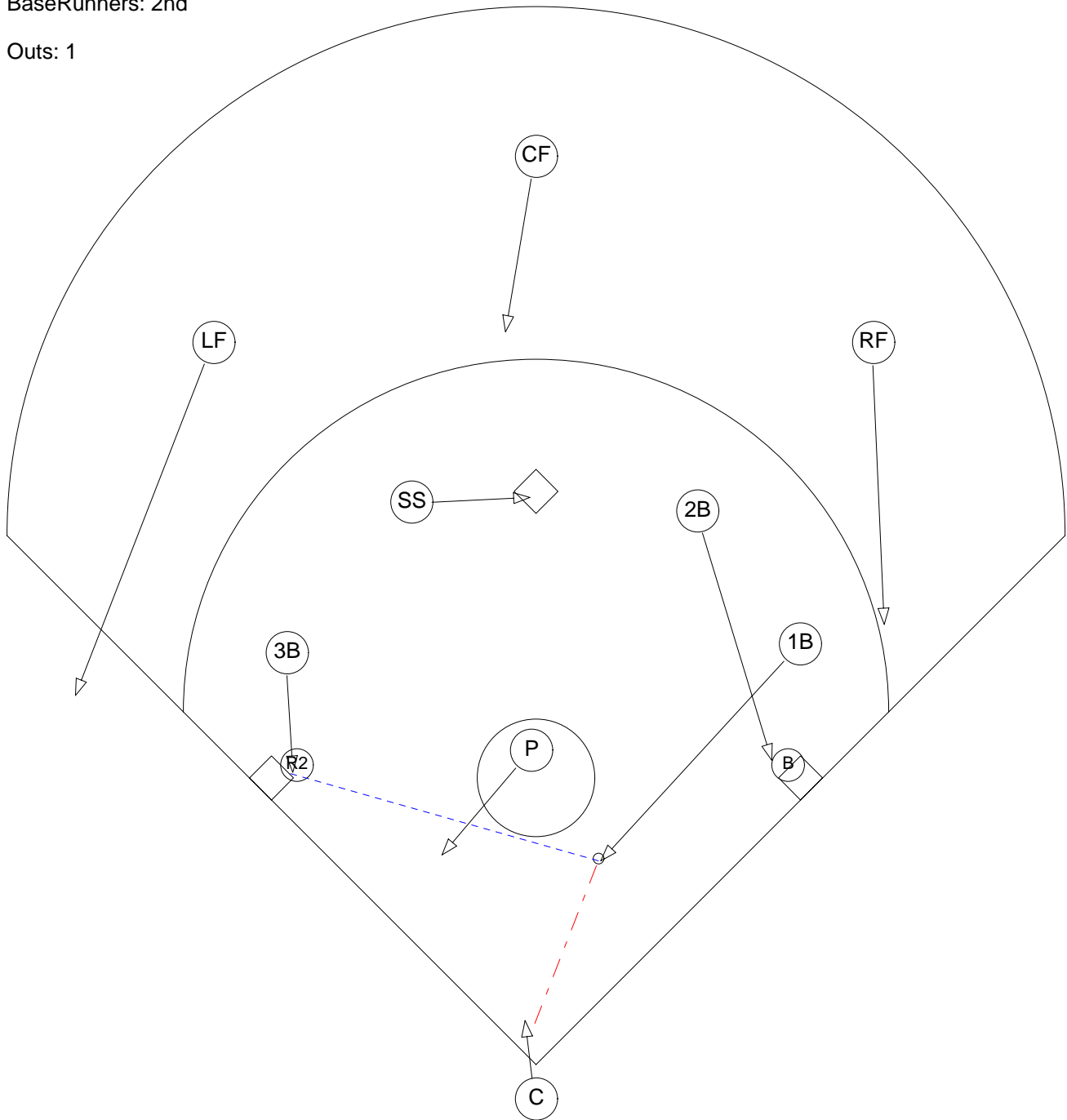
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Situational Diagram for Bunt towards 1st

At the first sign of bunt the first baseman charges toward the plate to field the bunt and make play at 3rd base. The pitcher takes the 3rd base side of the field in case of the bunt. 2nd baseman covers 1st base for play on batter. This situation is used as the best scenario to put out the runner being sacrificed to third base. The charging 1st baseman is facing the play at third base. Left fielder is backing up throw to third.

BaseRunners: 2nd

Outs: 1

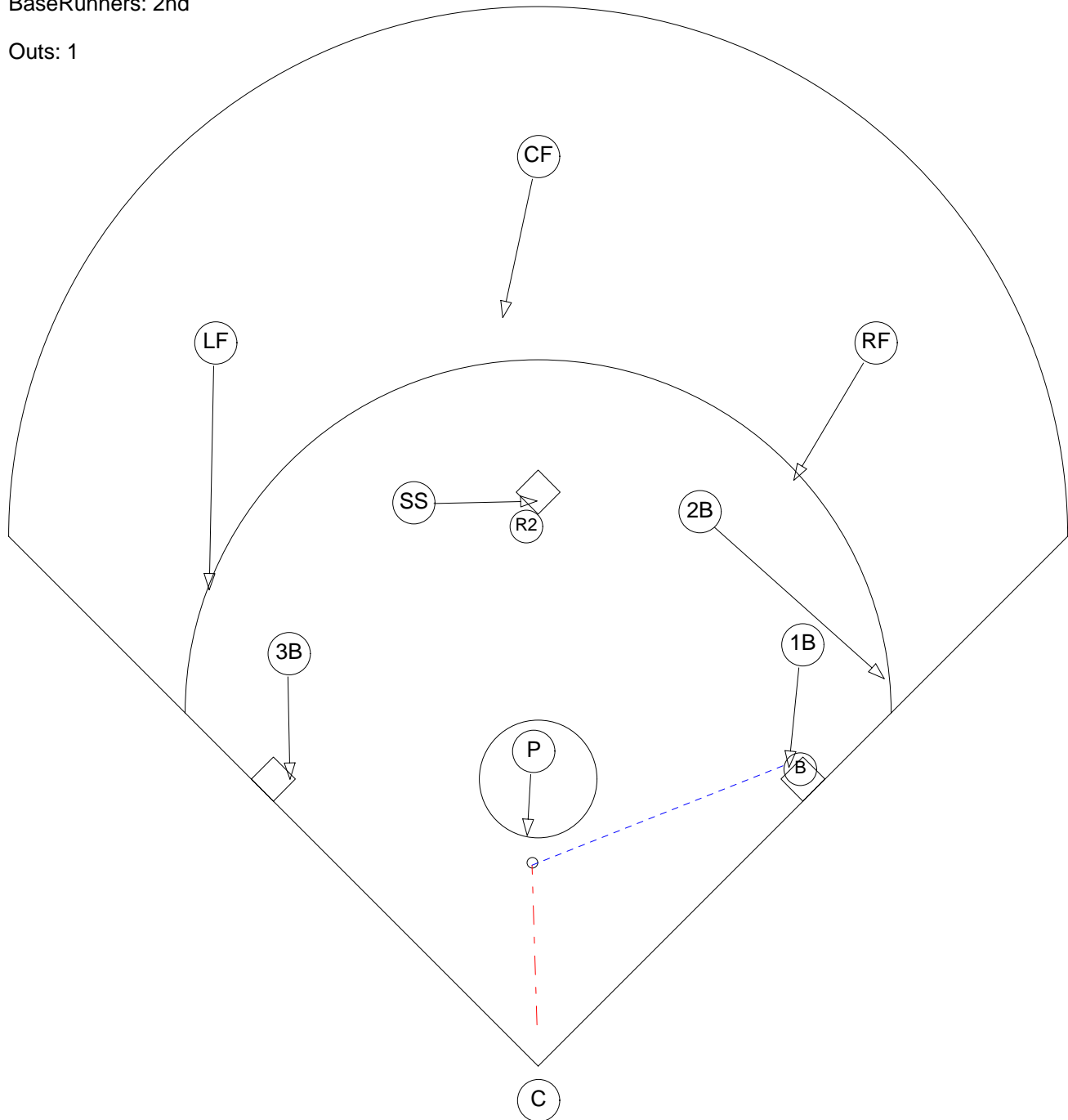


Situational Diagram for Bunt to pitcher

Ball back to the pitcher, checks runner at second and then throws out batter going to 1st. If runner at second decides to go to third and then reconsiders and stops, 1st baseman should run straight at the runner and make him commit to either 2nd or 3rd base. If he commits to third base, throw ball to 3rd baseman. If he commits to second base run him back and then throw to SS covering the bag in time to put the tag on the runner.

BaseRunners: 2nd

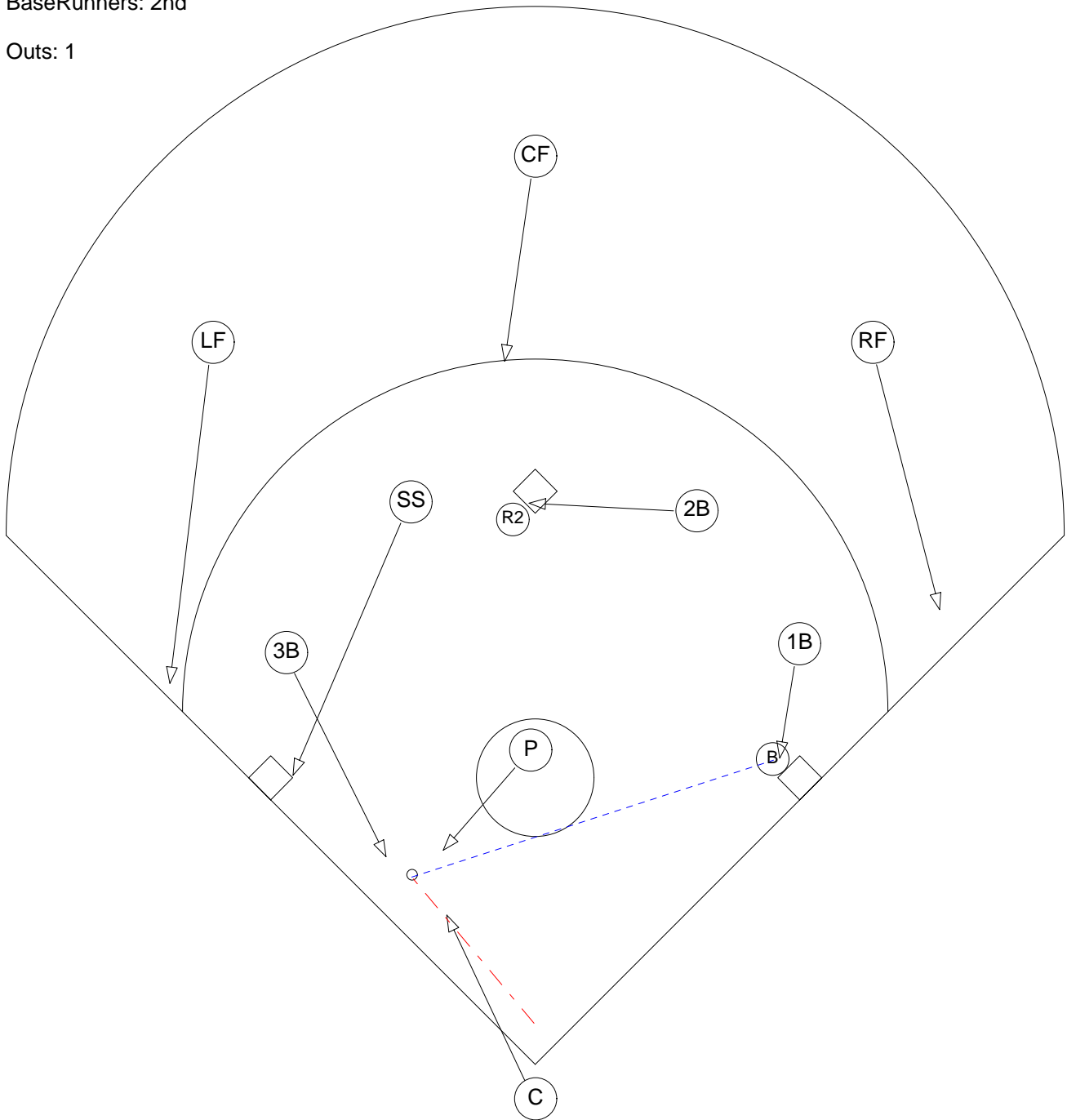
Outs: 1



Situational Diagram for Bunt towards 3rd

BaseRunners: 2nd

Outs: 1

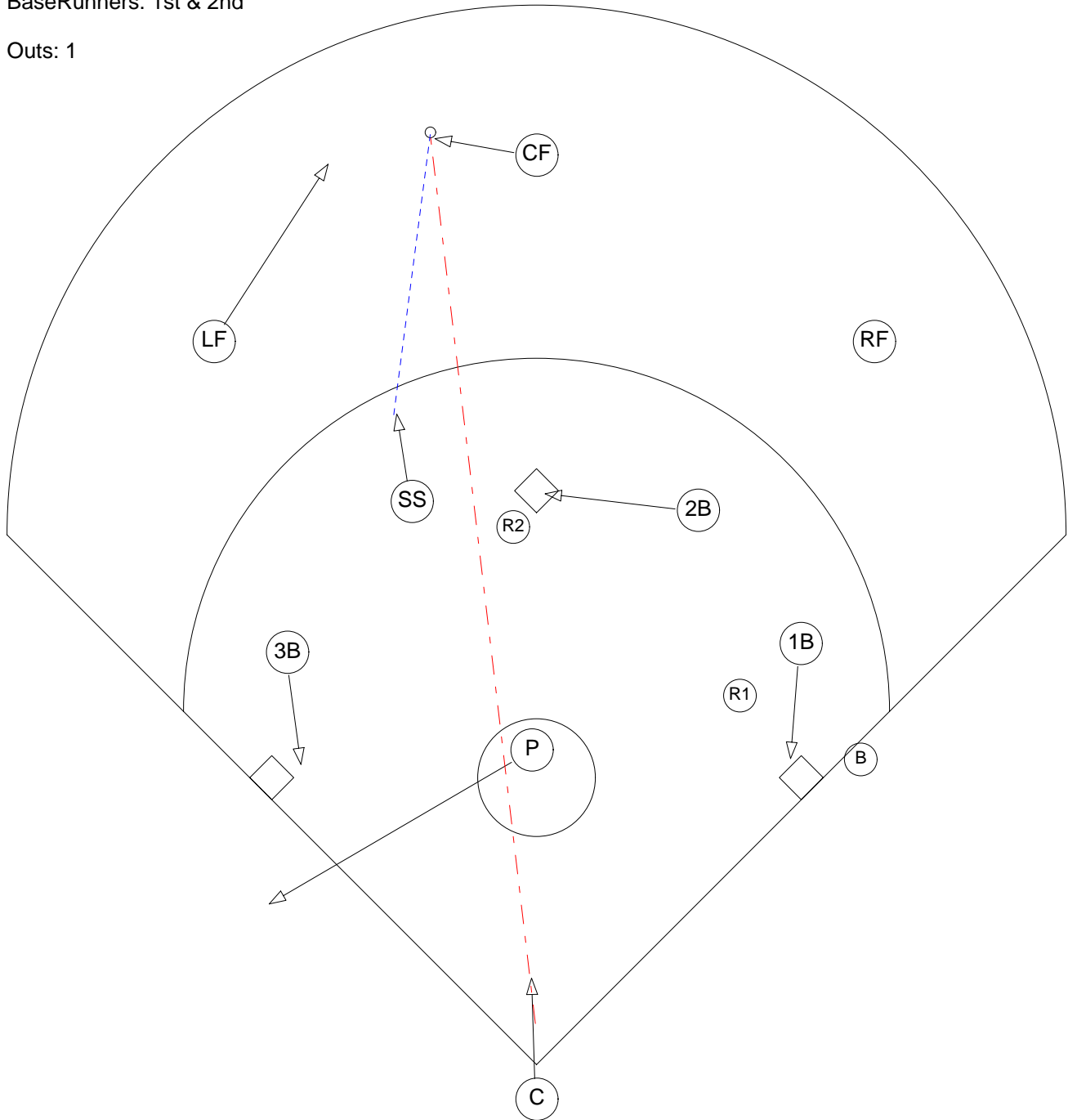


Situational Diagram for Fly ball: Center Field

Ball comes into the shortstop cutoff man. He has the option of making a play at third on a tagup at second OR making a play at second base on a tagup at first. Pitcher is backing up third base if play goes there. Left fielder is backing up the centerfielder in case the ball gets by him.

BaseRunners: 1st & 2nd

Outs: 1

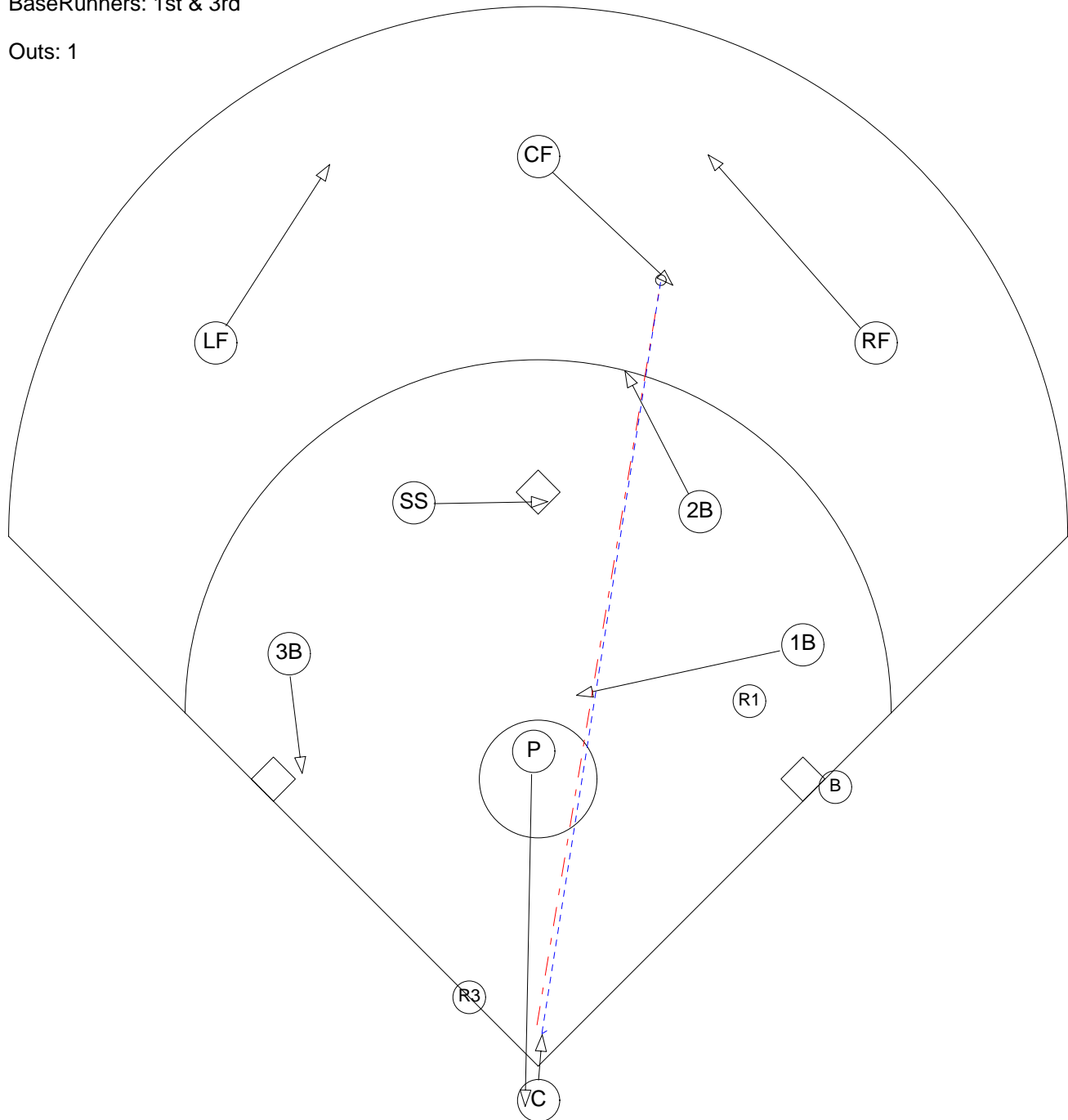


Situational Diagram for Fly ball: Center Field

Centerfield throws ball to the home plate cutoff man, which is the 1st baseman. He has the option of cutting and throwing to home OR cutting and throwing to second if an attempt to advance is made by the runner at first base. The pitcher is backing up home plate, and the shortstop is covering the bag at 2nd base. He is not just in the vicinity of the bag but covering the base in case of a play. Right fielder is backing up centerfield in case ball gets by him.

BaseRunners: 1st & 3rd

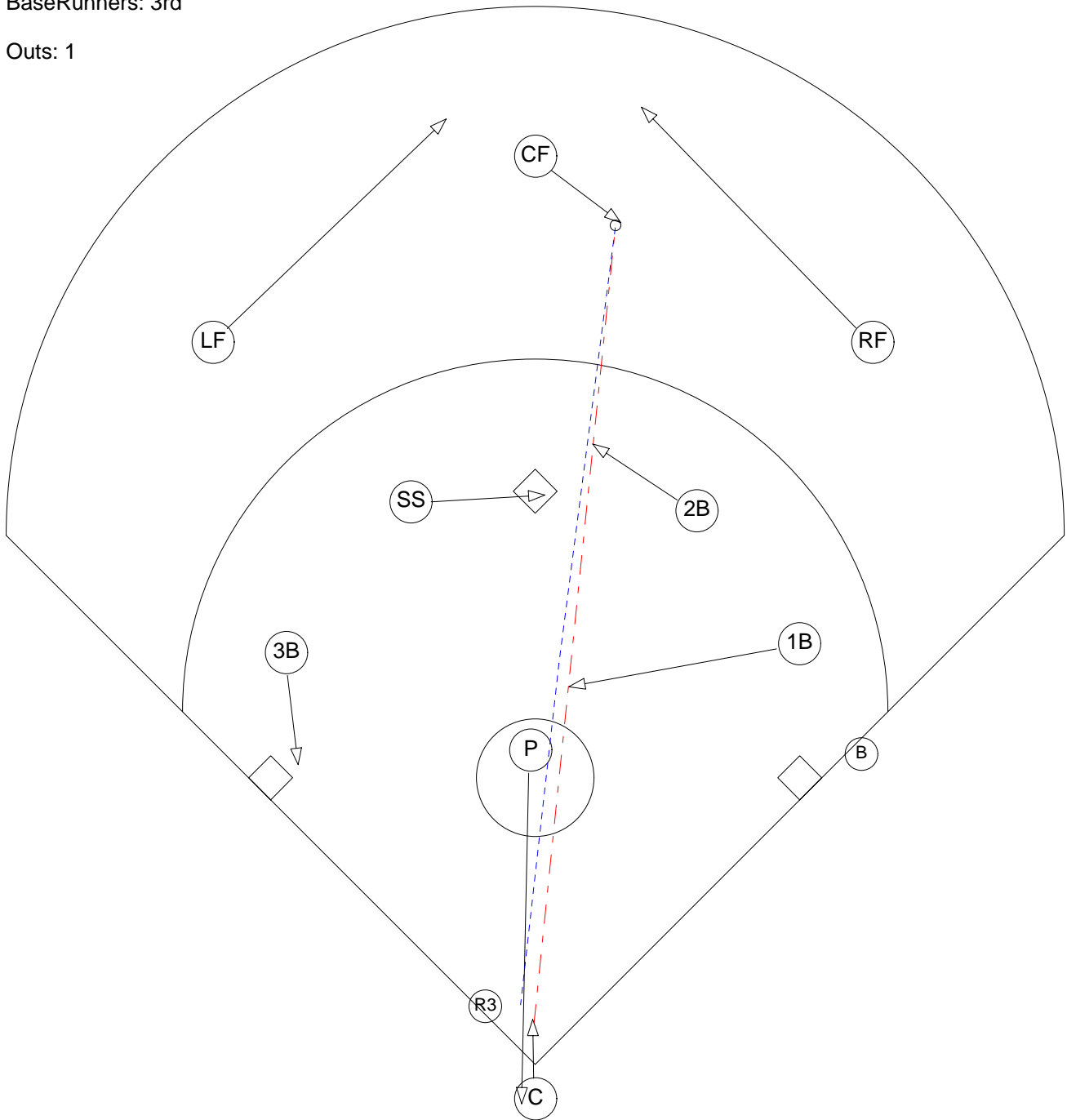
Outs: 1



Situational Diagram for Fly ball: Center Field

BaseRunners: 3rd

Outs: 1

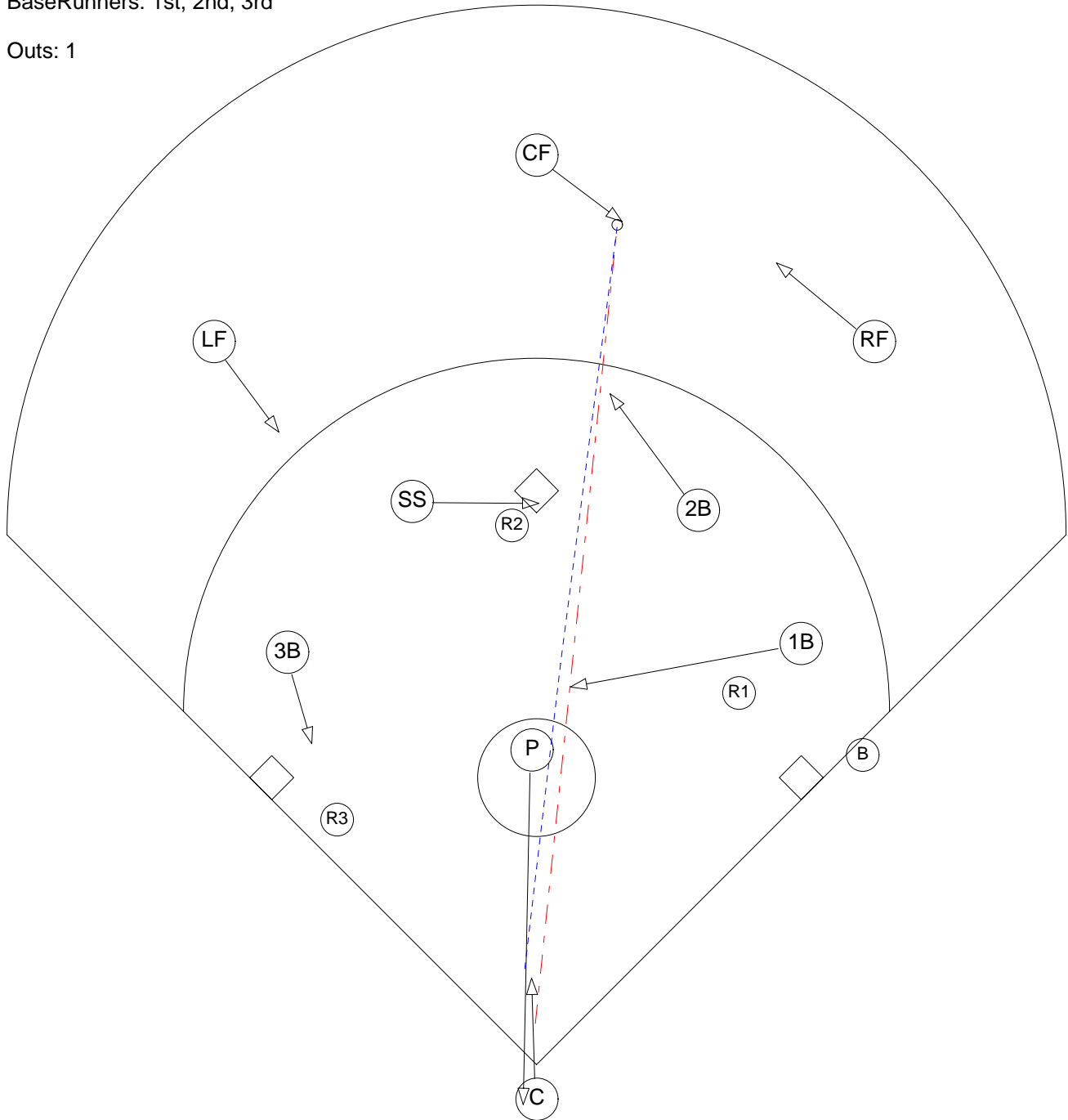


Situational Diagram for Fly ball: Center Field

Centerfielder throws ball into the first baseman who is the cutoff man. The cutoff man has the option of making a play at the plate OR cutting the ball off and making a play on the runner at second in case he is trying to advance to third or is caught off the bag at second.

BaseRunners: 1st, 2nd, 3rd

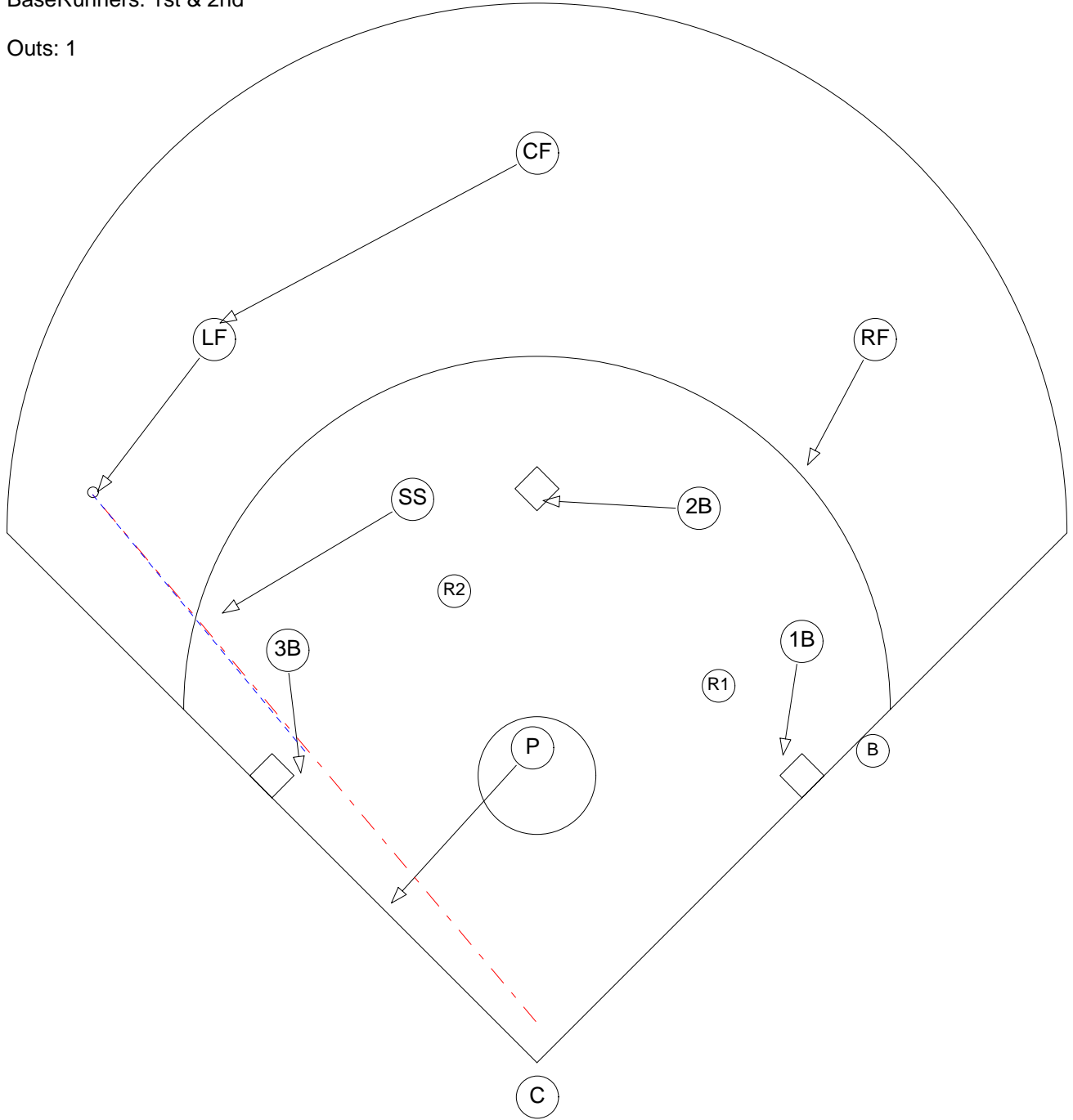
Outs: 1



Situational Diagram for Fly ball: Left Field

BaseRunners: 1st & 2nd

Outs: 1



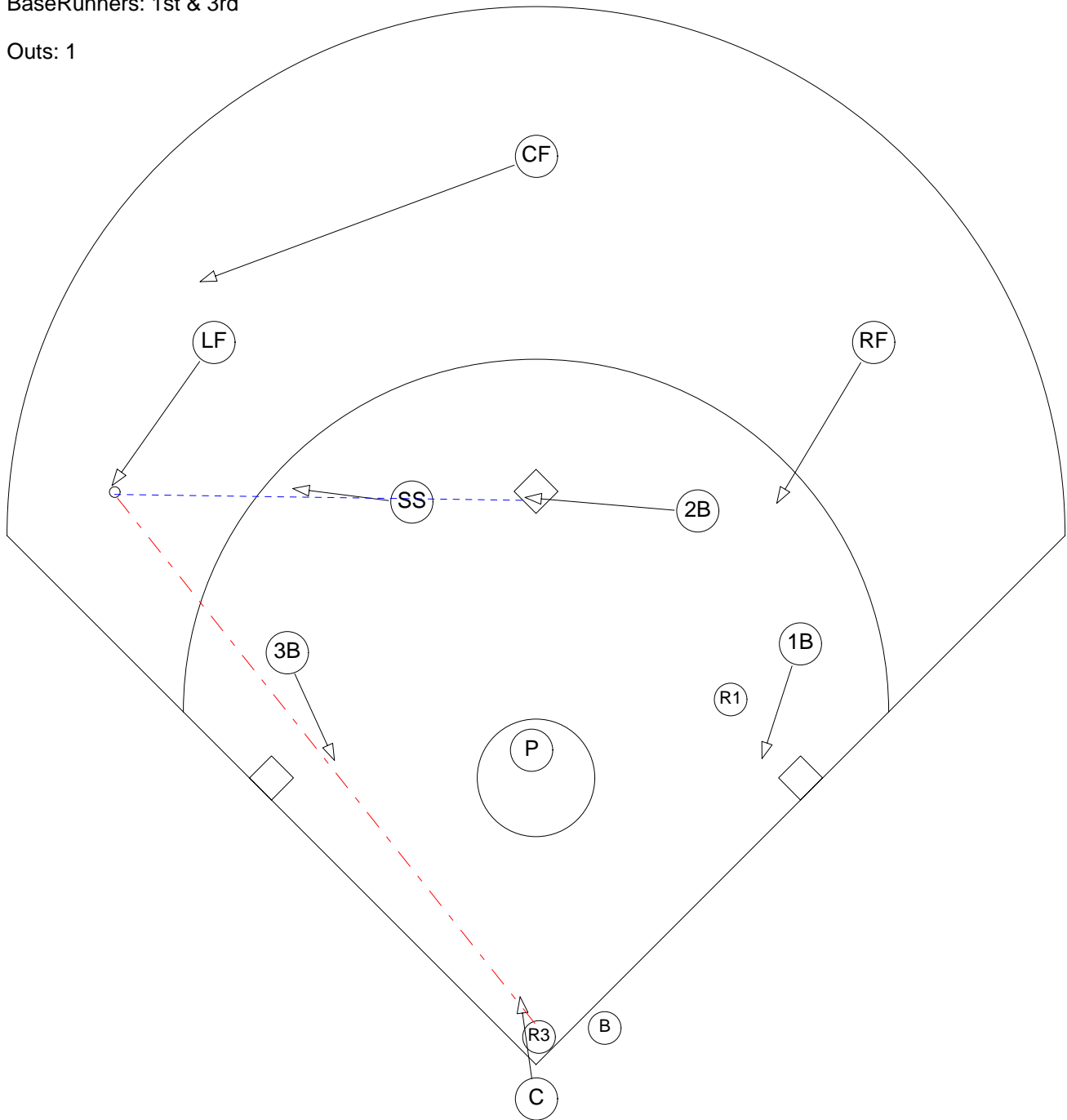
Situational Diagram for Fly ball: Left Field

Left fielder throws ball to shortstop who has the option to cut or throw to second base if there is a play.

Right fielder comes in to back up a possible throw to second. The centerfielder is racing behind the left fielder in case a misplayed ball gets through. Third baseman has possible cut to home if slow runner is on third. In most cases, the run is conceded and the throw is made to second base to keep the runner on first from reaching scoring position at second base.

BaseRunners: 1st & 3rd

Outs: 1

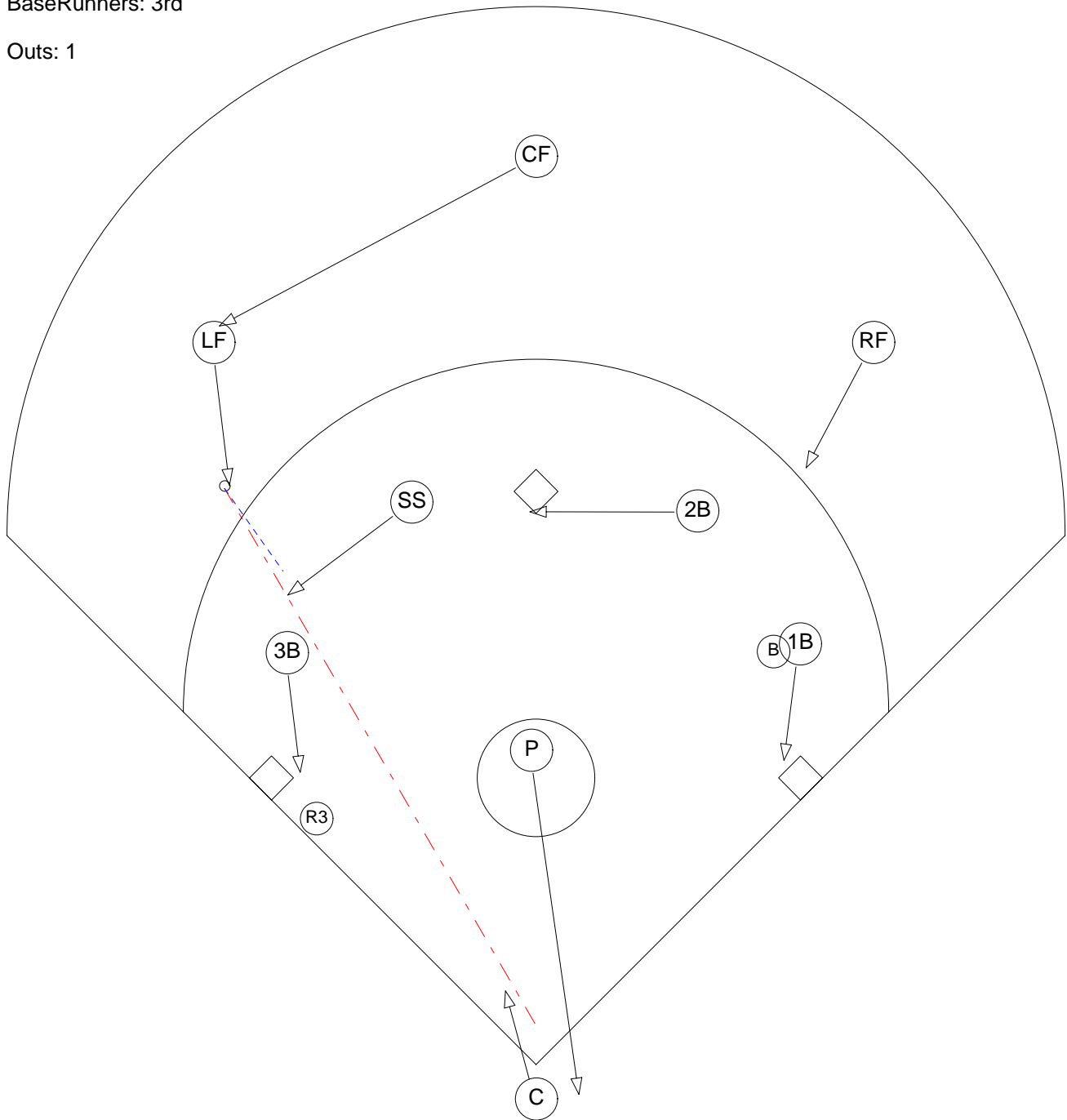


Situational Diagram for Fly ball: Left Field

Ball is hit to medium left field. Left fielder throws ball in to the cutoff man (shortstop) who in turn makes a play at the plate if the runner has tagged up. The third baseman covers the bag in case the runner bluffs a tagup and is caught off the bag. The third baseman is NOT JUST IN THE VICINITY of third base. He is on the BAG! The pitcher is backing up the play at the plate. Centerfielder is also backing up play in case the ball gets by the left fielder.

BaseRunners: 3rd

Outs: 1

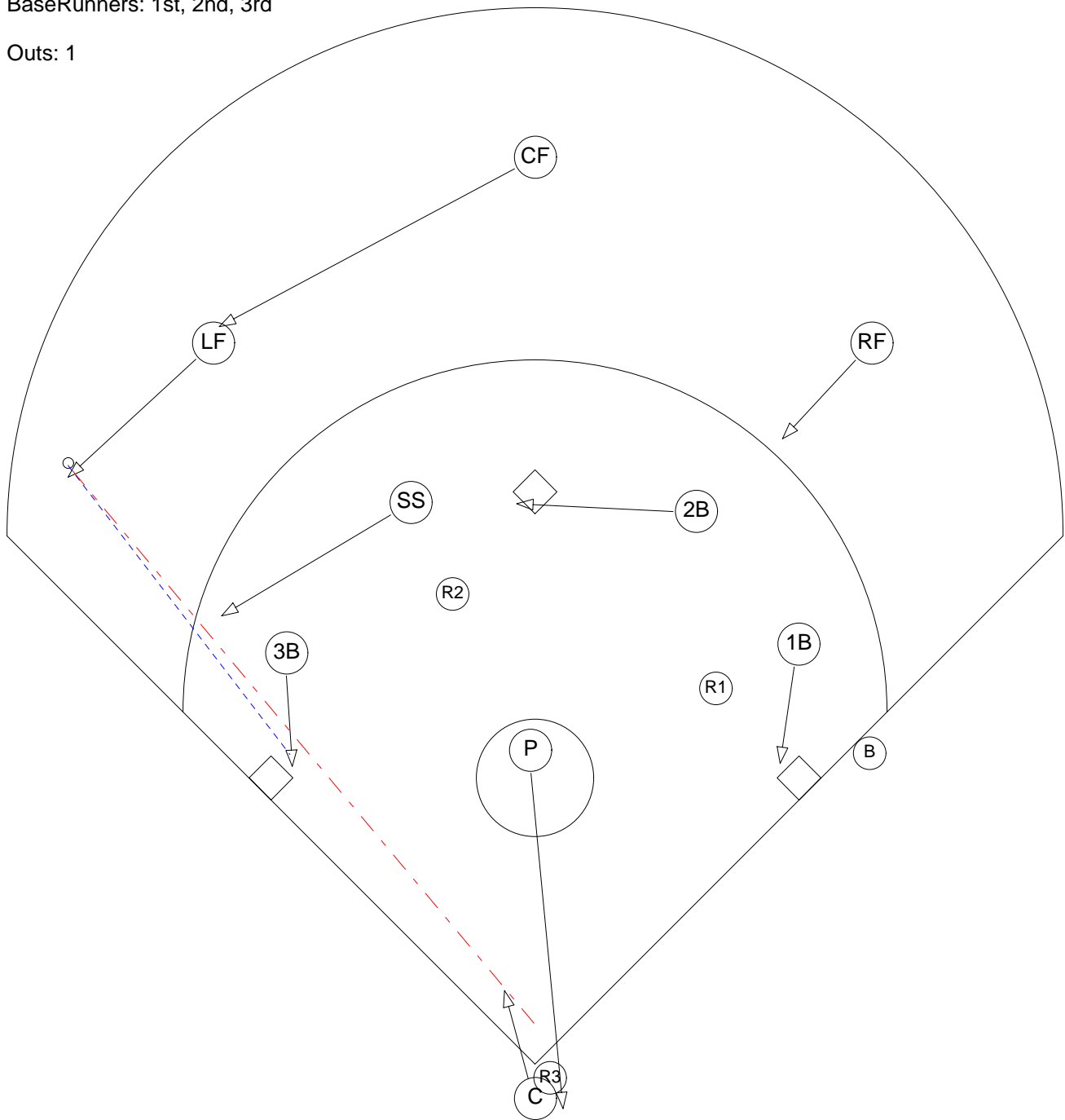


Situational Diagram for Fly ball: Left Field

Left fielder throws ball directly to third base to prevent any further advancement of runners. Pitcher is behind home plate backing up the throw to home plate in case there is a play.

BaseRunners: 1st, 2nd, 3rd

Outs: 1

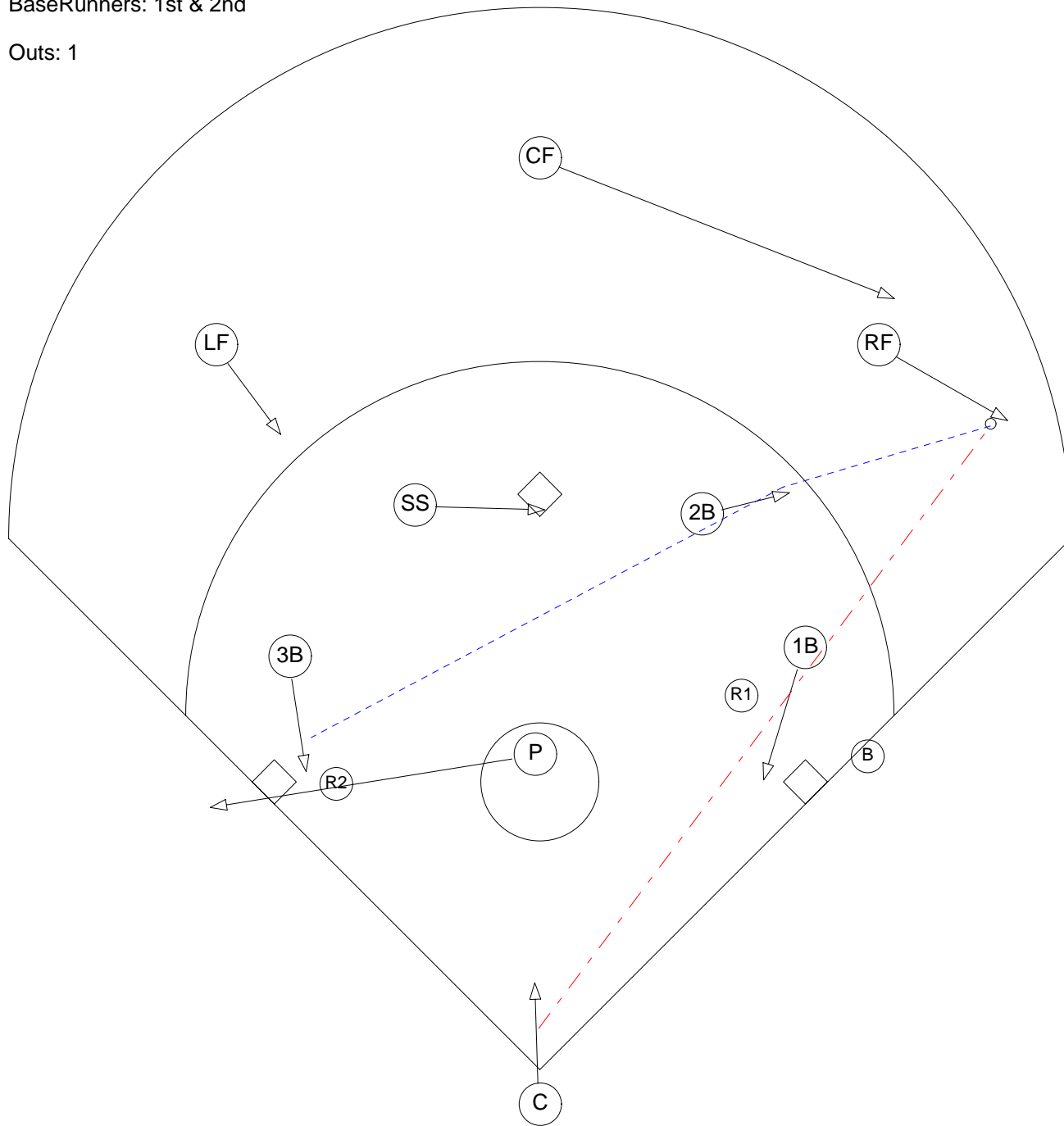


Situational Diagram for Fly ball: Right Field

Ball goes into second baseman who either makes play at 3rd base or keeps ball and runs it in. The runner at first MUST NOT reach second on a tag-up play. This will put 2 runners into scoring position instead of 1. Pitcher backs up third base on this play. Centerfielder is backing up rightfielder in case of a miscue.

BaseRunners: 1st & 2nd

Outs: 1

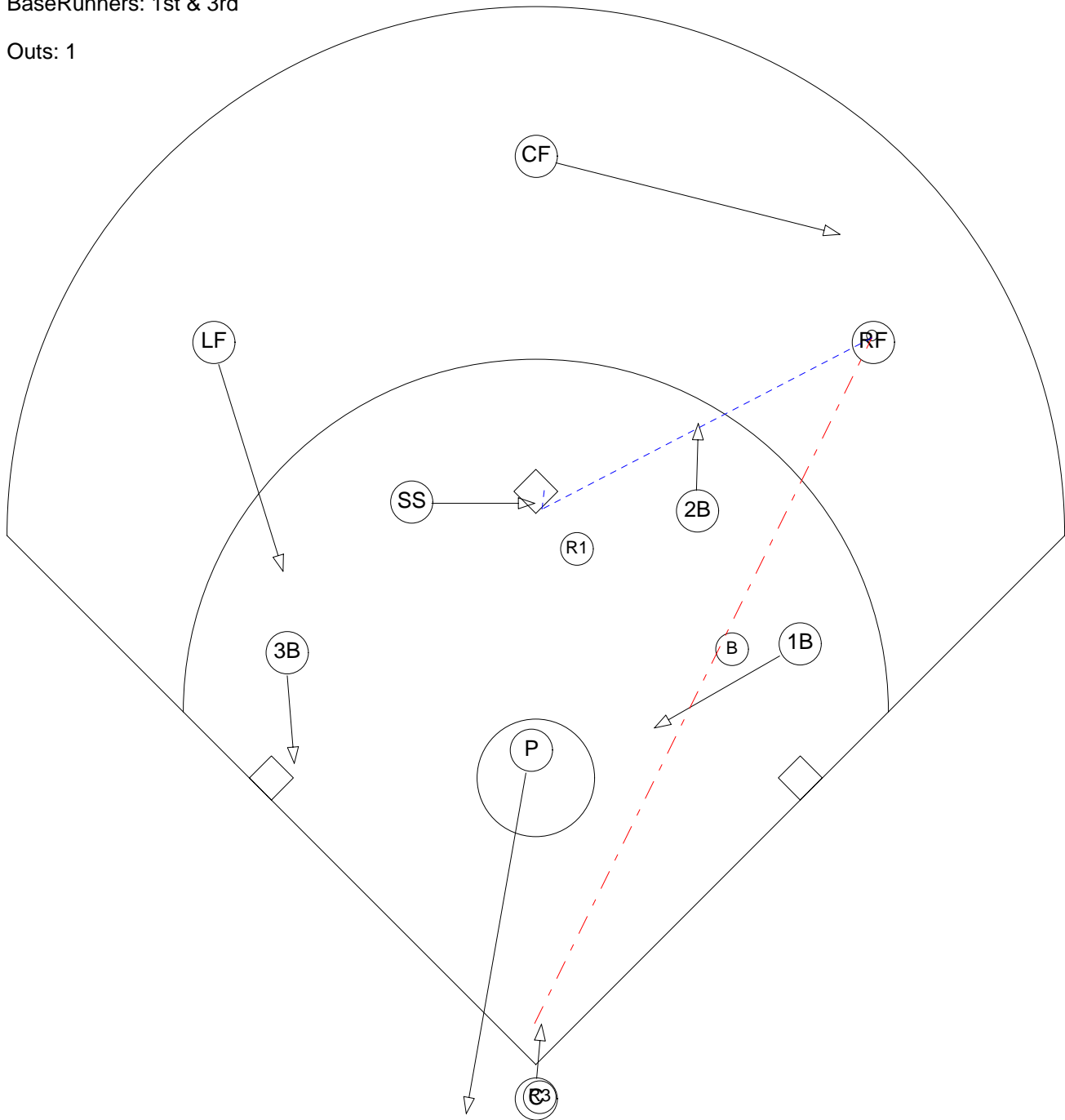


Situational Diagram for Fly ball: Right Field

Right fielder will get the ball into second base cutoff, to keep runner from advancing to scoring position at 2nd base. The runner on third will be conceded in most situations to keep runner at 1st base from advancing. Centerfielder is backing up right fielder in case of a miscue. Pitcher is backing up home plate on the outside chance of a play at home. Left fielder advances up near the infield grass to back-up throw into second base.

BaseRunners: 1st & 3rd

Outs: 1

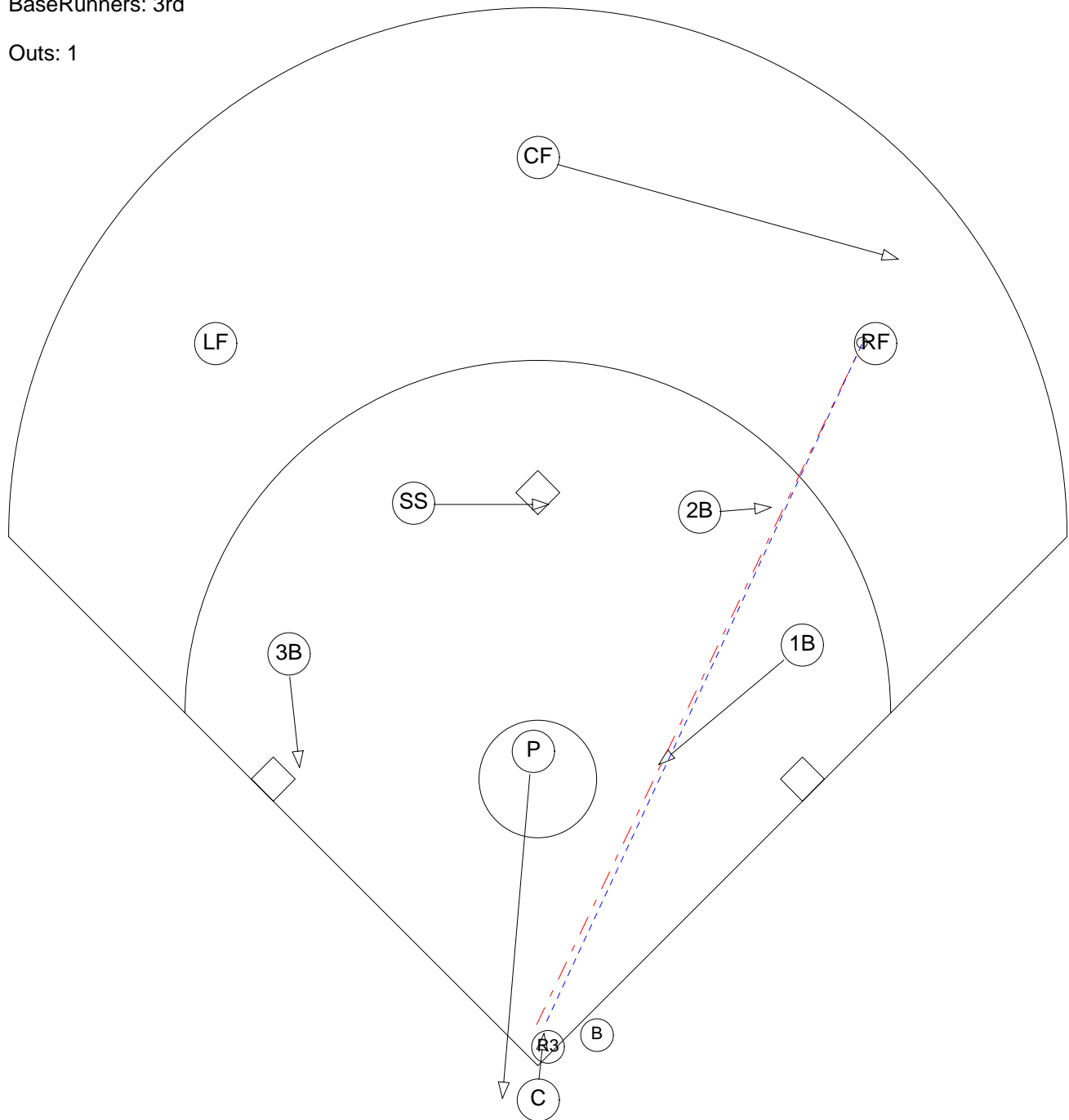


Situational Diagram for Fly ball: Right Field

1st baseman lines up for the cut to home if necessary or lets ball go home if good throw. Pitcher is backing up home plate. Centerfielder is backing up play in case of a miscue.

BaseRunners: 3rd

Outs: 1

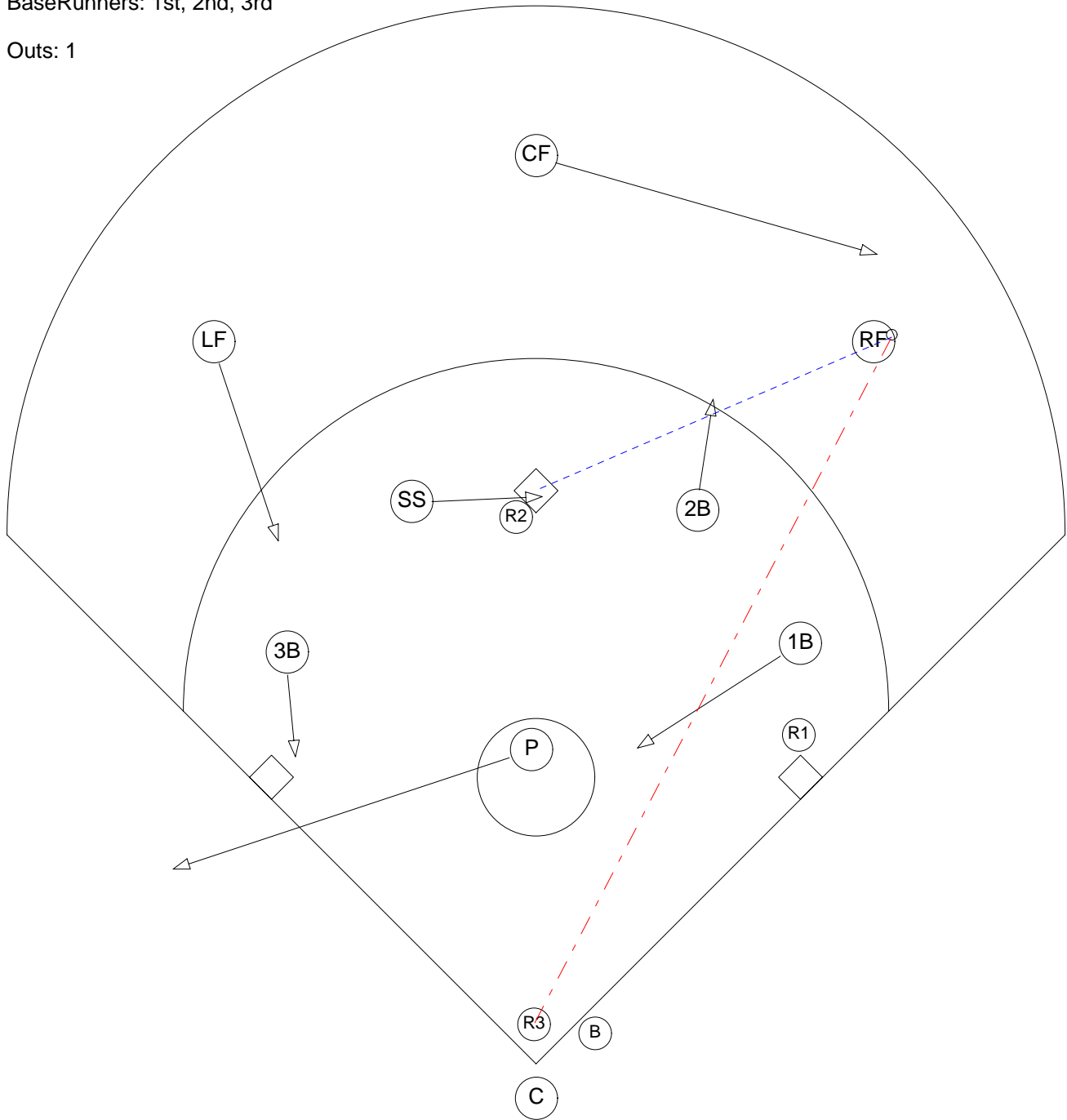


Situational Diagram for Fly ball: Right Field

Ball goes into second baseman who in turn runs ball into second base or throws to third if there is a play. Keeping the runners from advancing is most important! The runner on 1st base MUST NOT ADVANCE! That puts 2 men into scoring position instead of 1. This can be crucial in a tight game. Center fielder is backing up right fielder in case of a miscue.

BaseRunners: 1st, 2nd, 3rd

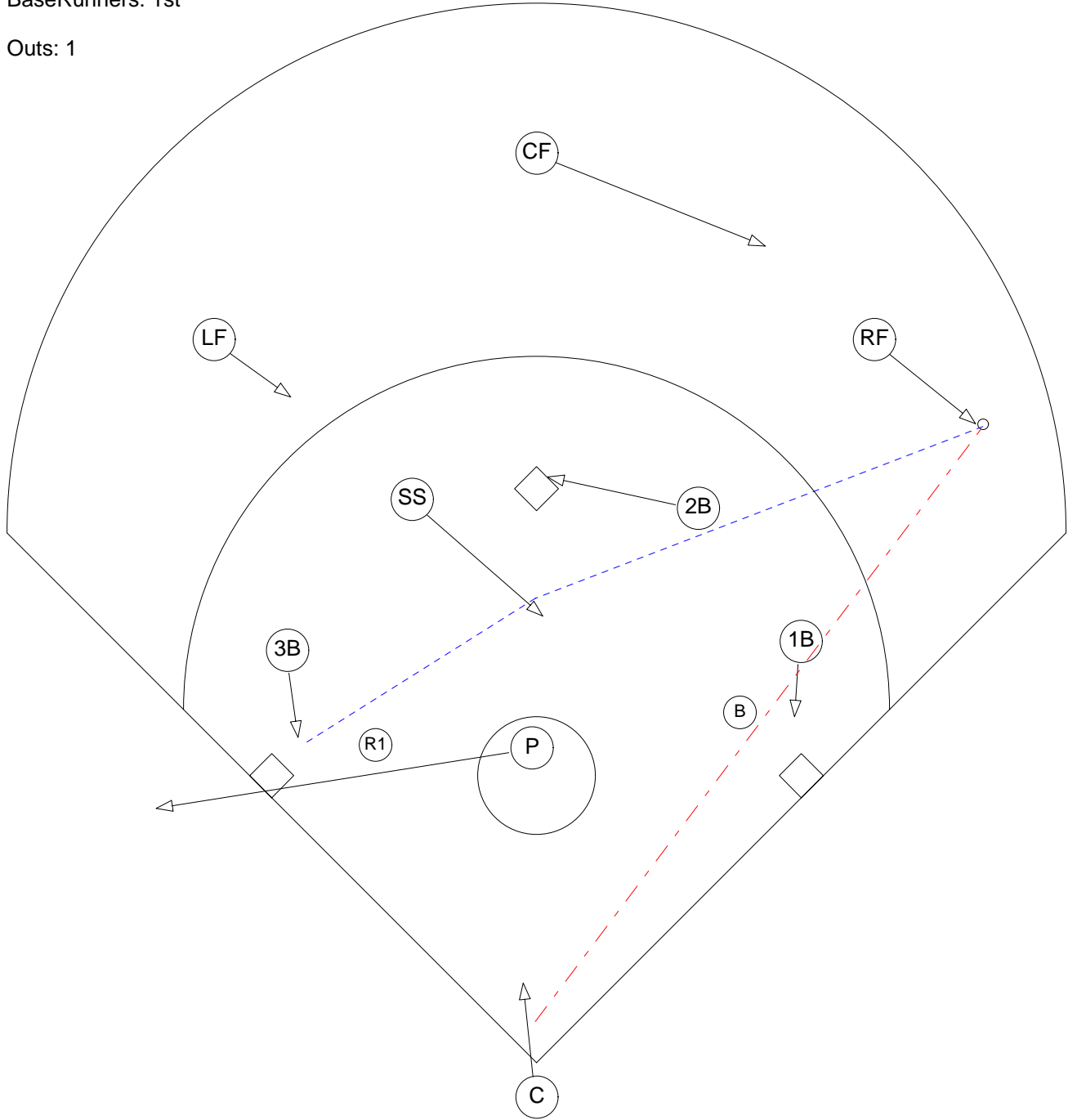
Outs: 1



Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 1st

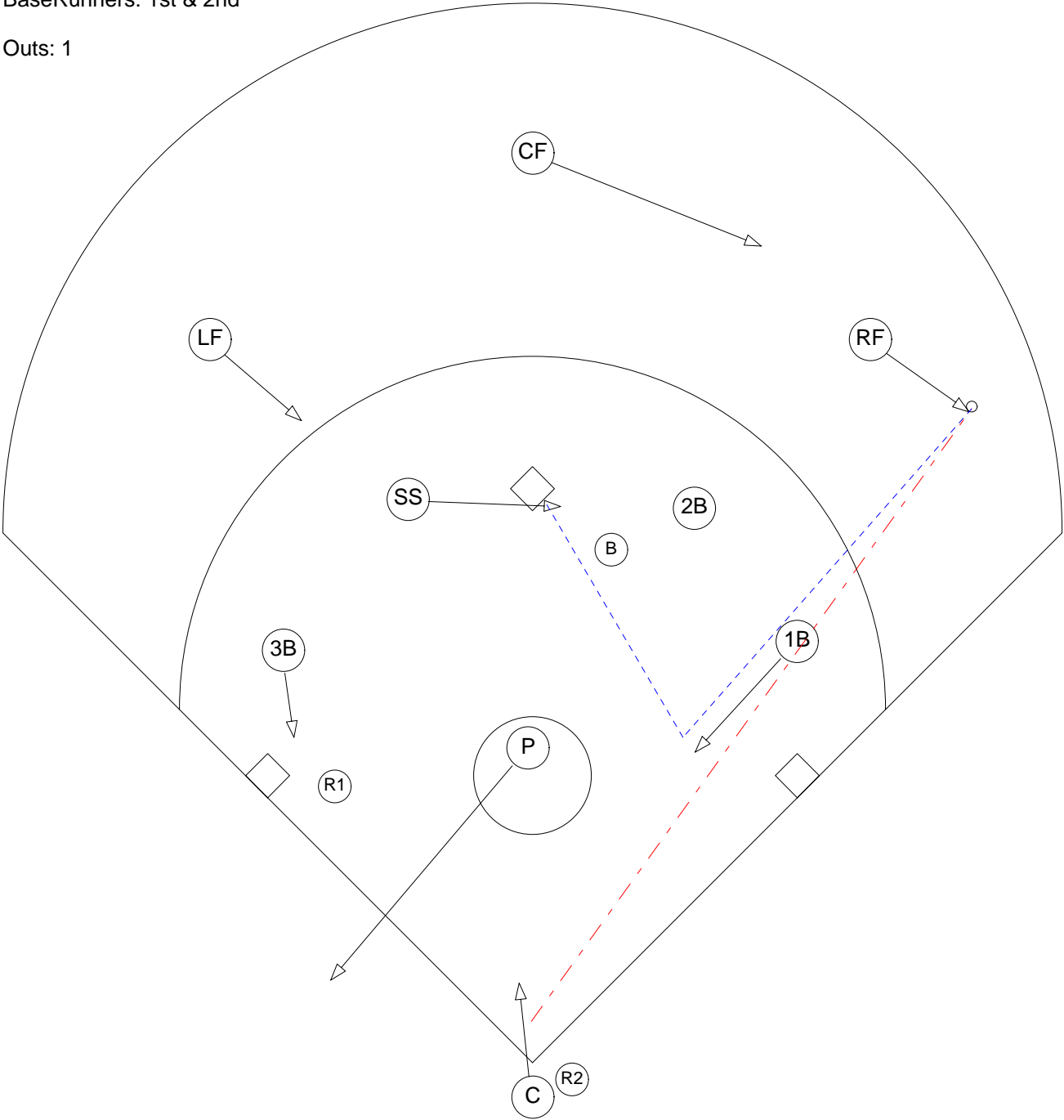
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Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 1st & 2nd

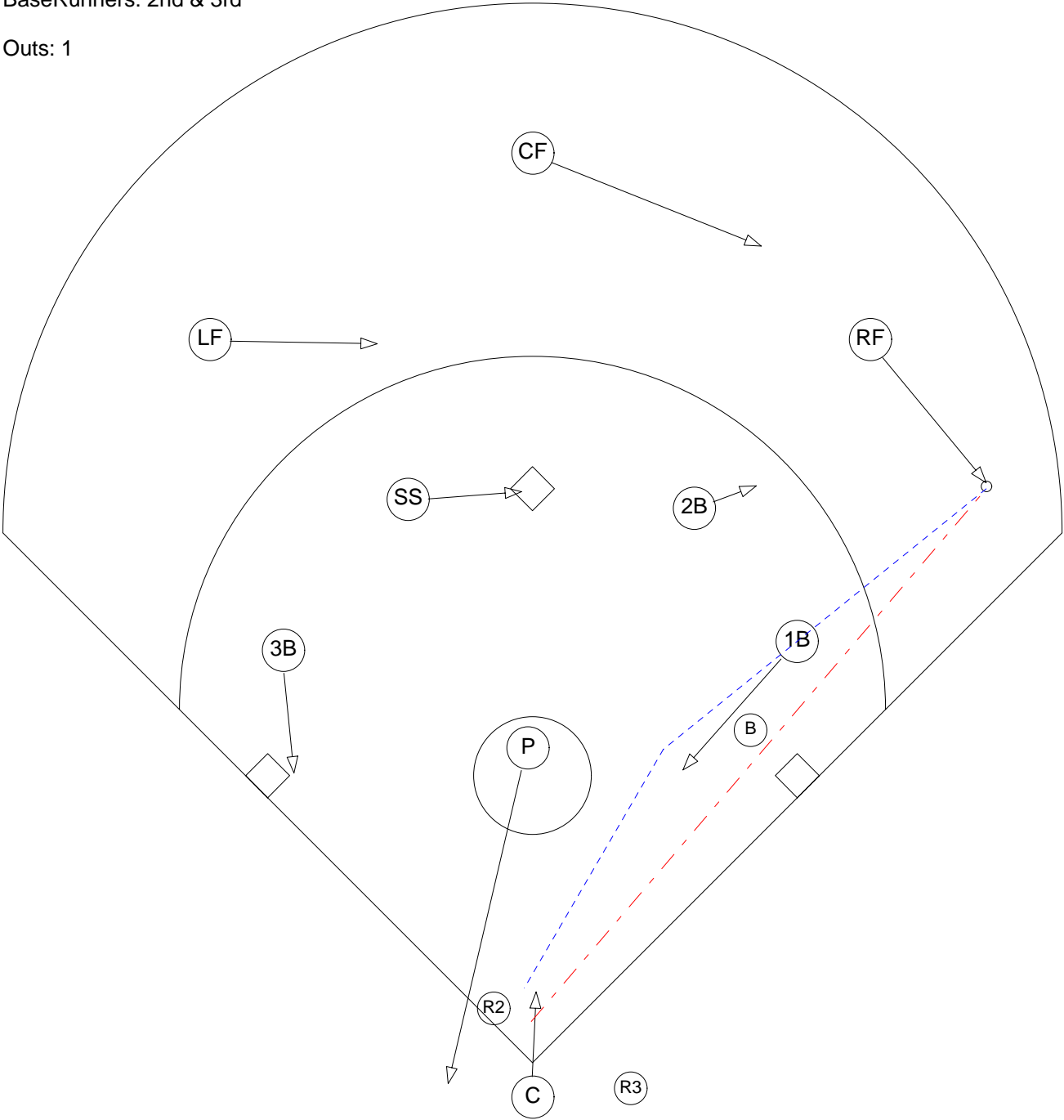
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Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 2nd & 3rd

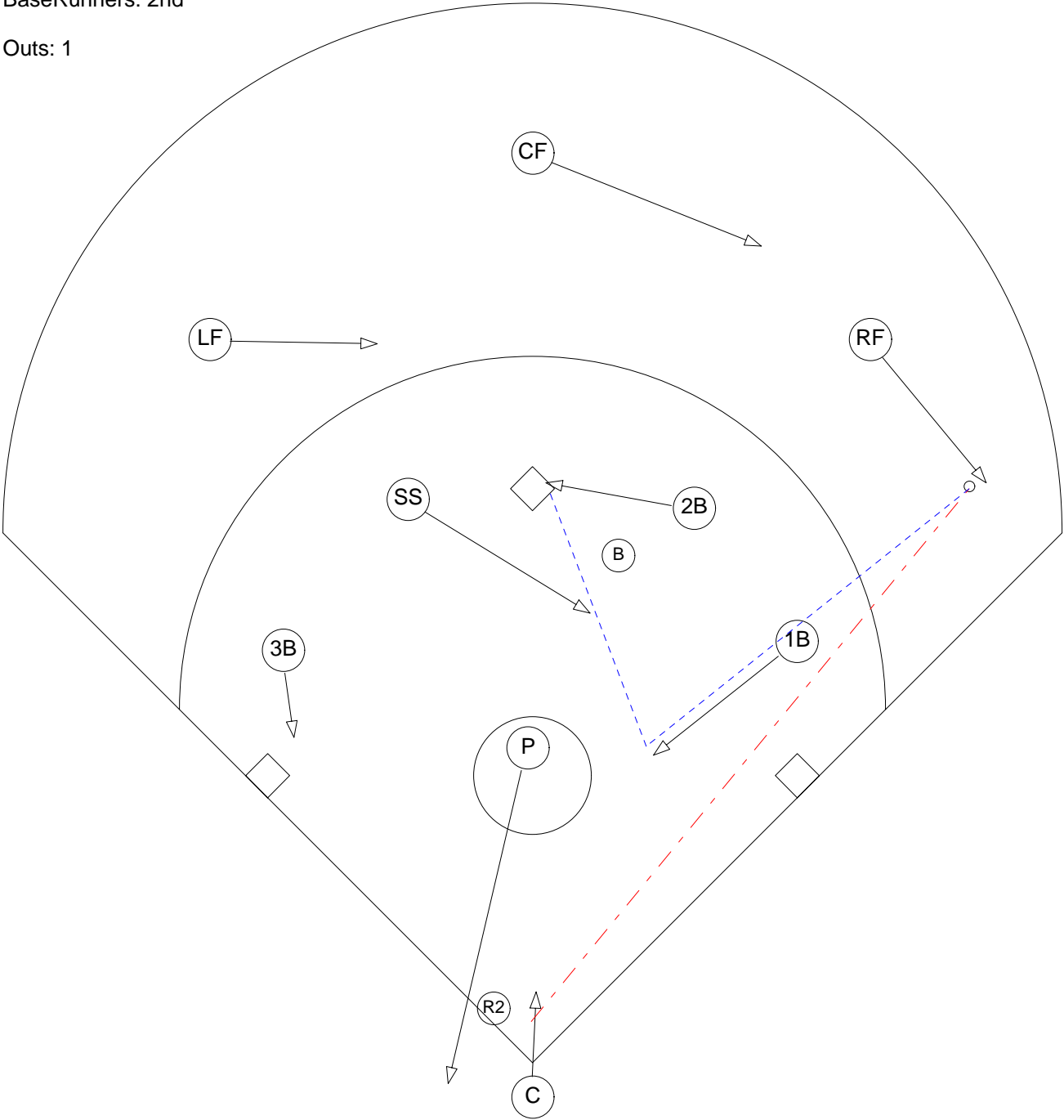
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Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 2nd

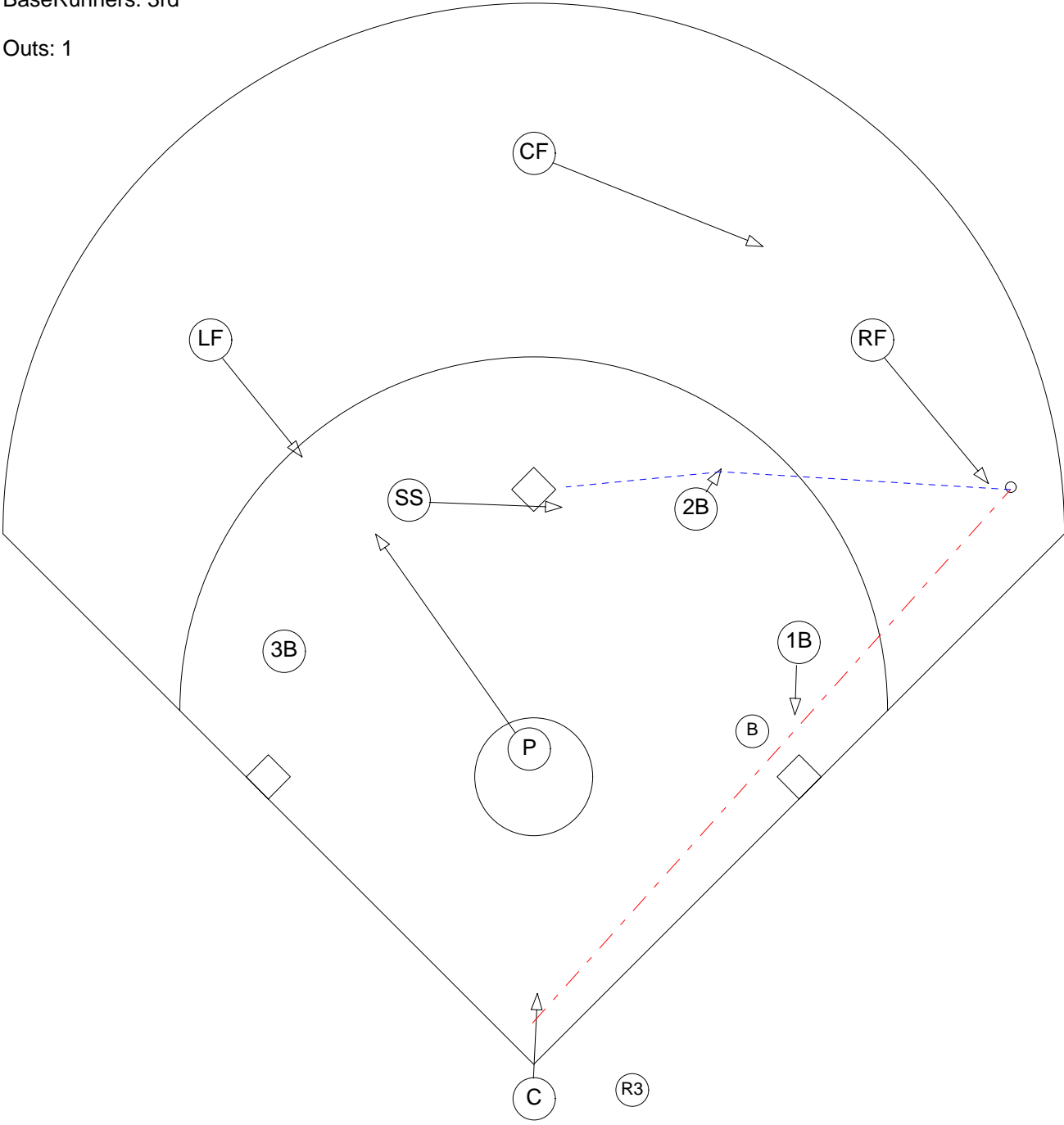
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Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 3rd

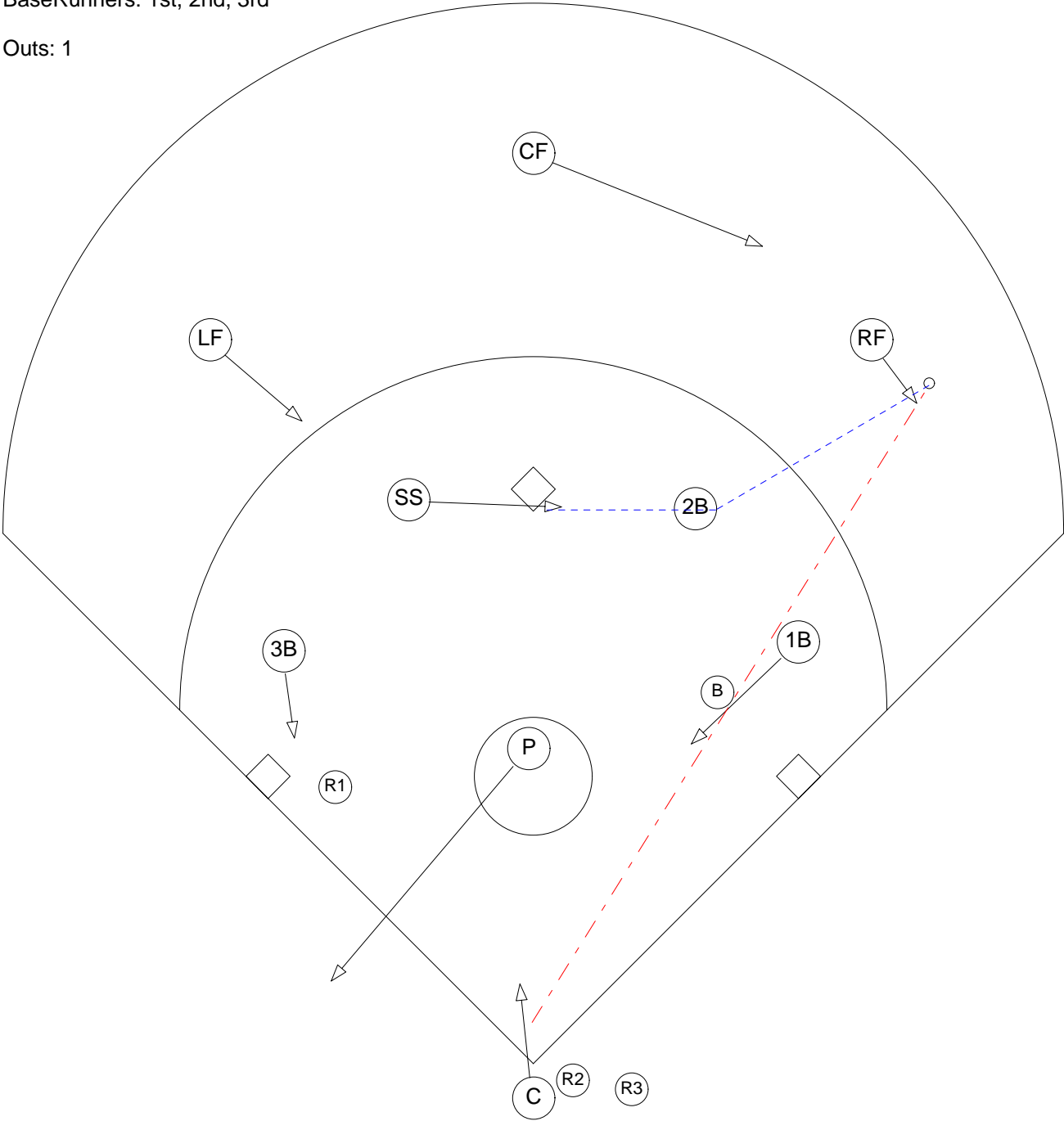
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Situational Diagram for Ground ball: 1st & 2nd

BaseRunners: 1st, 2nd, 3rd

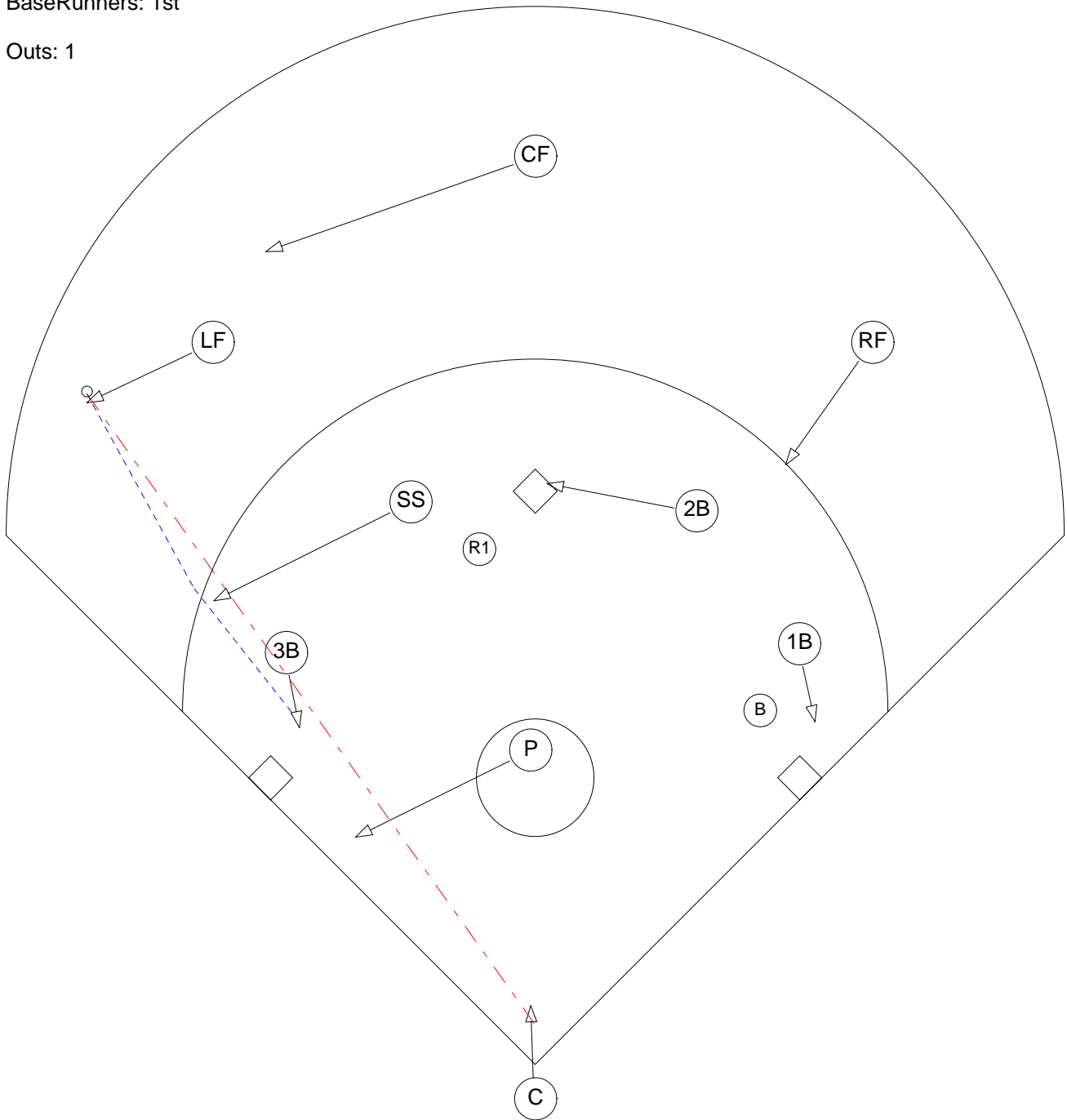
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Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 1st

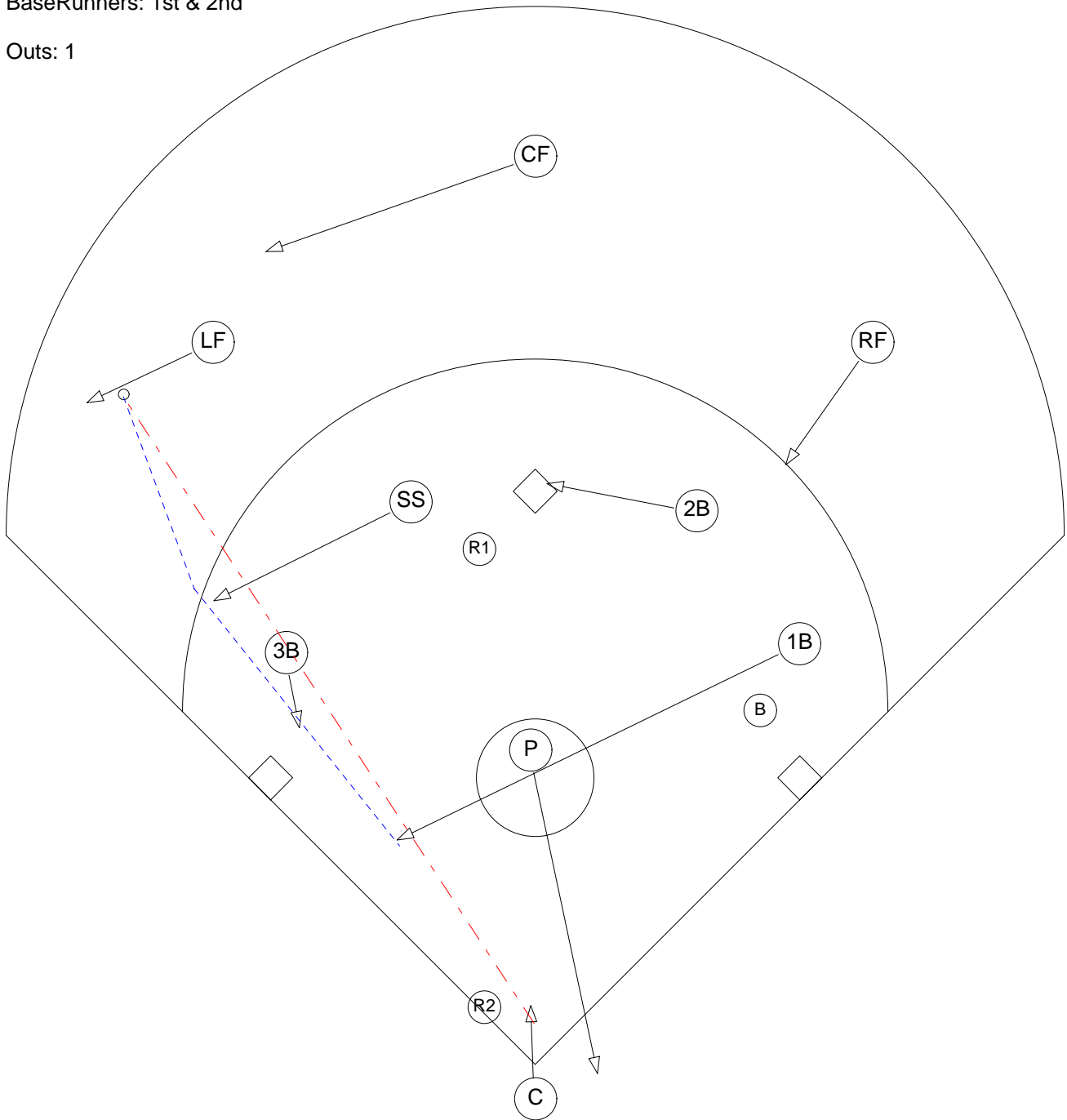
Outs: 1



Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 1st & 2nd

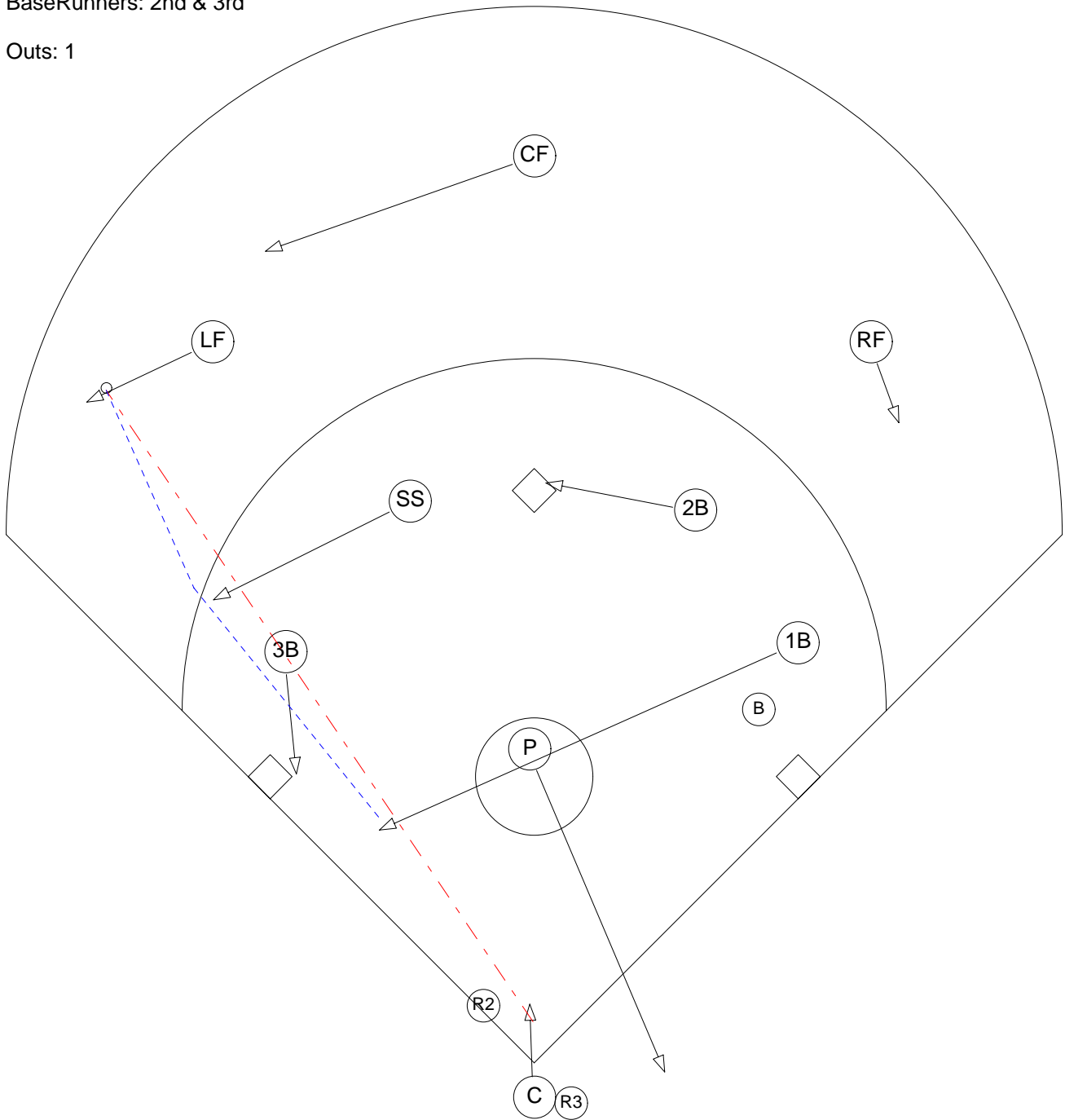
Outs: 1



Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 2nd & 3rd

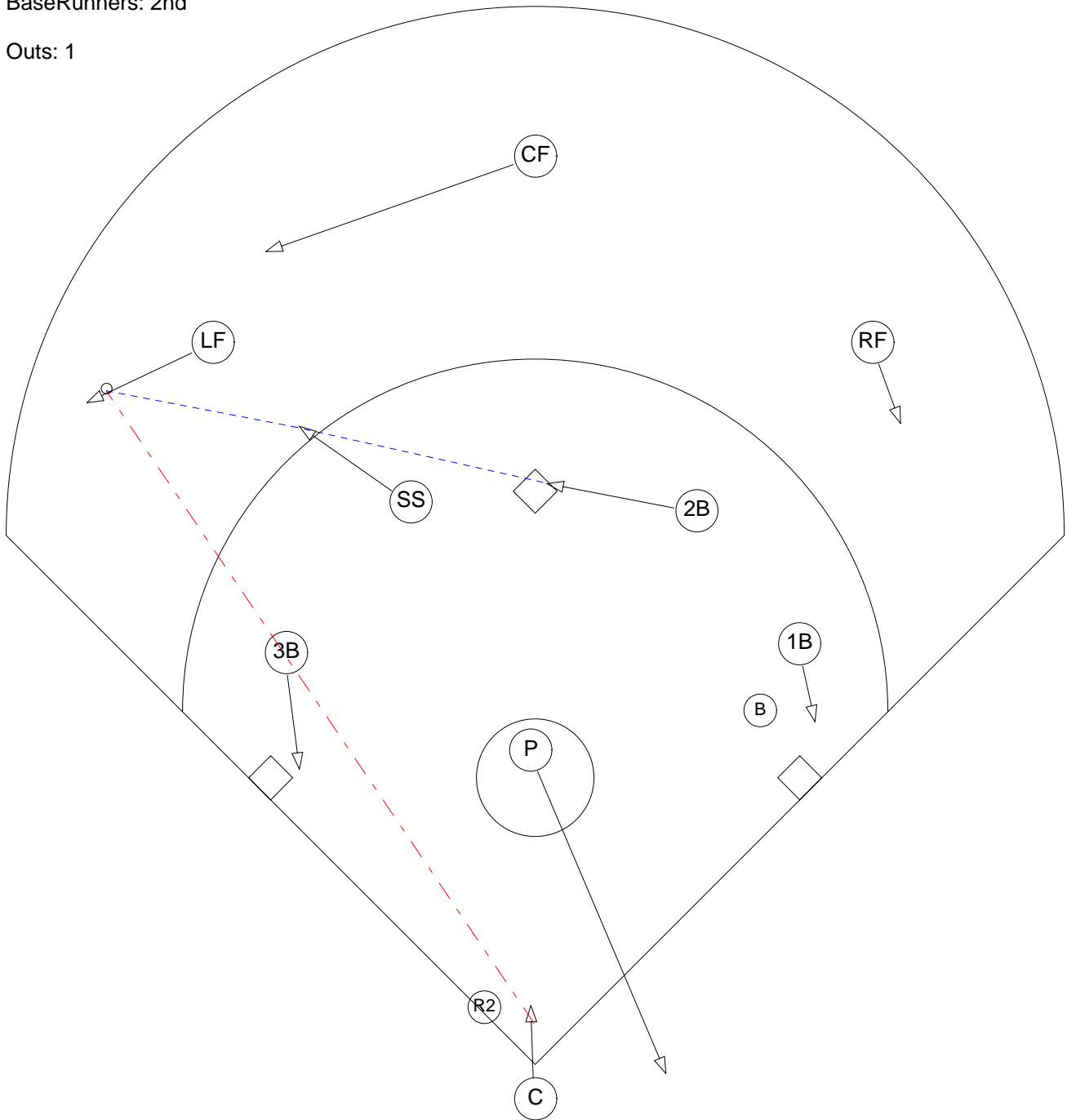
Outs: 1



Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 2nd

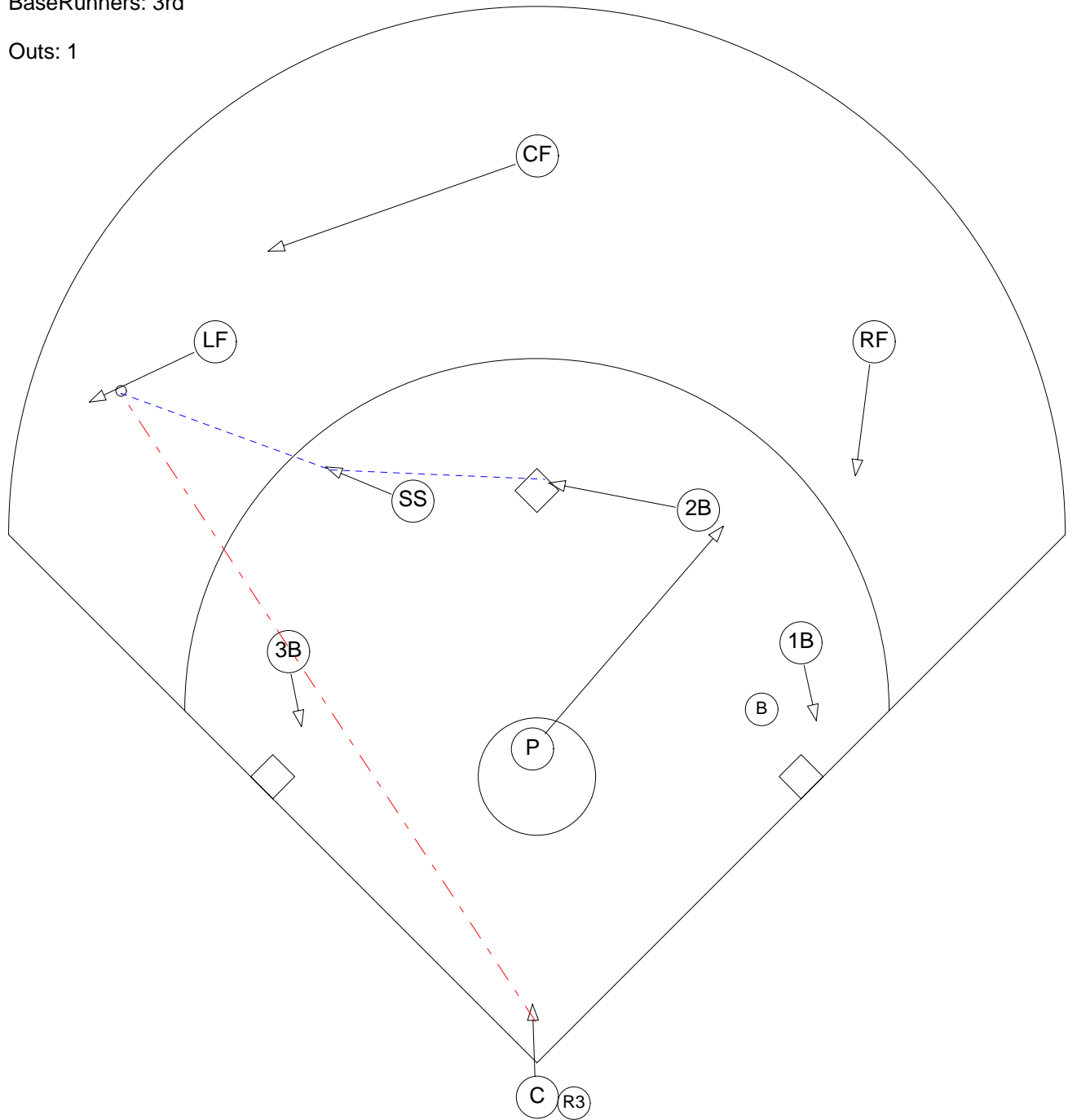
Outs: 1



Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 3rd

Outs: 1

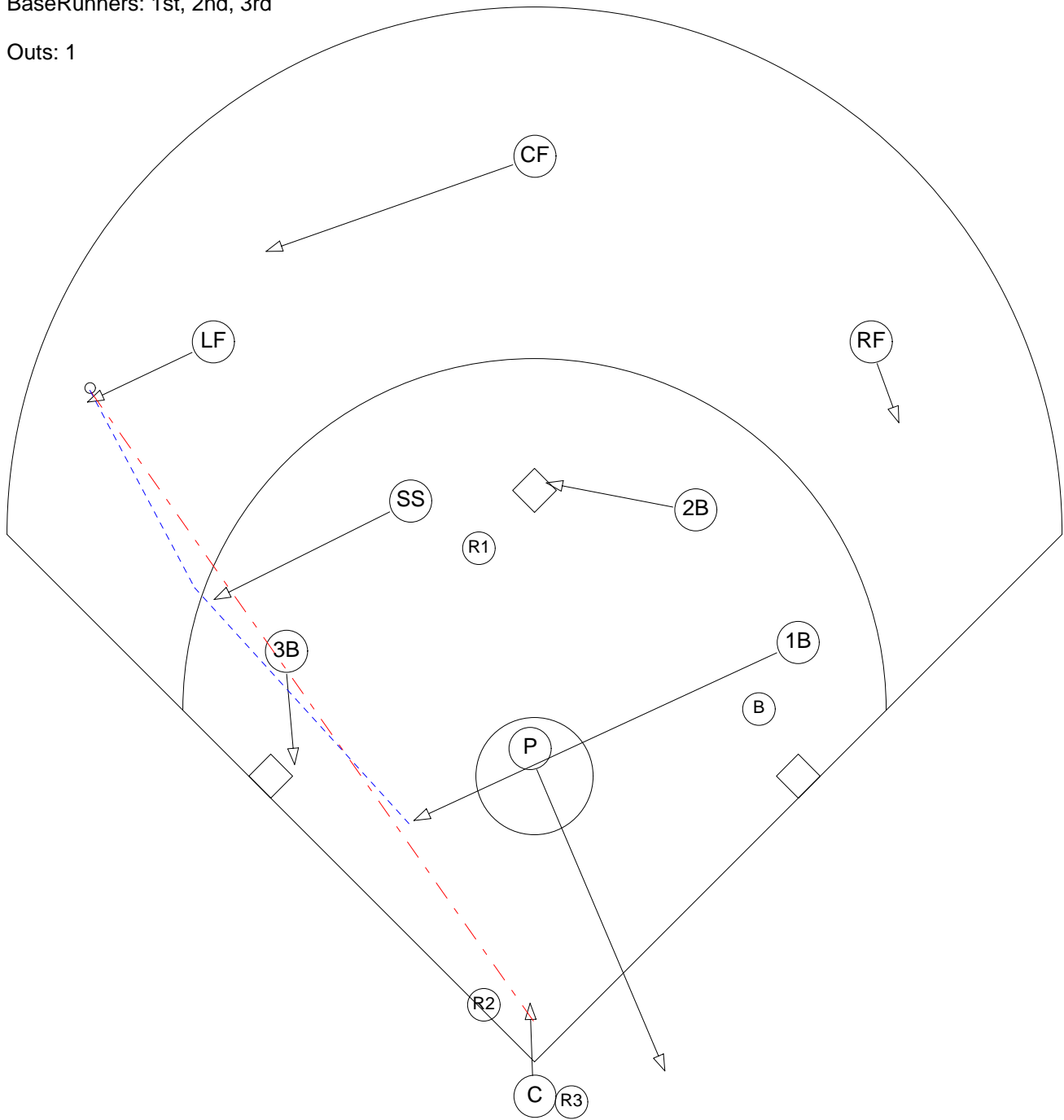


Situational Diagram for Ground ball: Short & 3rd

Throw into 1st base cut-off. He has the option of making play at the plate or any other base.

BaseRunners: 1st, 2nd, 3rd

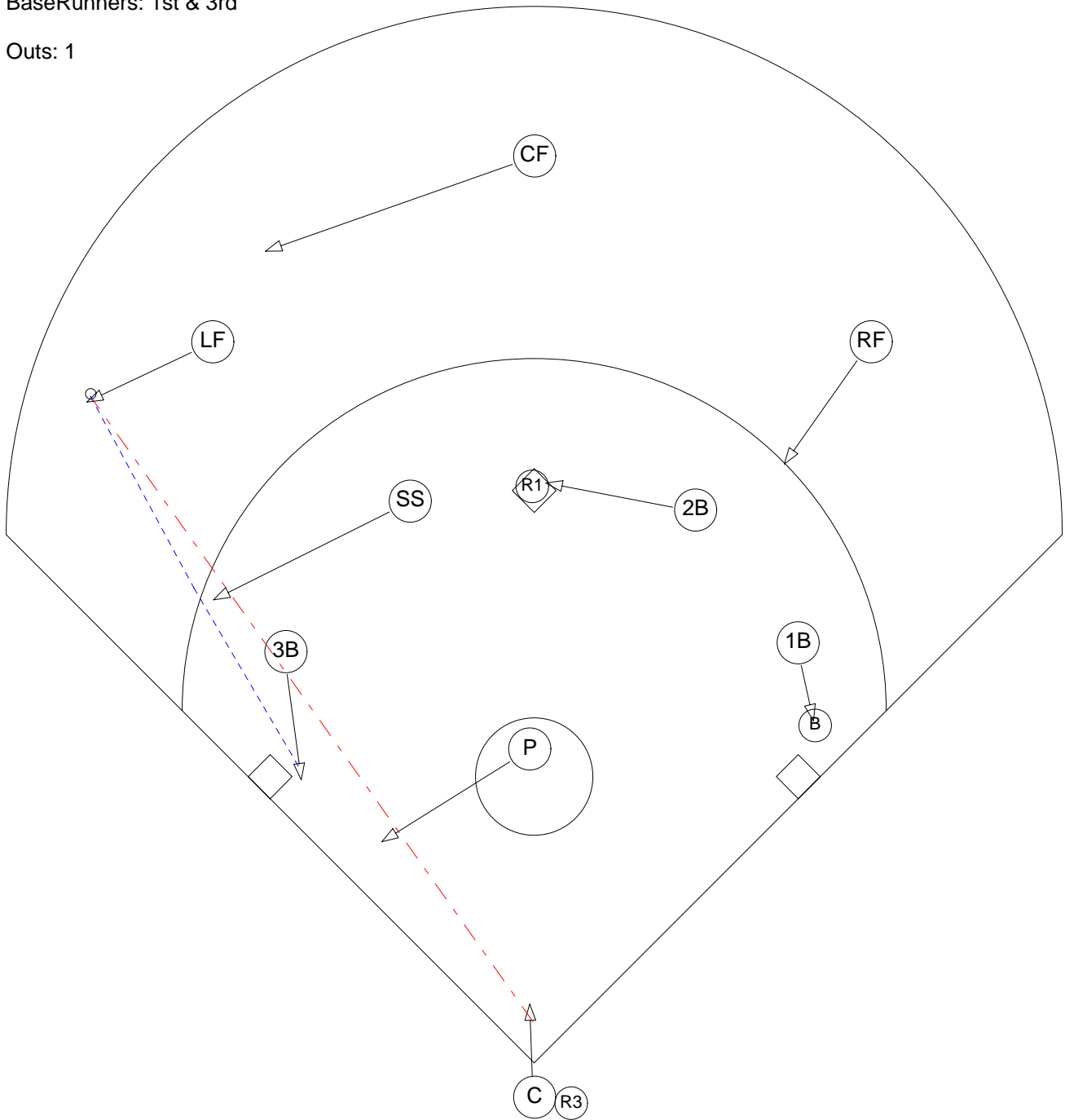
Outs: 1



Situational Diagram for Ground ball: Short & 3rd

BaseRunners: 1st & 3rd

Outs: 1

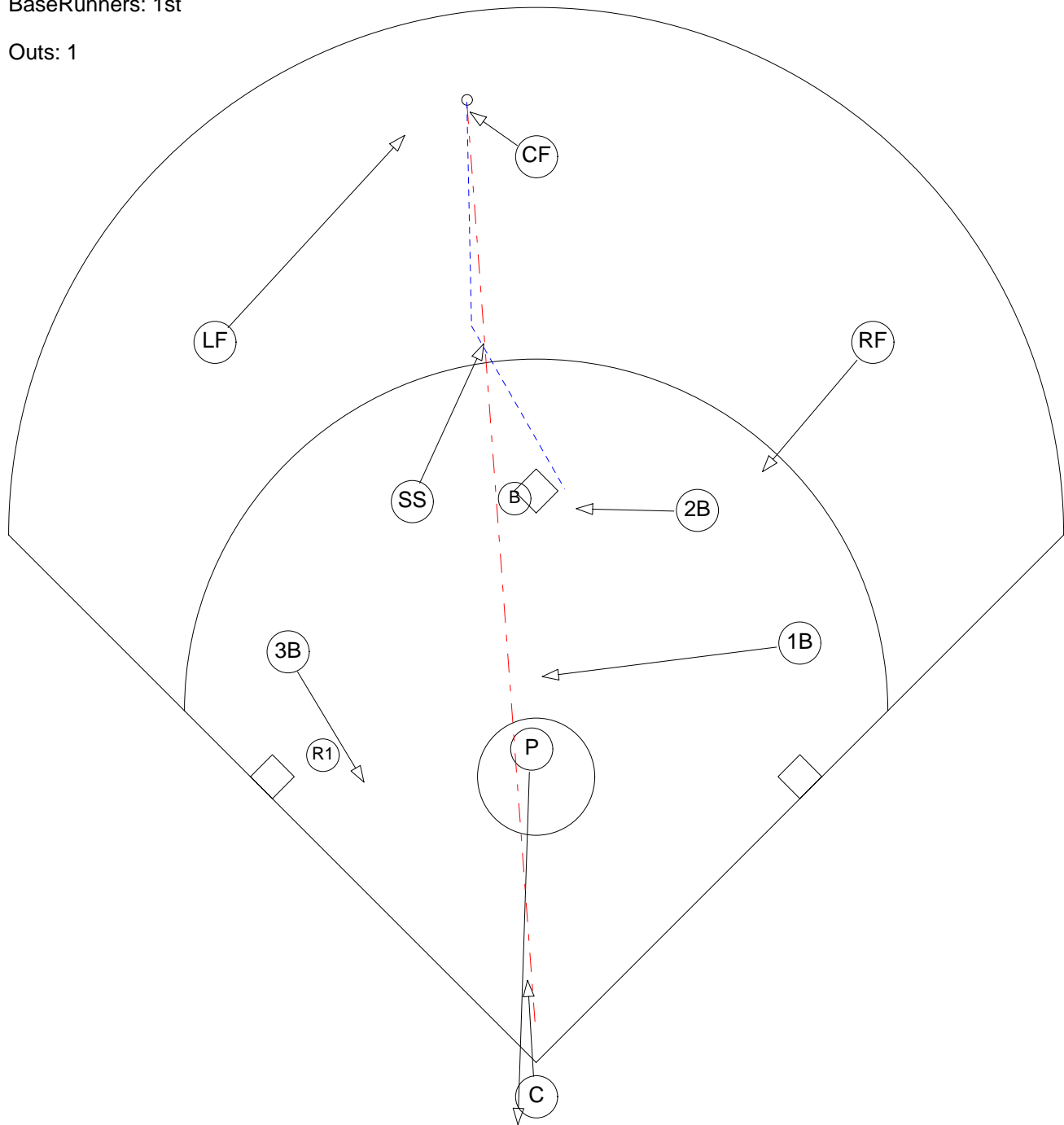


Situational Diagram for Ground ball: Center Field

Ground ball to center get ball into second base and keep the batter at first. You do not want him to advance and get into scoring position. Only make play to third if you know you have a good shot of getting him. Otherwise, the batter will end up advancing on the play and we now have 2 runners in scoring position instead of 1.

BaseRunners: 1st

Outs: 1

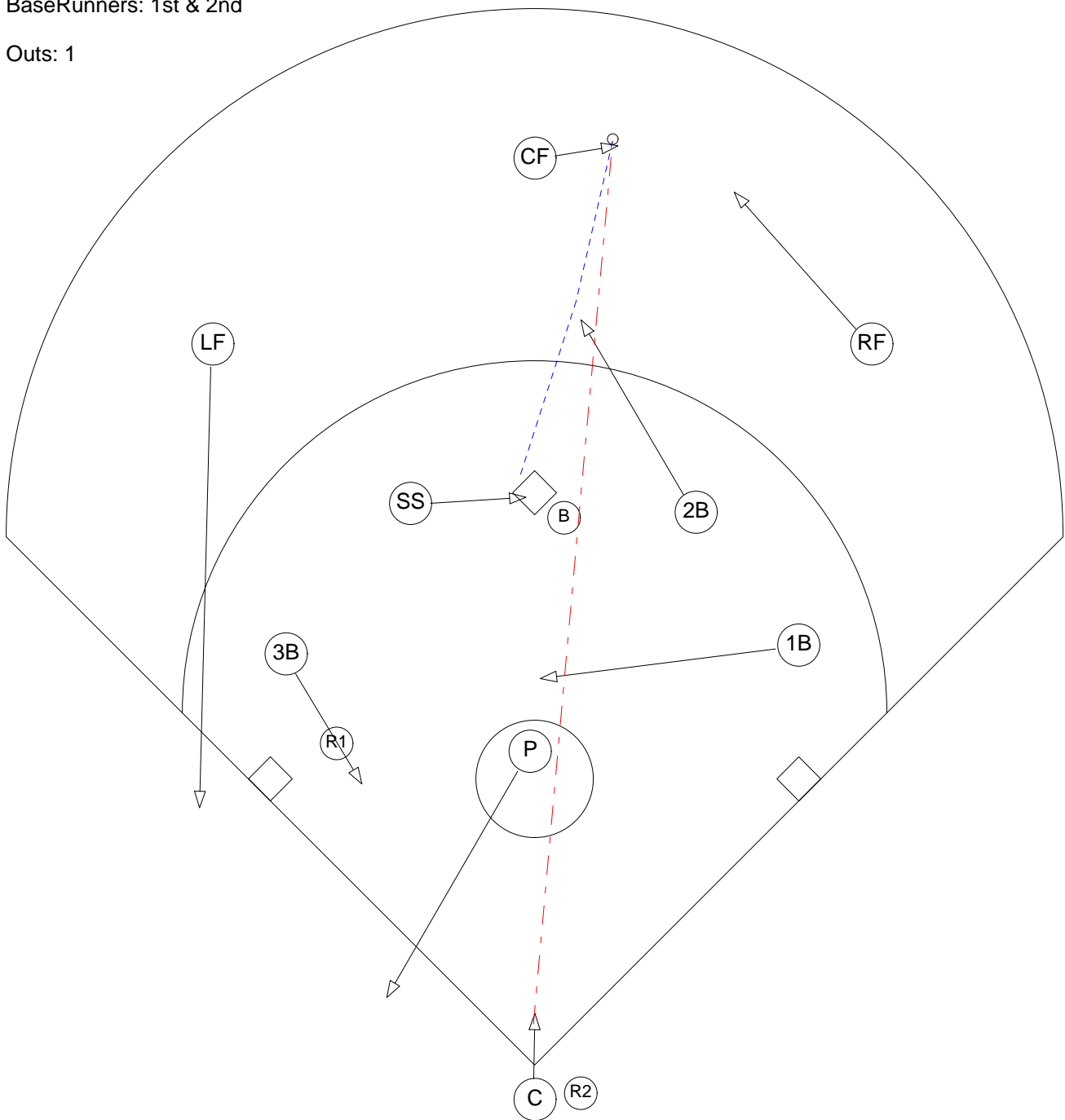


Situational Diagram for Ground ball: Center Field

Ball comes into second base. Concede the run and keep runners on first and second.

BaseRunners: 1st & 2nd

Outs: 1

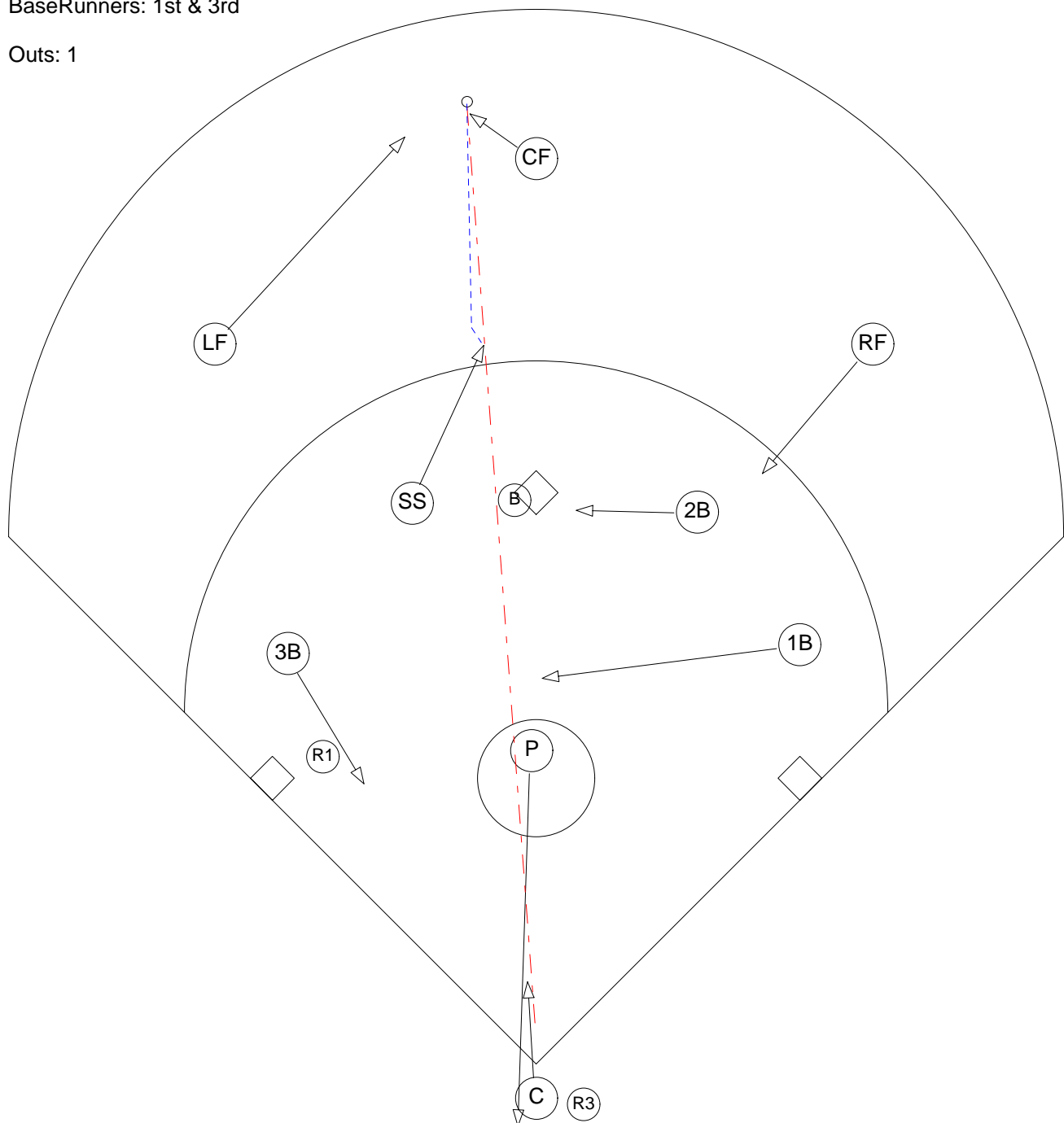


Situational Diagram for Ground ball: Center Field

Ball comes into shortstop who has option of holding the ball or making a play at third base if runner tries to advance.

BaseRunners: 1st & 3rd

Outs: 1

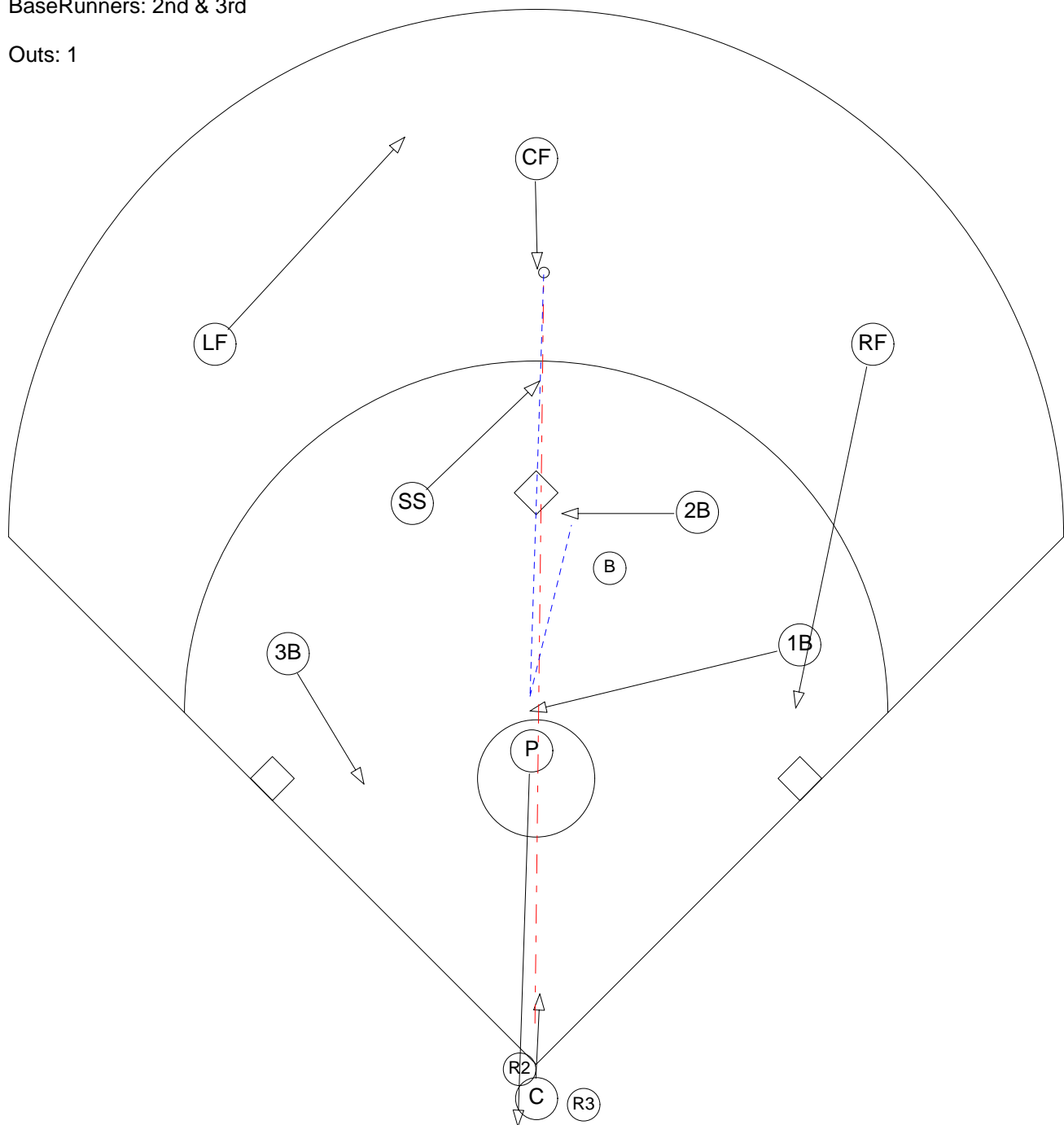


Situational Diagram for Ground ball: Center Field

Ball comes into the 1st baseman who is the cutoff to home plate. If no play at the plate, hold batter to one base...do not let him get into scoring position

BaseRunners: 2nd & 3rd

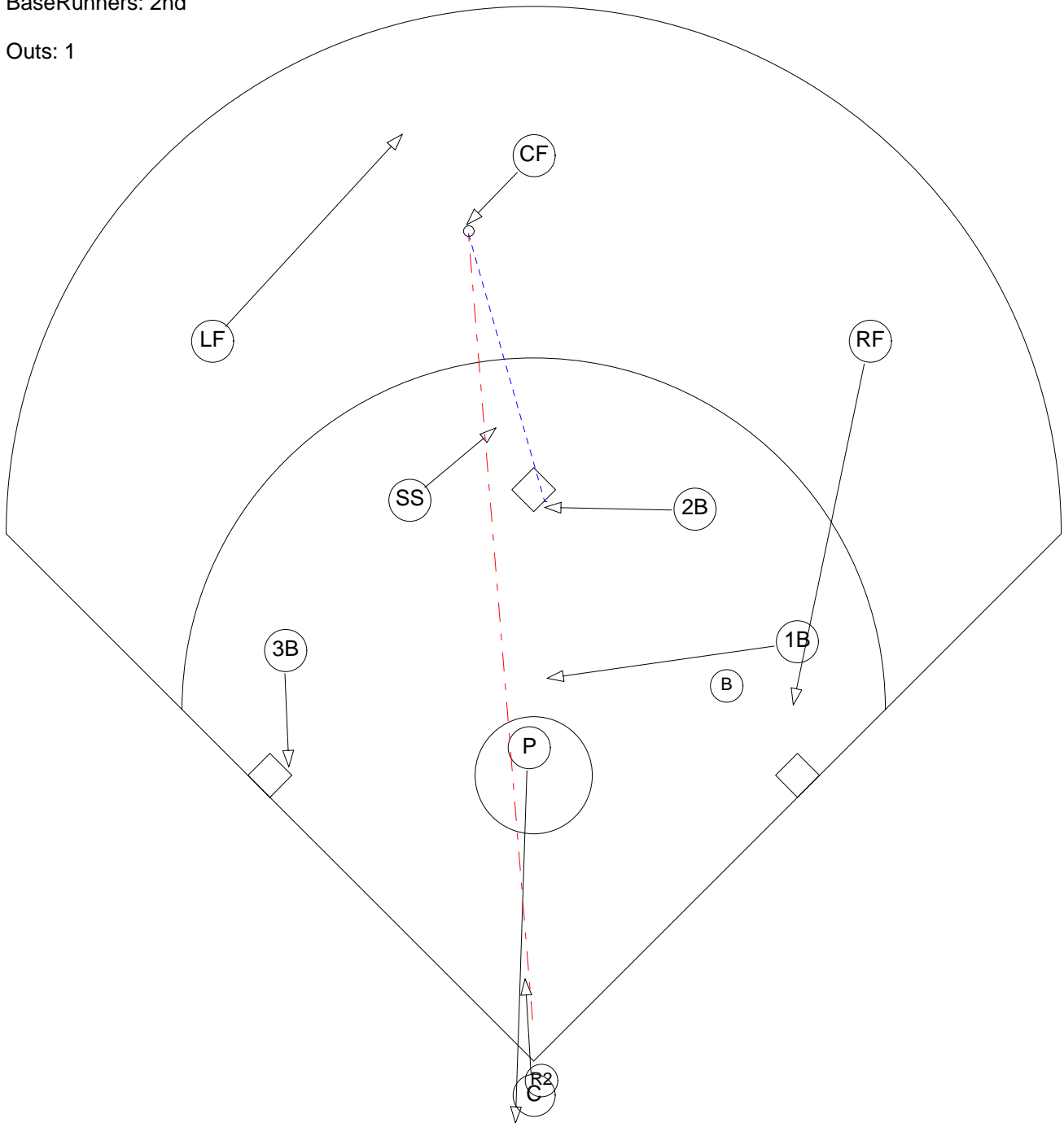
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Situational Diagram for Ground ball: Center Field

BaseRunners: 2nd

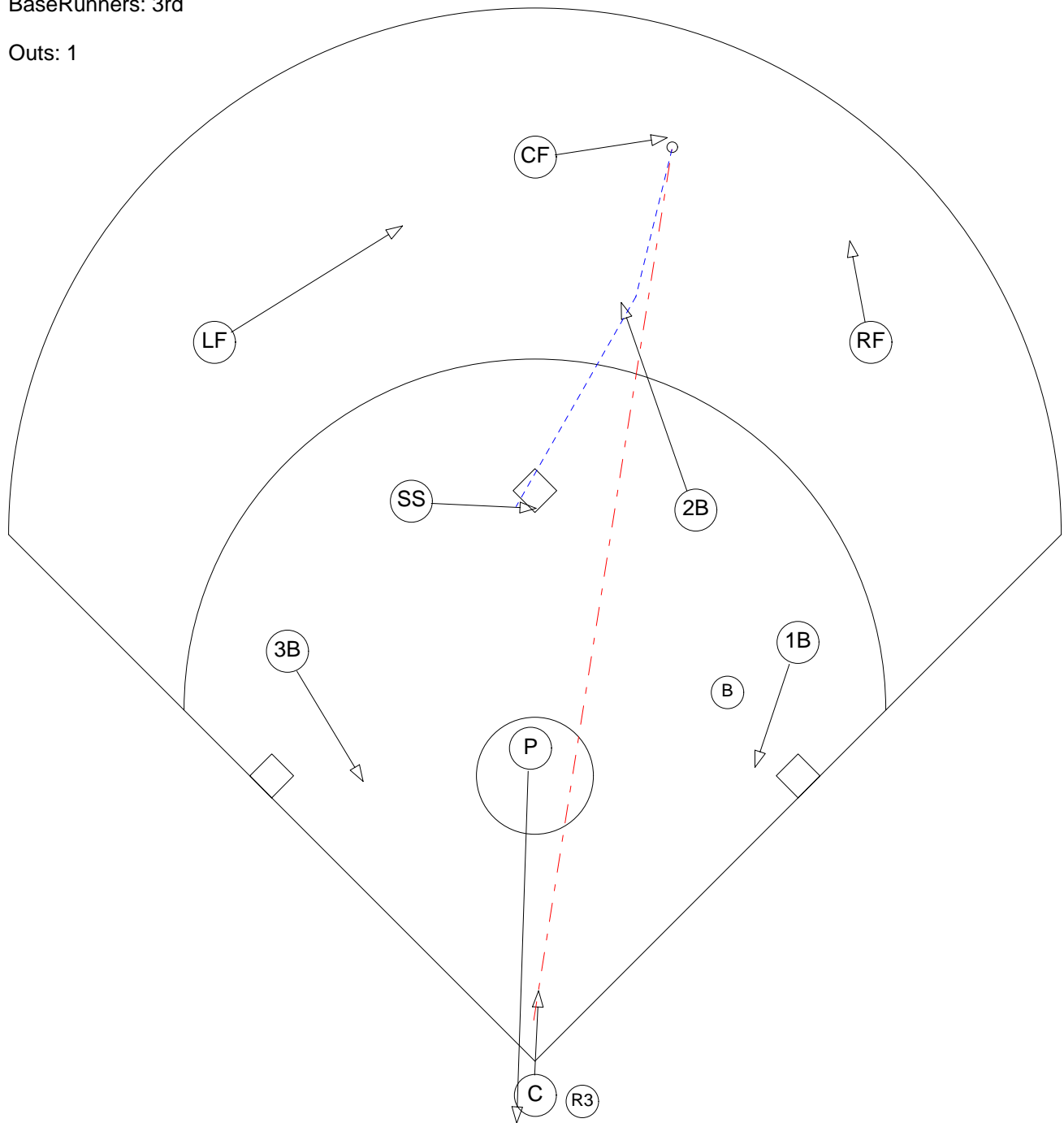
Outs: 1



Situational Diagram for Ground ball: Center Field

BaseRunners: 3rd

Outs: 1

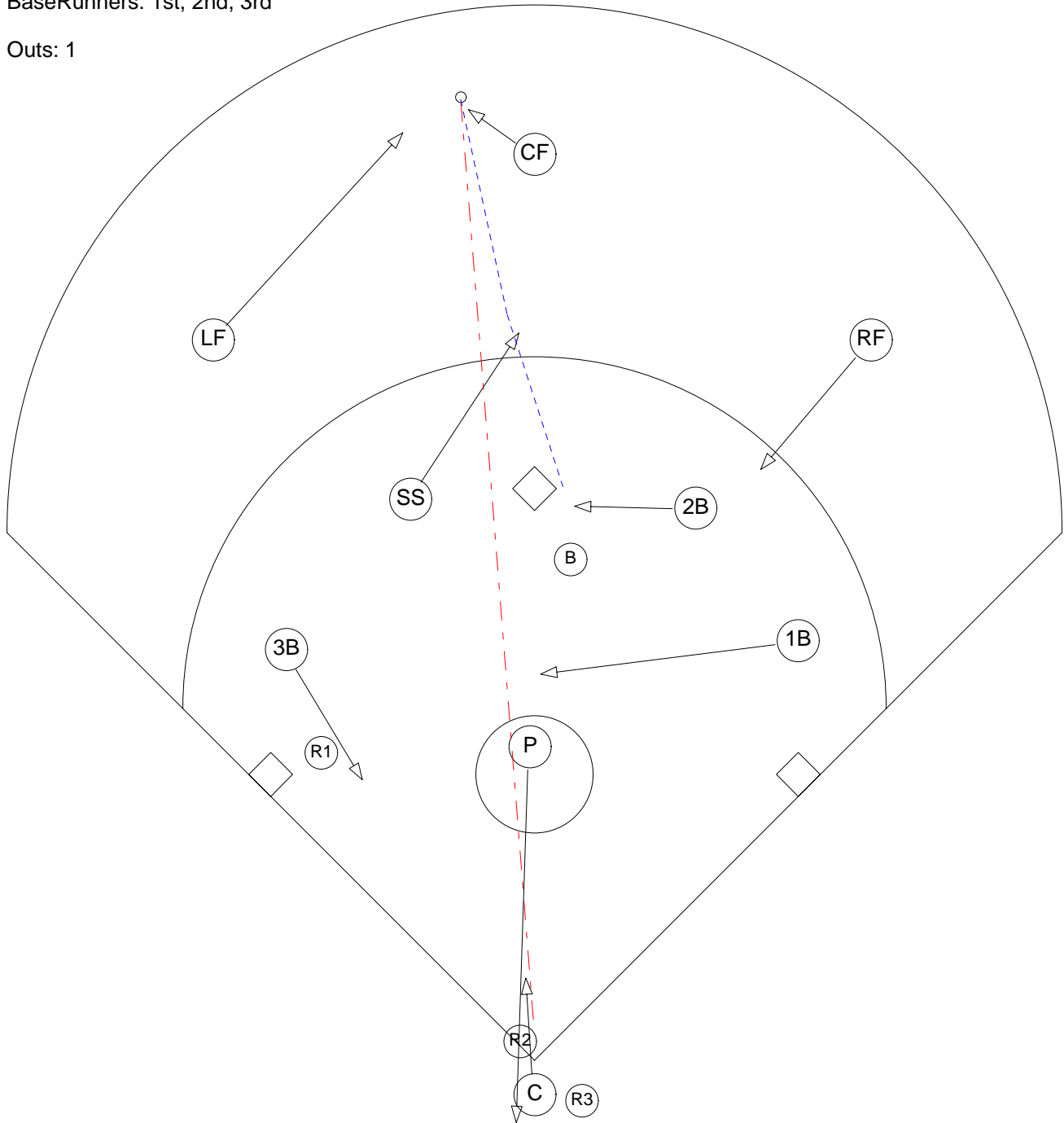


Situational Diagram for Ground ball: Center Field

Get ball into second base and keep batter to a single. We now have runners on 1st and 3rd, with the opportunity to get out of the inning with a double play and no further runs scoring. DO NOT TRY TO GET THE RUNNER AT THE PLATE FROM CENTER FIELD! That automatically lets the batter advance to second base and into scoring position. ONLY GO TO THE PLATE IF YOU KNOW THAT YOU CAN GET THE OUT...OTHERWISE HOLD THE BALL. Pitcher is backing up home plate on this play.

BaseRunners: 1st, 2nd, 3rd

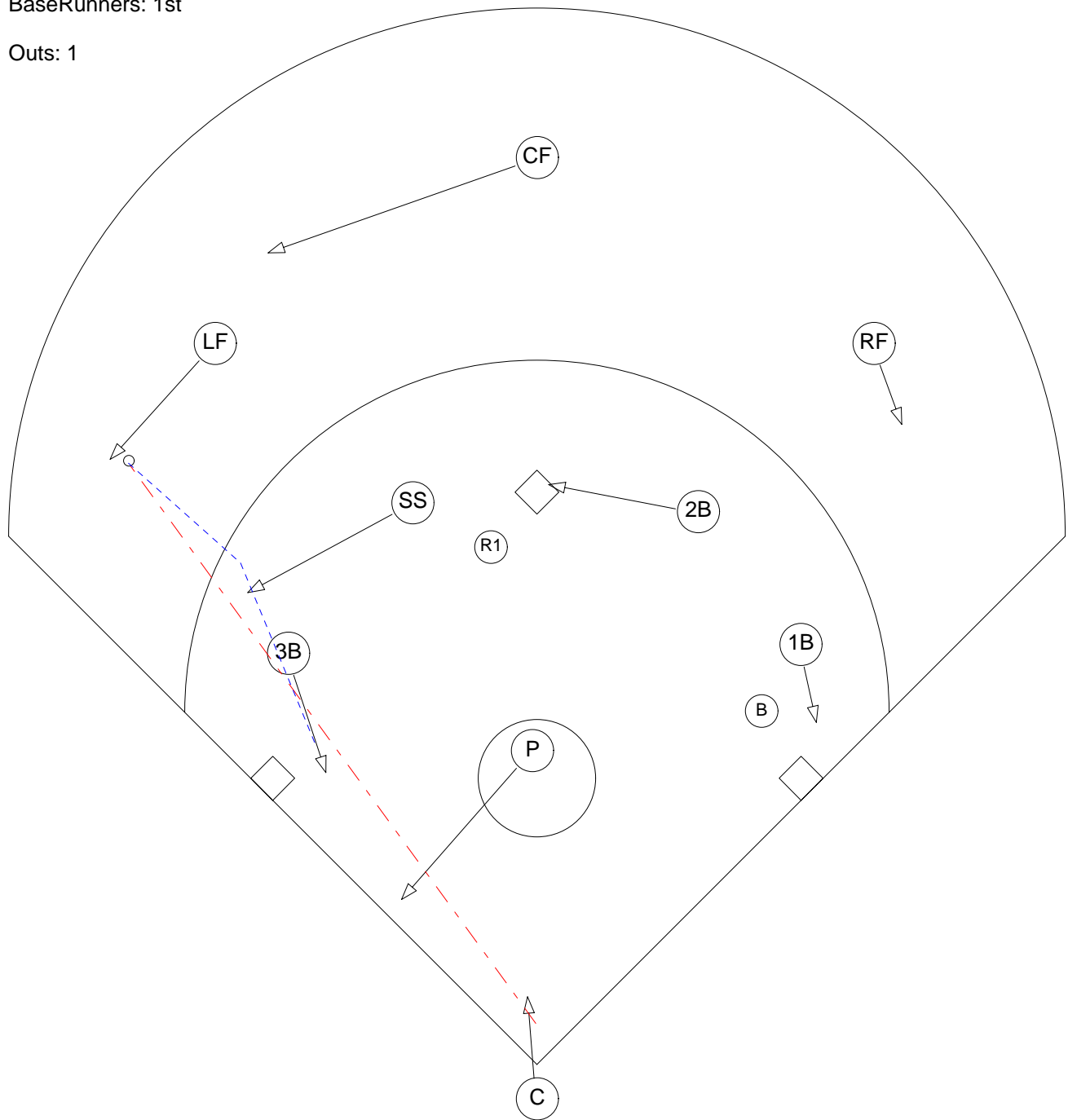
Outs: 1



Situational Diagram for Ground ball: Left Field

BaseRunners: 1st

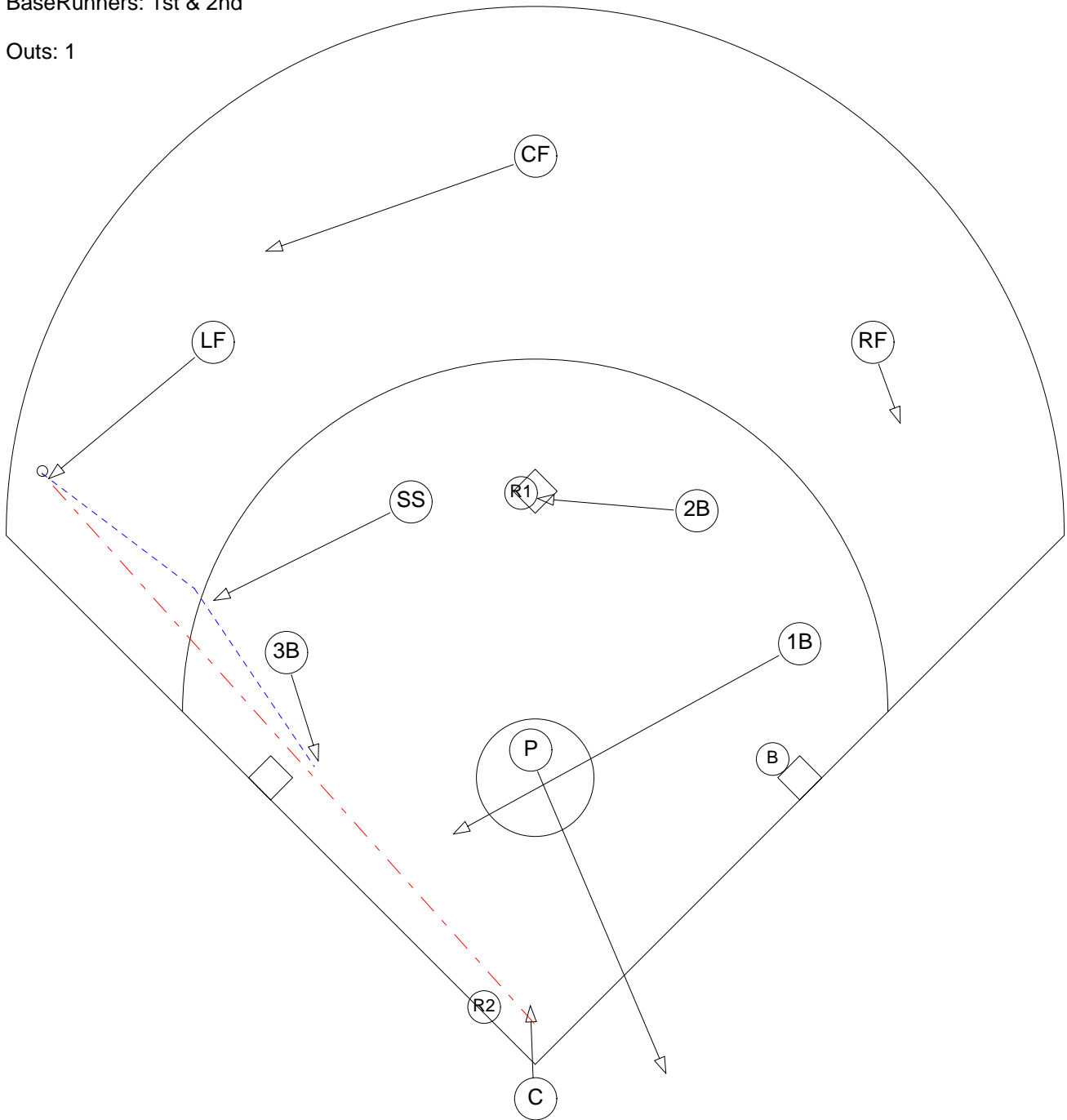
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Situational Diagram for Ground ball: Left Field

BaseRunners: 1st & 2nd

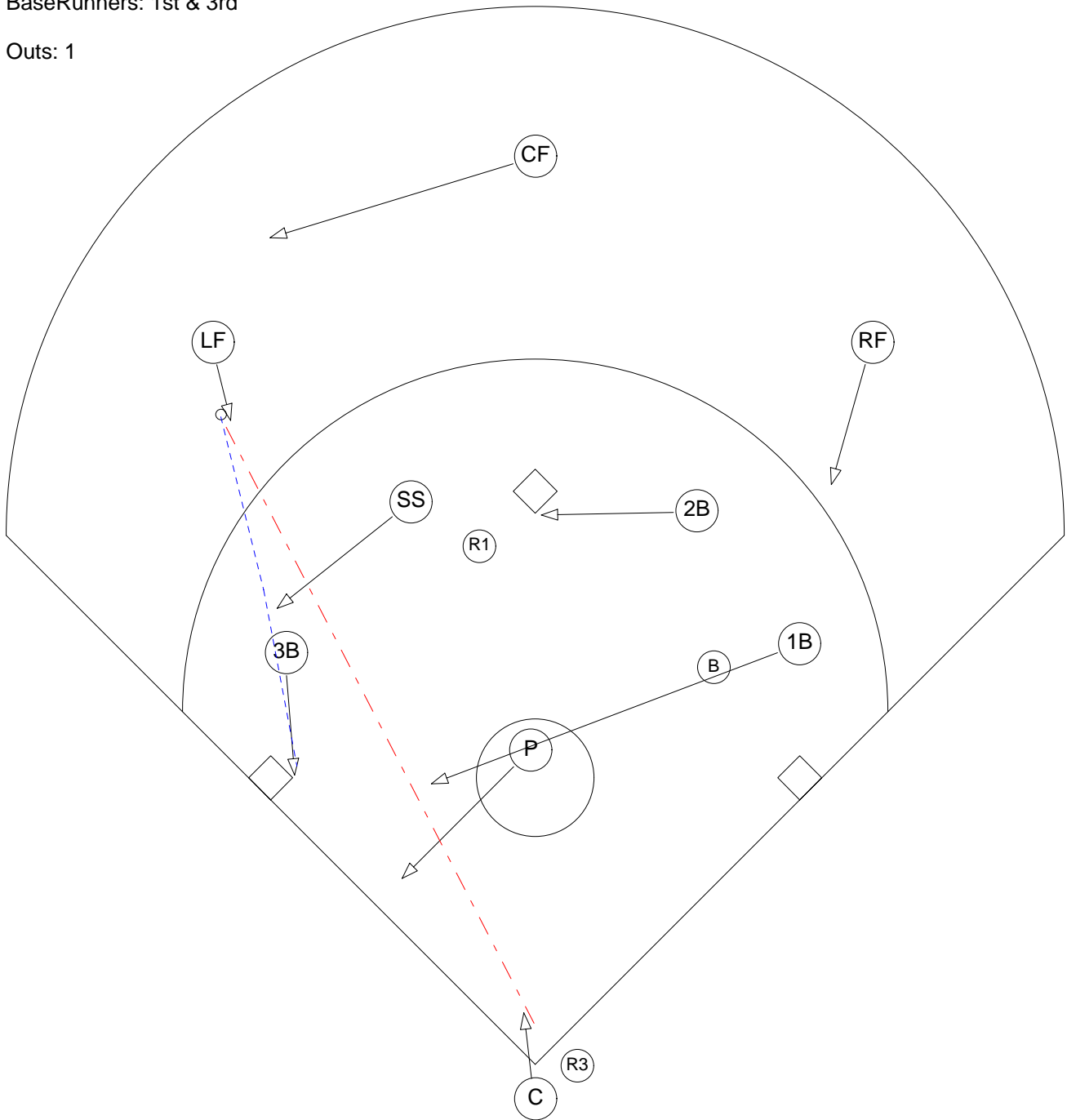
Outs: 1



Situational Diagram for Ground ball: Left Field

BaseRunners: 1st & 3rd

Outs: 1

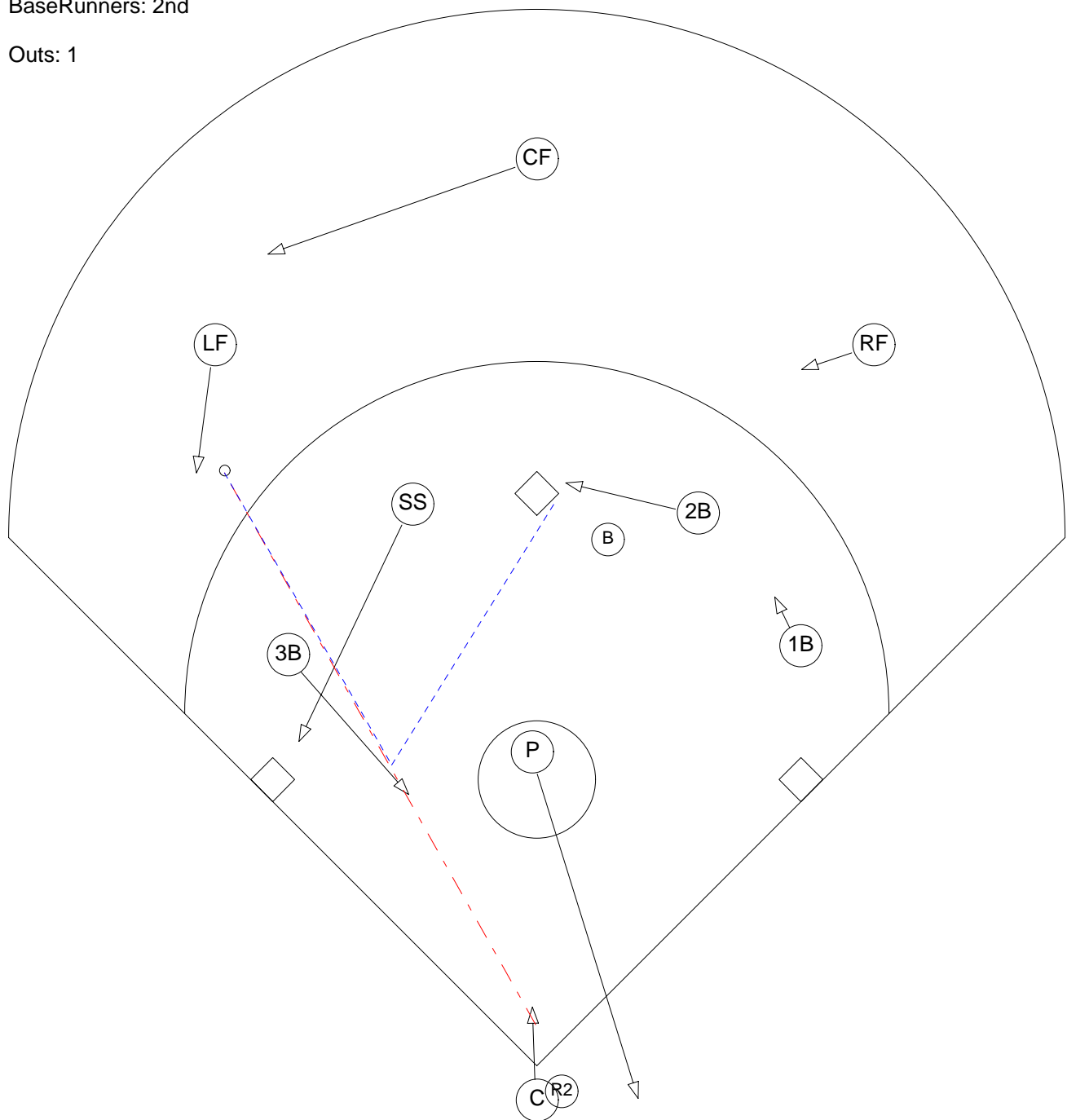


Situational Diagram for Ground ball: Left Field

On a short ball to left the third baseman or the first baseman is the cutoff man therefore the shortstop must cover third in case the runner is caught off the bag.

BaseRunners: 2nd

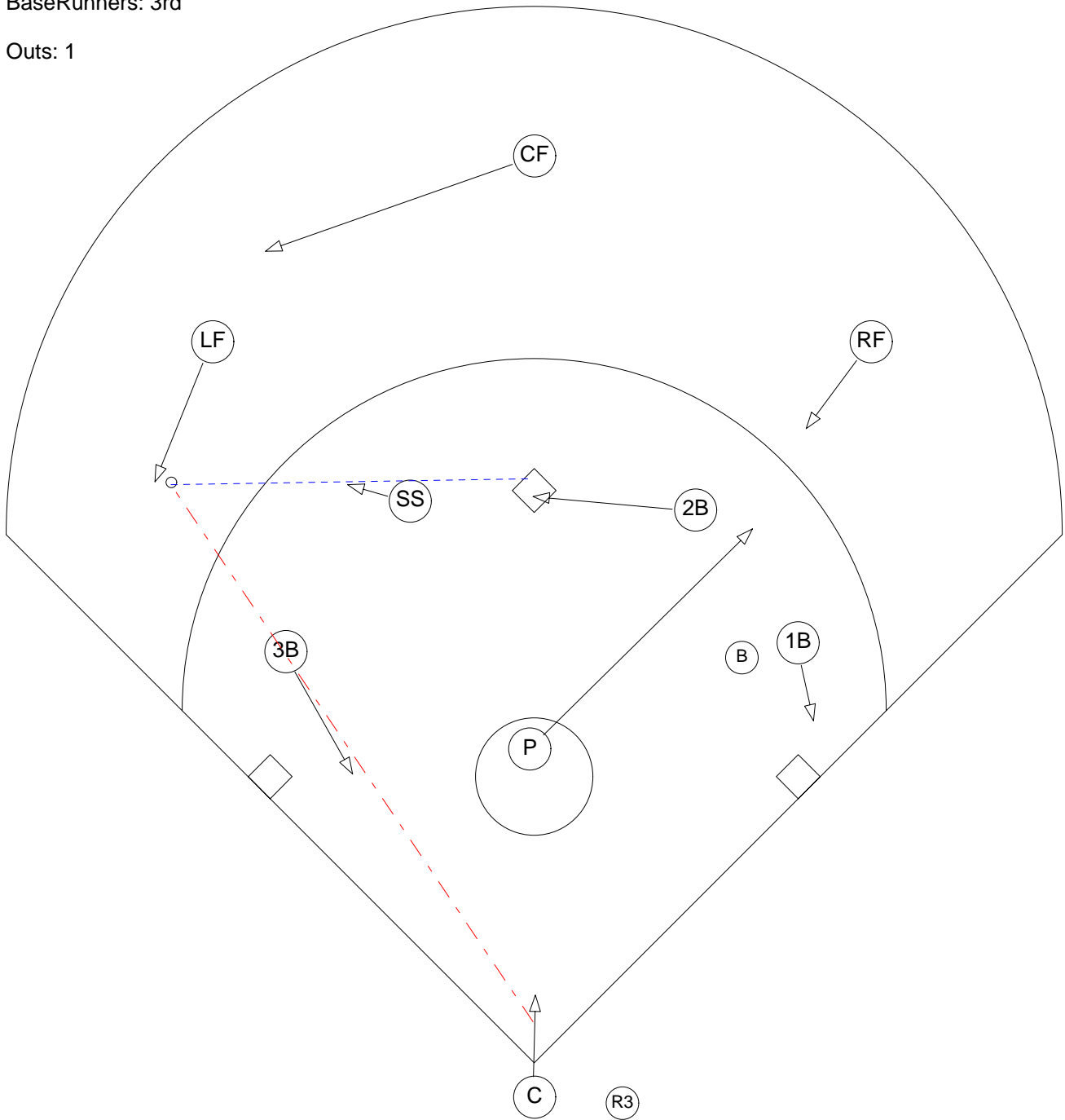
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Situational Diagram for Ground ball: Left Field

BaseRunners: 3rd

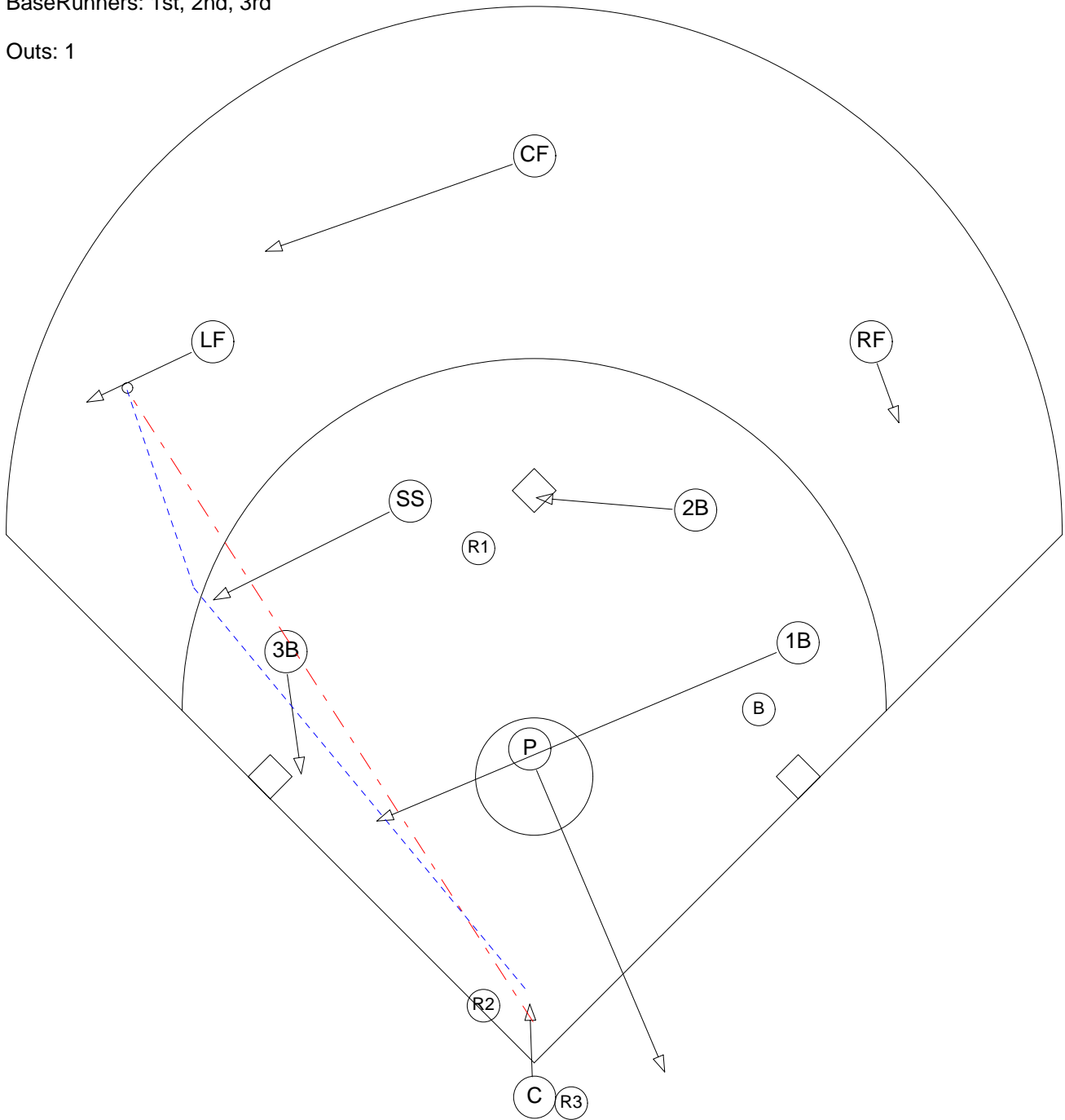
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Situational Diagram for Ground ball: Left Field

BaseRunners: 1st, 2nd, 3rd

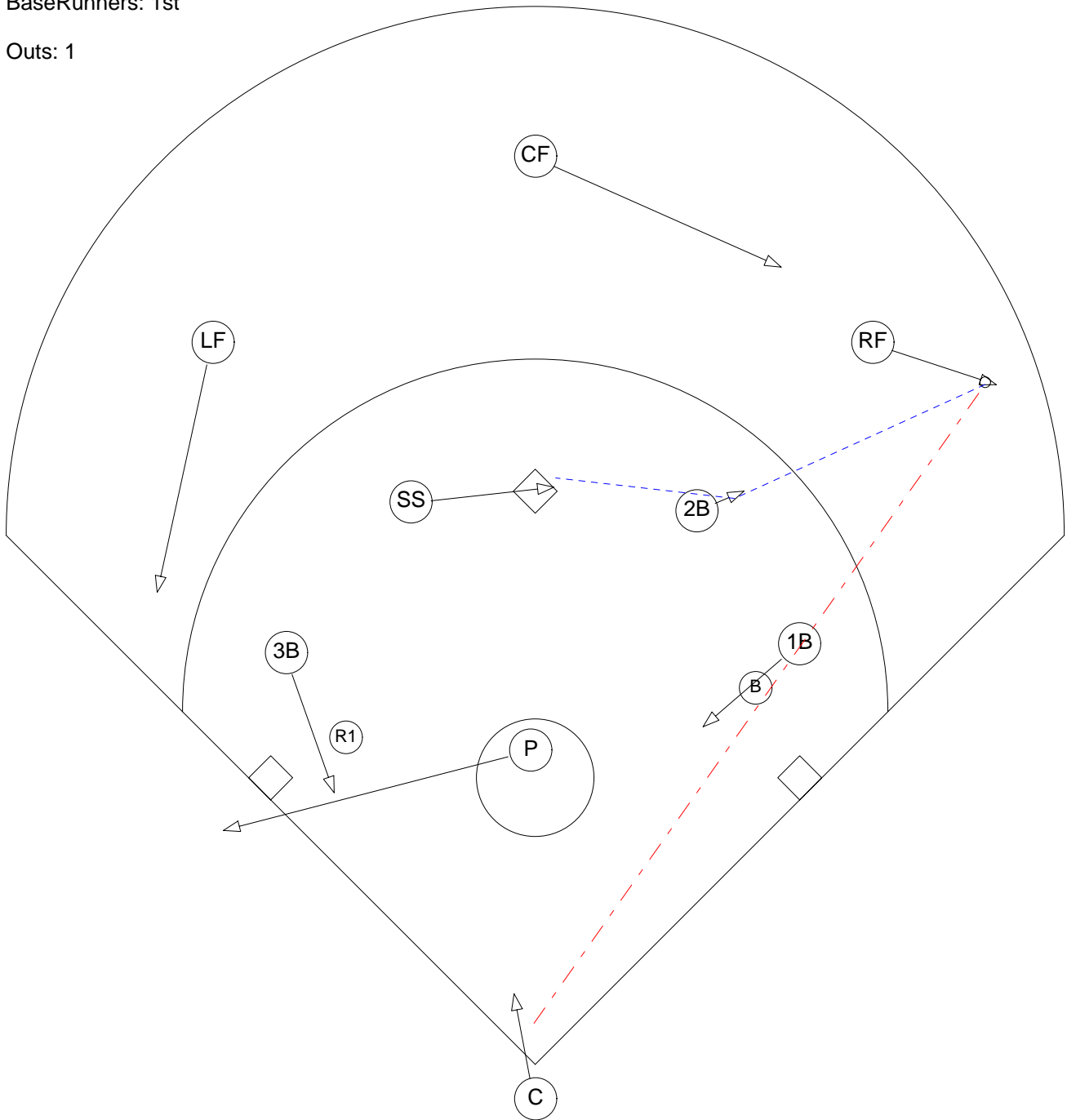
Outs: 1



Situational Diagram for Ground ball: Right Field

BaseRunners: 1st

Outs: 1

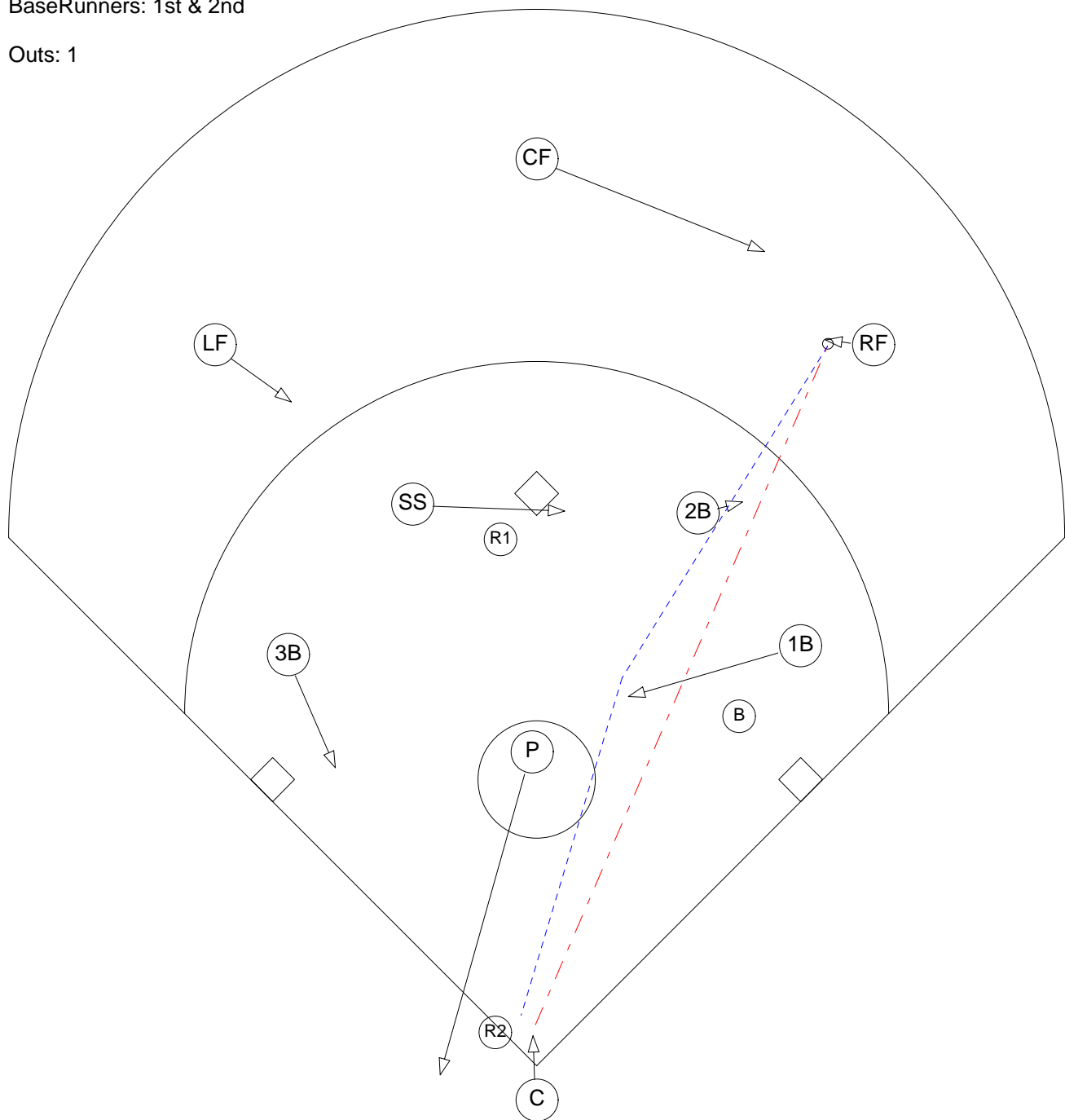


Situational Diagram for Ground ball: Right Field

Ball goes into the 1st base cut-off man who has the option of making a play at the plate or at third base.
Object is to keep runner from advancing to third if possible.

BaseRunners: 1st & 2nd

Outs: 1

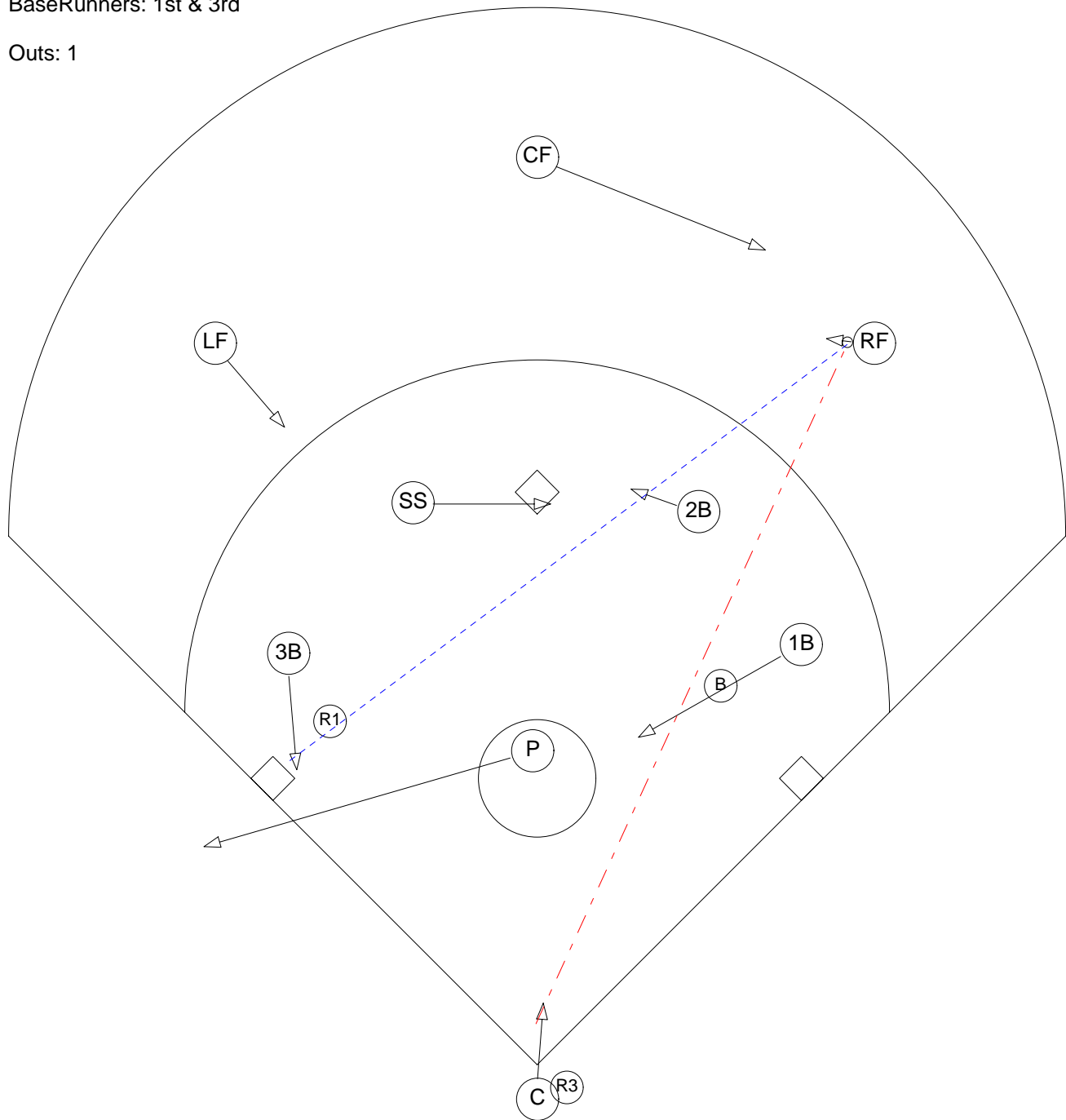


Situational Diagram for Ground ball: Right Field

Ball goes into second base cut-off who has the option of making a play at third if its there, OR holding runner at first. Get an out when possible. Holding batter at first and not advancing into scoring position is also a must so he is not set up to score on a base hit.

BaseRunners: 1st & 3rd

Outs: 1

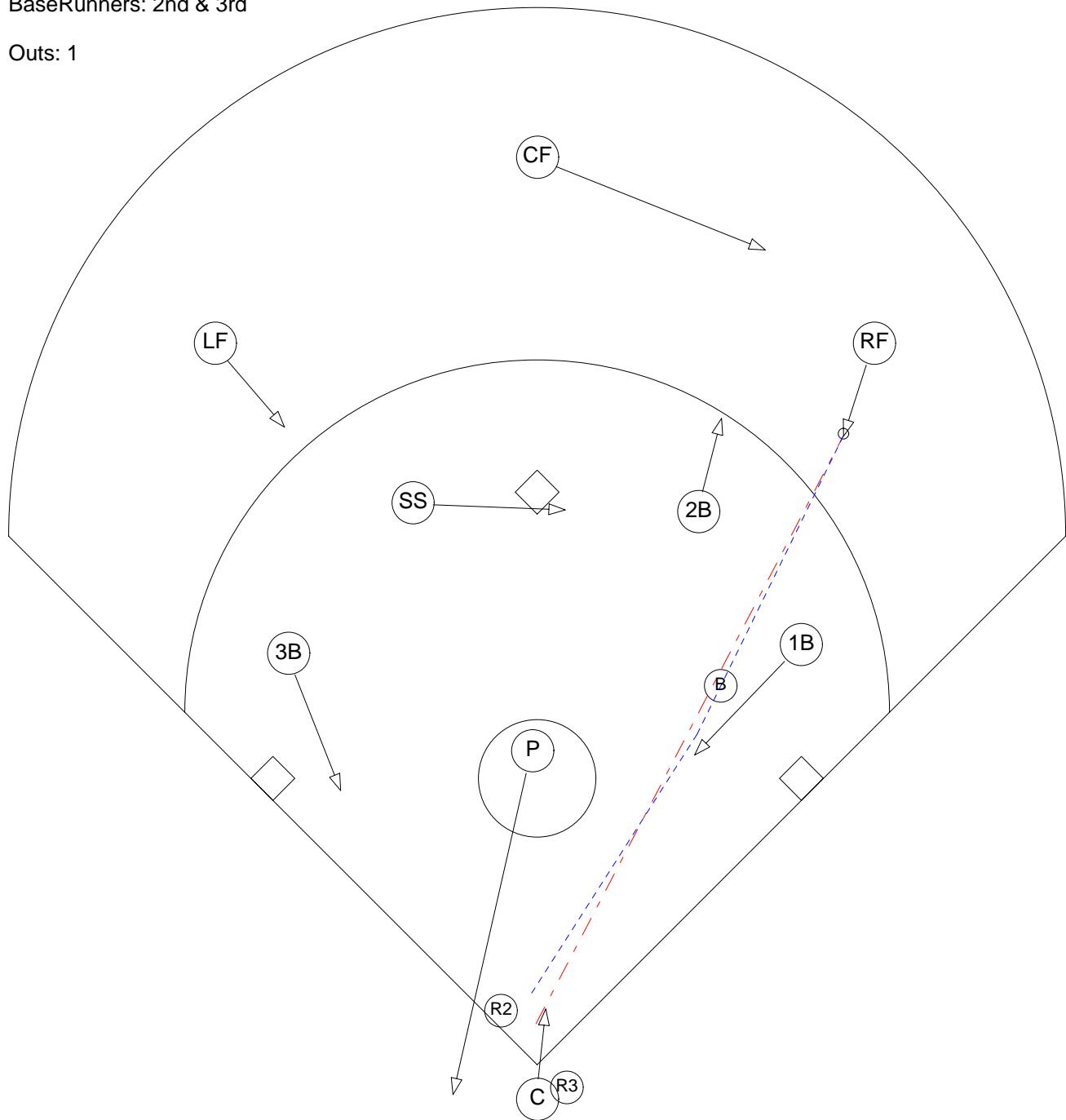


Situational Diagram for Ground ball: Right Field

Right fielder gets ball into the 1st baseman who is the cutoff to home plate. If he has a play at the plate and is sure he can get an out, go home. If not sure keep the ball and hold the batter to first base. We do not want him in scoring position.

BaseRunners: 2nd & 3rd

Outs: 1

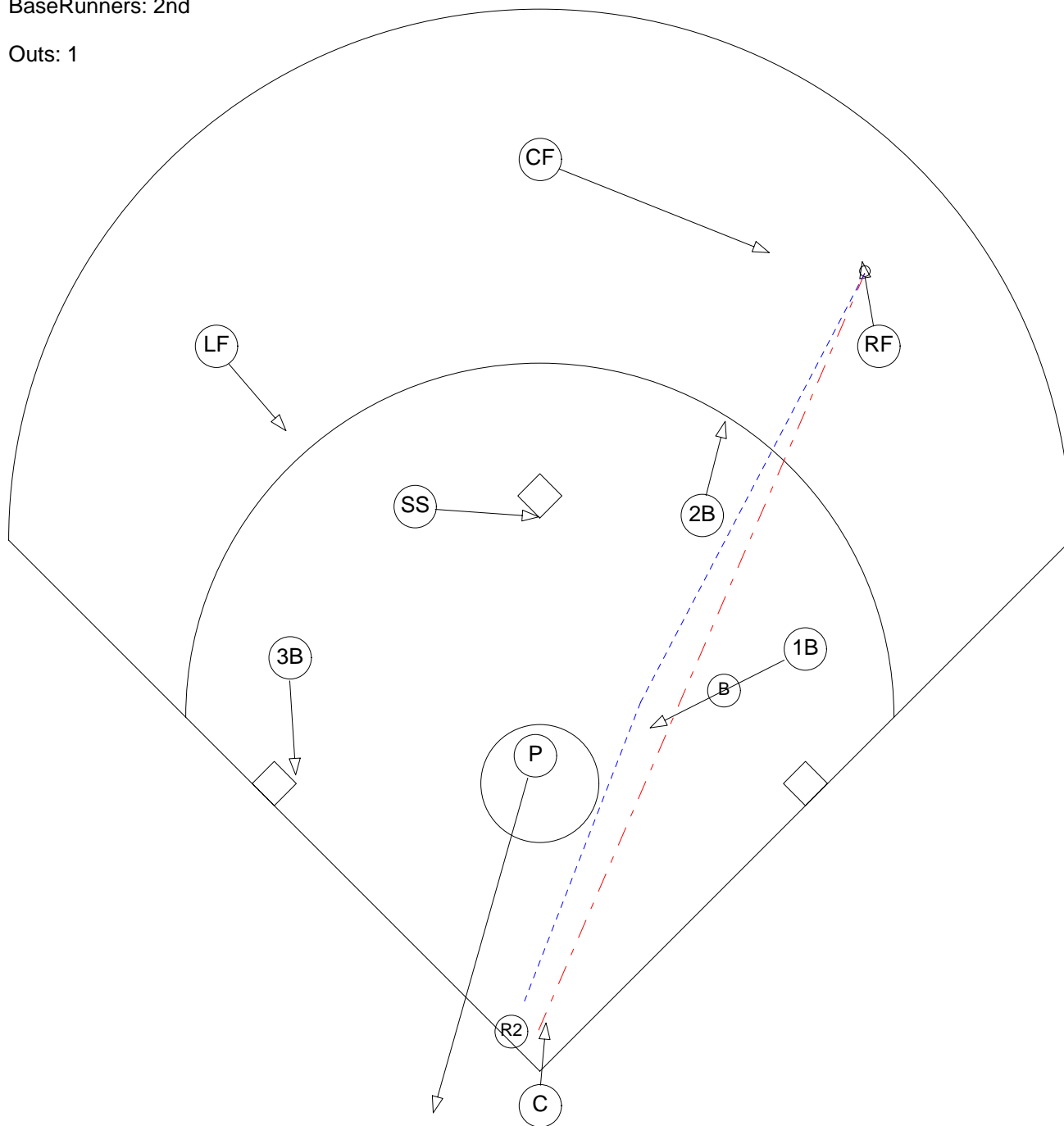


Situational Diagram for Ground ball: Right Field

Ball goes into 1st baseman who is the cut-off man. He has the option of making a play at the plate, or making play at second base. Only throw ball to plate if you know you have a play. Otherwise just concede the run and hold the batter to first base and keep him from advancing into scoring position. Pitcher is backing up home in the event of a play at the plate.

BaseRunners: 2nd

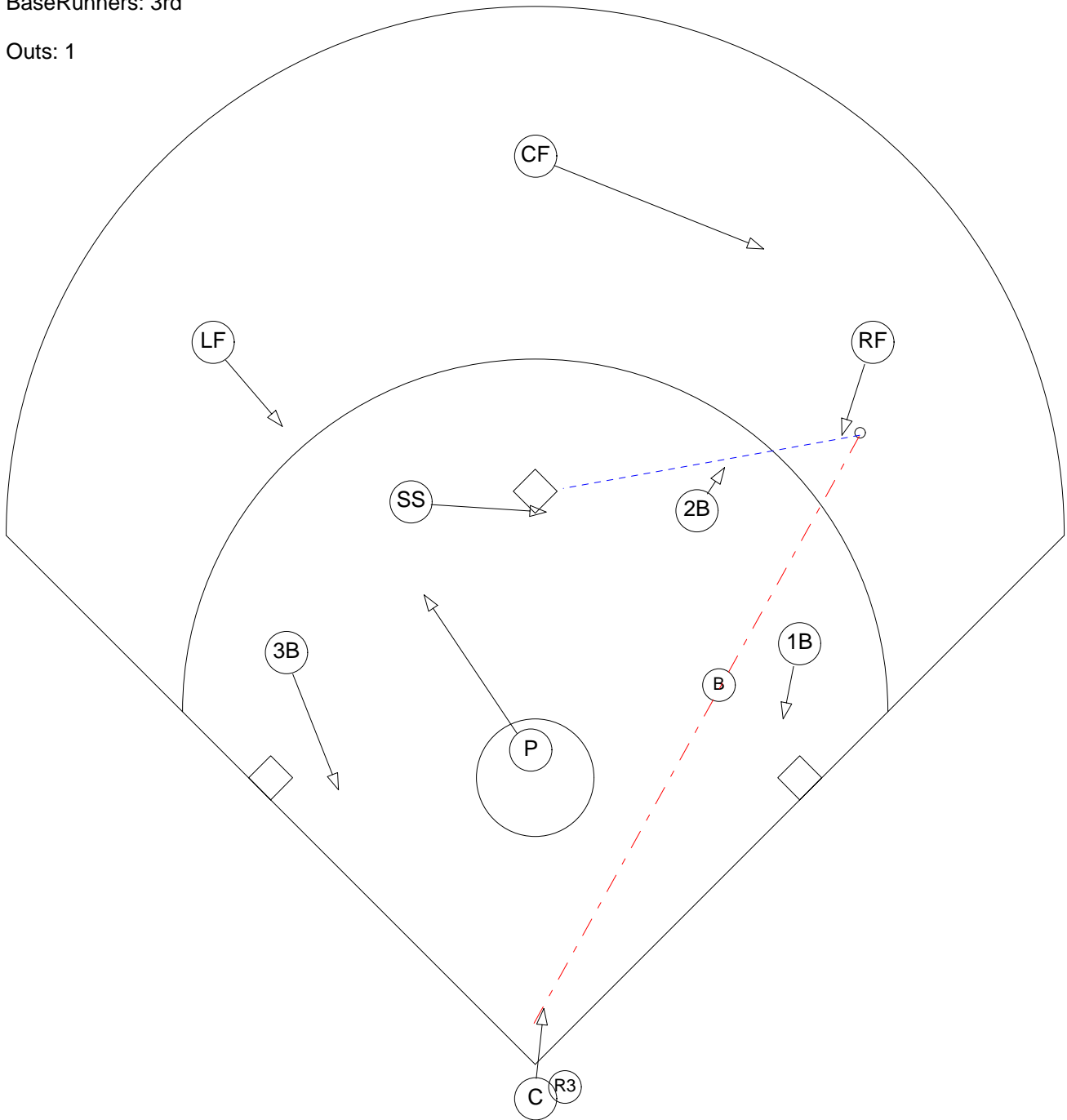
Outs: 1



Situational Diagram for Ground ball: Right Field

BaseRunners: 3rd

Outs: 1

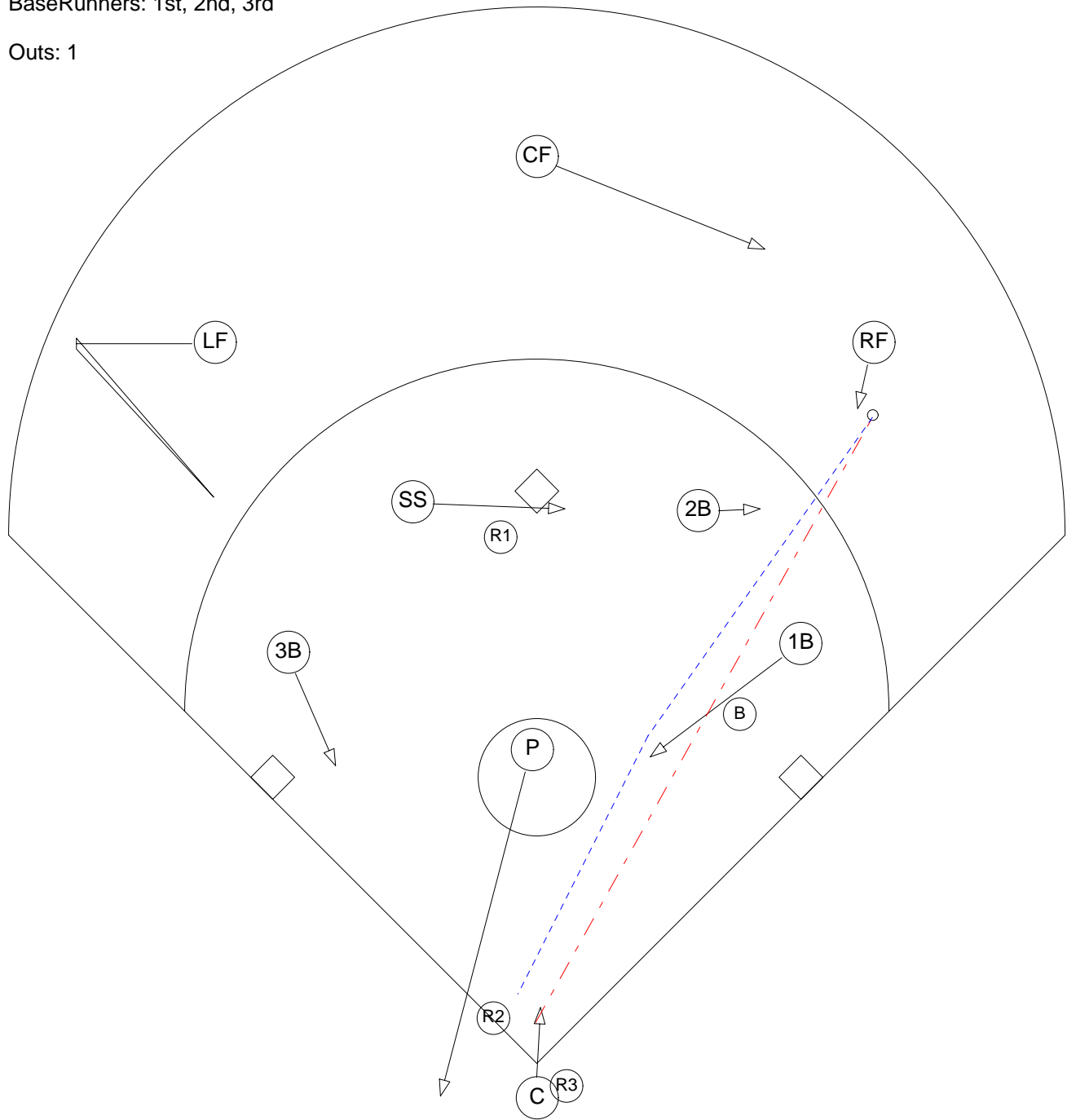


Situational Diagram for Ground ball: Right Field

Left fielder must be ready to backup either second or third if necessary

BaseRunners: 1st, 2nd, 3rd

Outs: 1

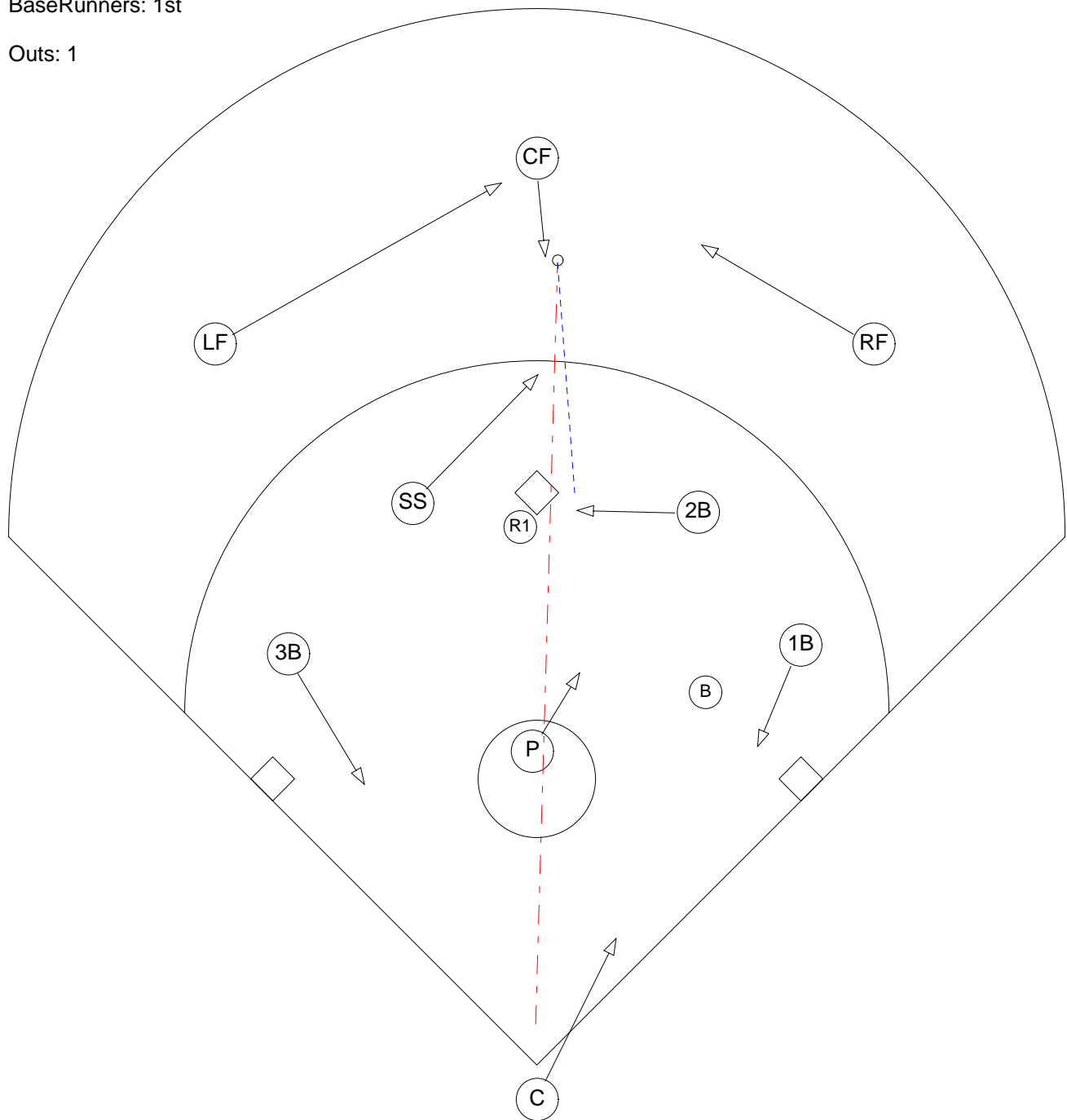


Situational Diagram for Ground ball: up the middle

Ball comes into 2B

BaseRunners: 1st

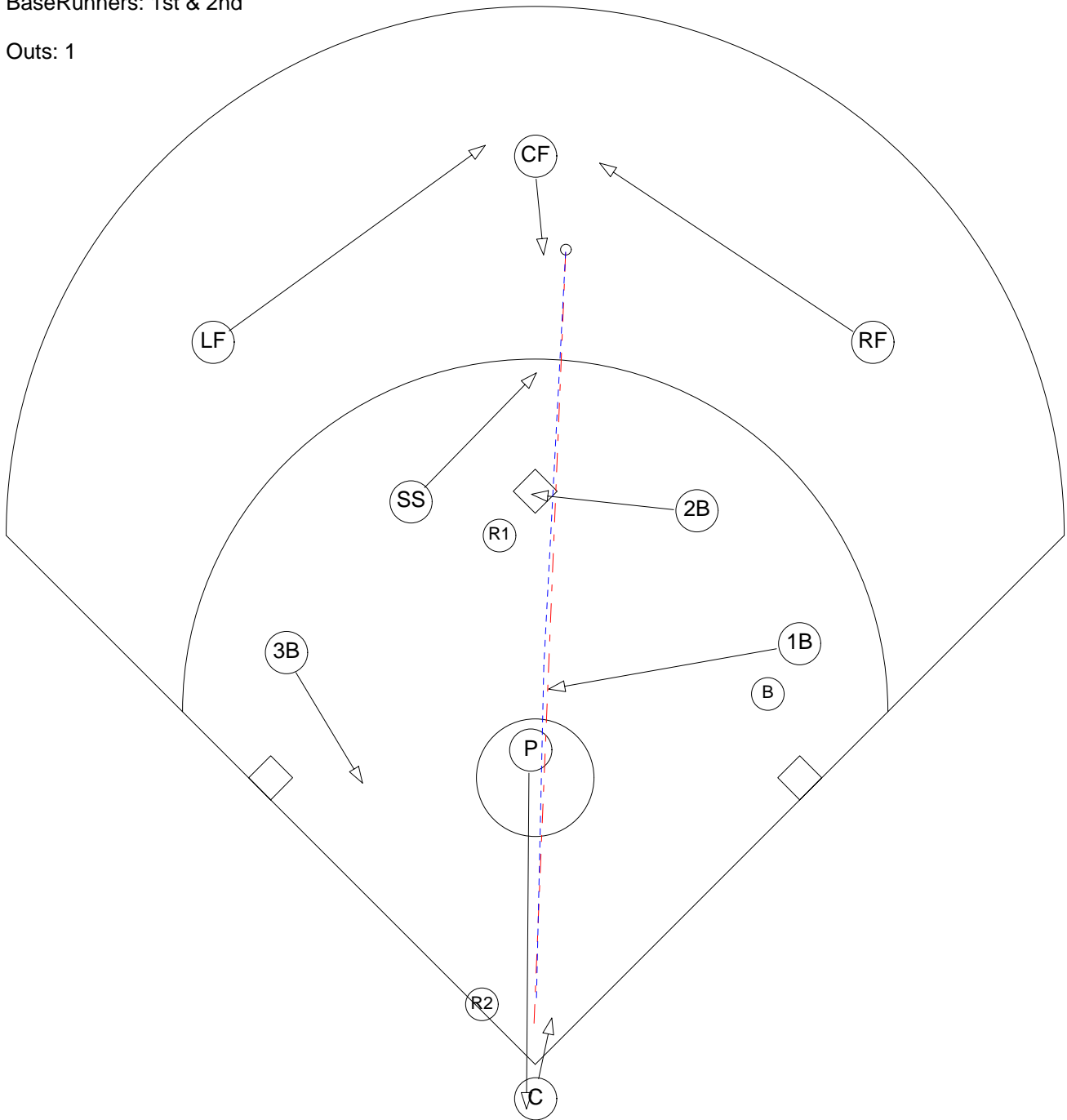
Outs: 1



Situational Diagram for Ground ball: up the middle

BaseRunners: 1st & 2nd

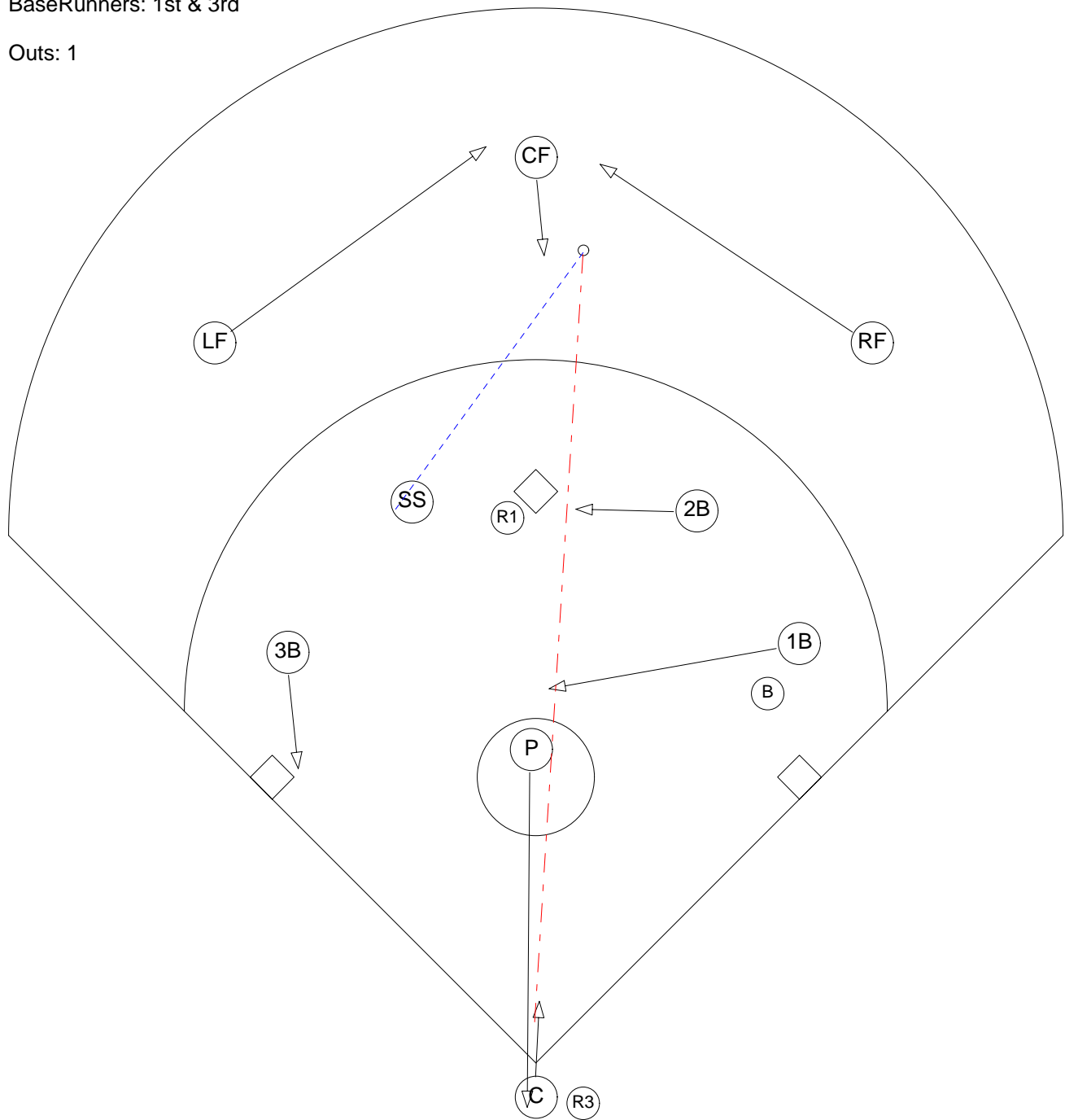
Outs: 1



Situational Diagram for Ground ball: up the middle

BaseRunners: 1st & 3rd

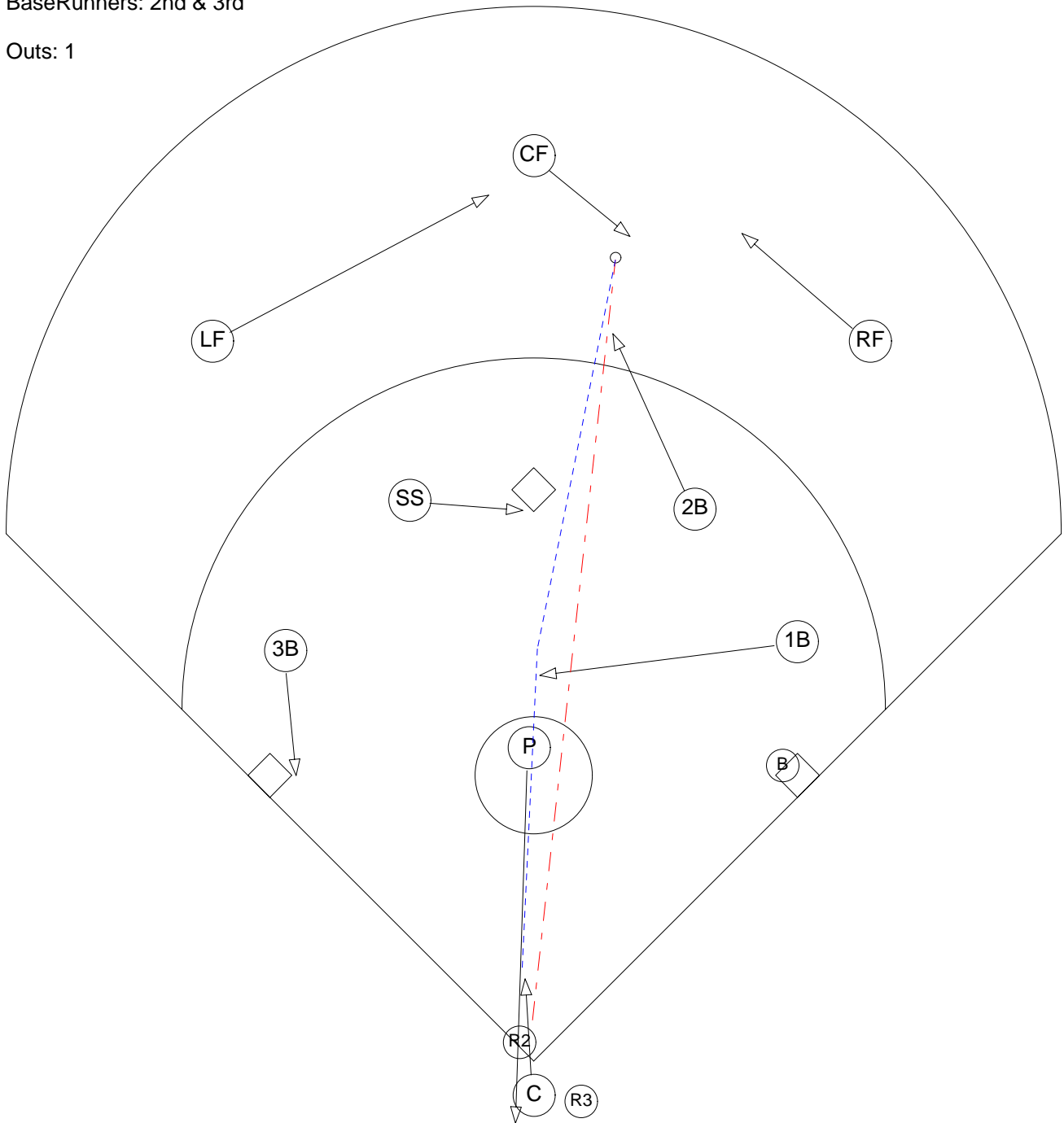
Outs: 1



Situational Diagram for Ground ball: up the middle

BaseRunners: 2nd & 3rd

Outs: 1

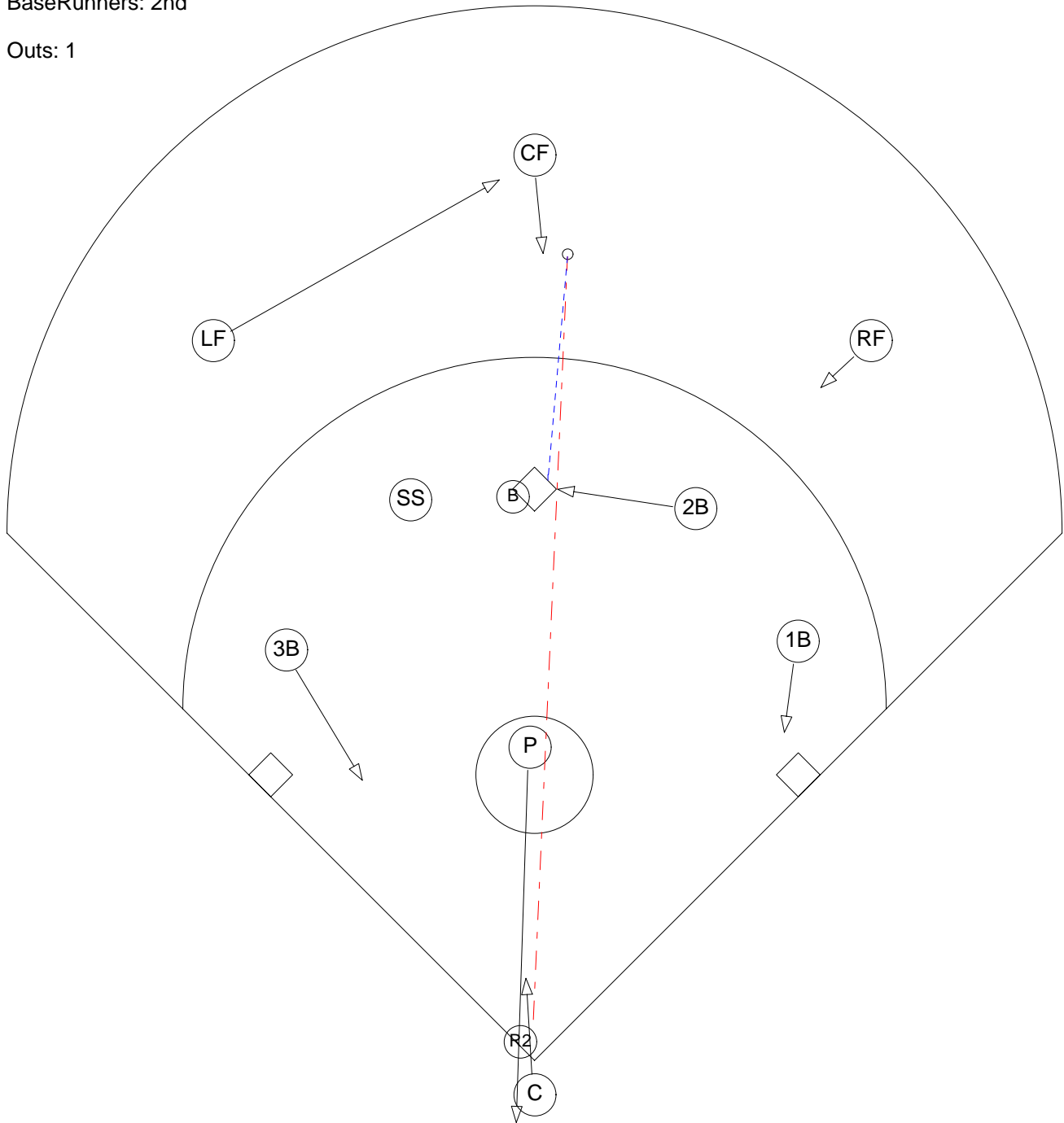


Situational Diagram for Ground ball: up the middle

With runner in scoring position at 2nd base, we will concede the run and bring the ball into second base, to keep the batter-runner from getting into scoring position. Option on this play is to have the first baseman come over into the cut-off position and take throw from the outfield where he can make a play at the plate or cut and make a play at second if runner from first is trying to advance.

BaseRunners: 2nd

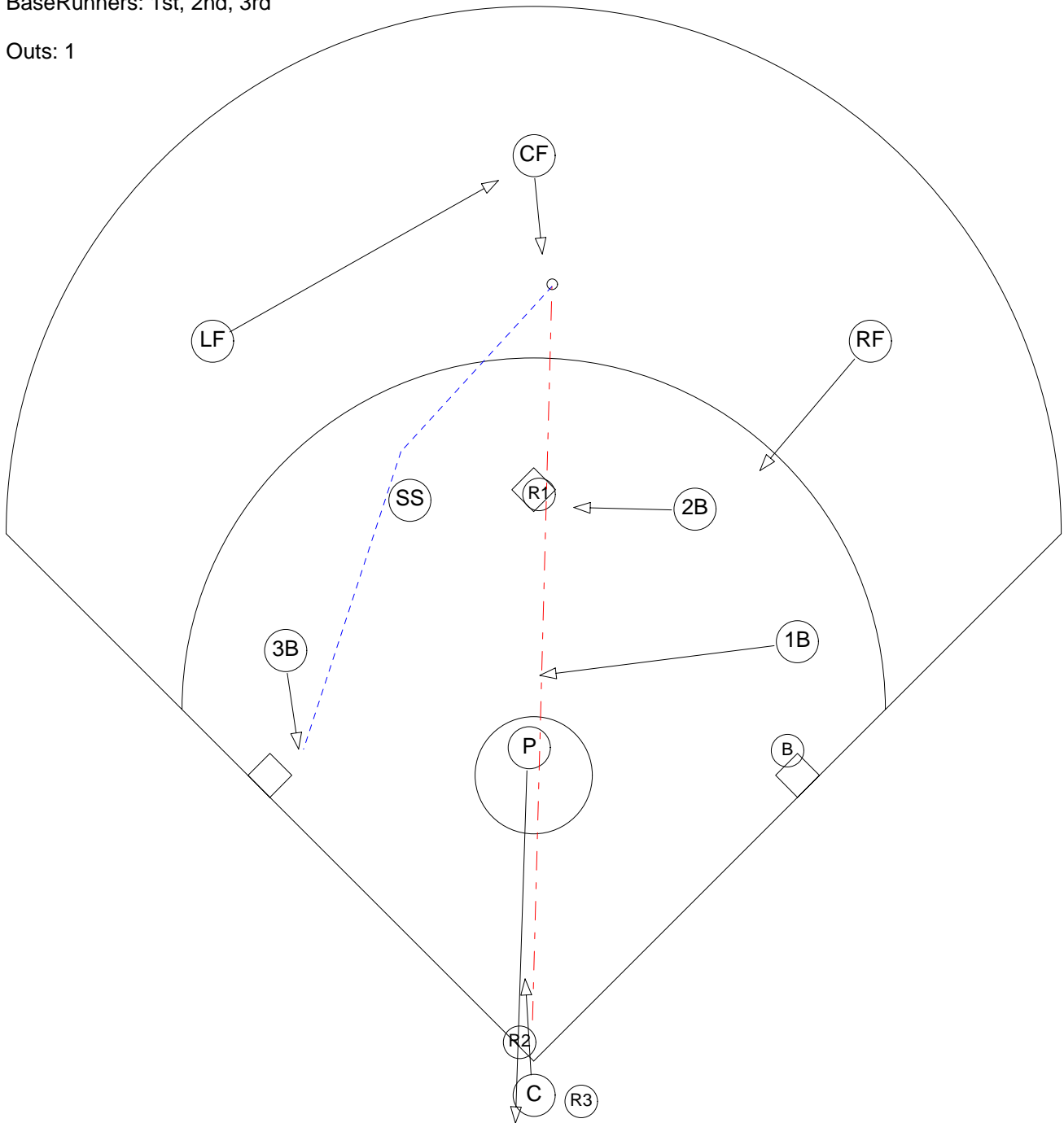
Outs: 1



Situational Diagram for Ground ball: up the middle

BaseRunners: 1st, 2nd, 3rd

Outs: 1



Pick-Off Play at Second Base

With a runner on second base, we will employ the “even, odd” pick-off play. This is a timed pickoff play and must be executed exactly by all players or else it can be disastrous. The key to this play is when you hear numbers from the coach or when it is tipped off by a sign from our catcher.

The play will begin with the coach yelling out an *even or odd number* before any pitch is thrown or sign is taken. If an *even number* is yelled out the *shortstop* will cover the bag when it is time. An *odd number* yelled out is the *second baseman's* key that he will be covering the bag. The pitcher when ready will go into his stretch wind-up. As soon as the pitcher becomes set, the count of three begins. On three, the pitcher will turn and throw to the bag where someone better be covering the bag. The covering player must make a bee line to the bag to receive the throw from the pitcher. This is a very easy and effective pick-off play to run.

The catcher and middle infielders may devise their own signals between themselves instead of the odd and even numbers if they wish.