



PLAYBOOK

EAST TORRENS BASEBALL CLUB PLAYBOOK

The East Torrens Baseball Club Playbook is a resource to guide player positioning and a general understanding of where all players should be on in a given situation.

There is a number of different fielding set ups that are required depending on the situation which takes into account the inning, the score, such things as how well the pitcher is going, are they throwing strikes, or the defensive mindset and who is up for the opposition. The playbook guides teams in what should be a coach's ability to make a routine call, such as normal bunt defence and everyone has the understanding of where they need to position themselves and what their role is.

Further to this, every time the ball is in play, every player has a responsibility to be somewhere and be prepared for the follow on actions such as an error or over throw. The playbook lays out all the possible plays and where everyone needs to be during that play.

If there are any questions regarding the playbook, consult with the senior coaching staff.

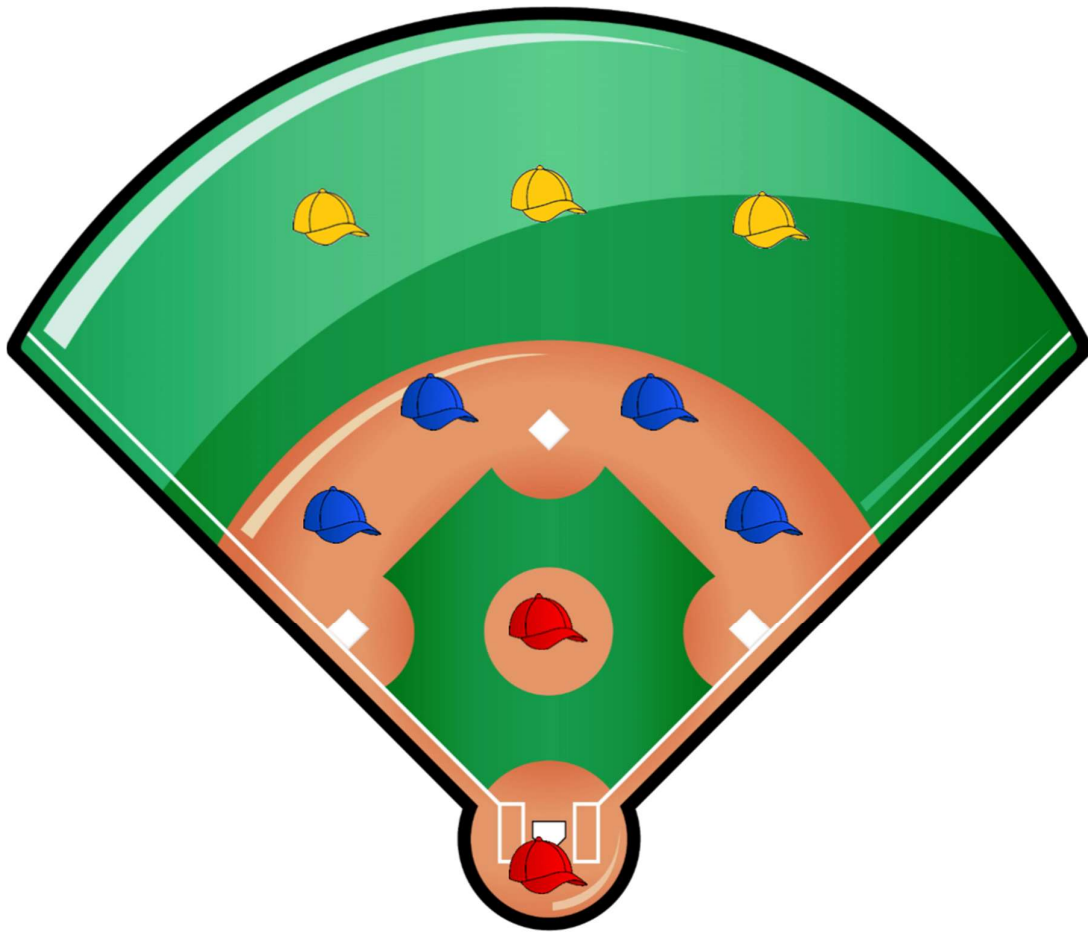
DEFENSIVE POSITIONING

INFIELD / OUTFIELD



STRAIGHT UP DEFENCE

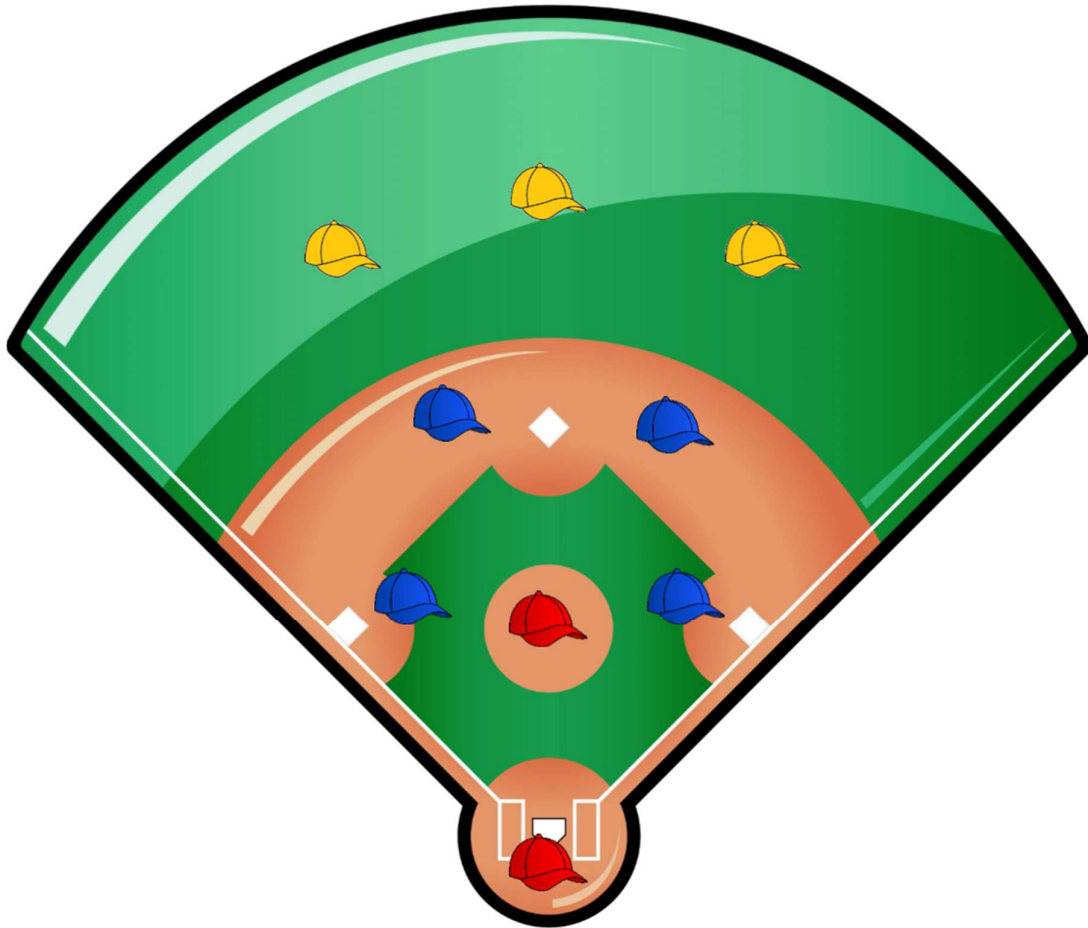
During regulation play, if no particular field placement is required, use the term straight up which ensures the field knows where they should position themselves.



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Pitcher's mound	1B	Play off the line, ensuring adequate coverage	LF	Straight line from 1B to 2B.
C	Set basic depth. Ensure no lip at front of plate before every inning.	2B	Play deep allowing range to both glove side and back hand. Ideally shade closer to first base as the pitcher should be able to field anything directly up the middle.	CF	Straight line from home plate to 2B. May shade a step either side of 2B depending on hitter. Plays in slight over LF & RF as should catch any ball just over SS or 2B head.
		3B	Play behind the line, giving up the line, so shading more towards second base. Playing behind the line will increase range.	RF	Straight line from 3B to 2B.
		SS	Play deep allowing range to both glove side and back hand. Ideally shade closer to third base as the pitcher should be able to field anything directly up the middle.		

REGULATION BUNT DEFENCE

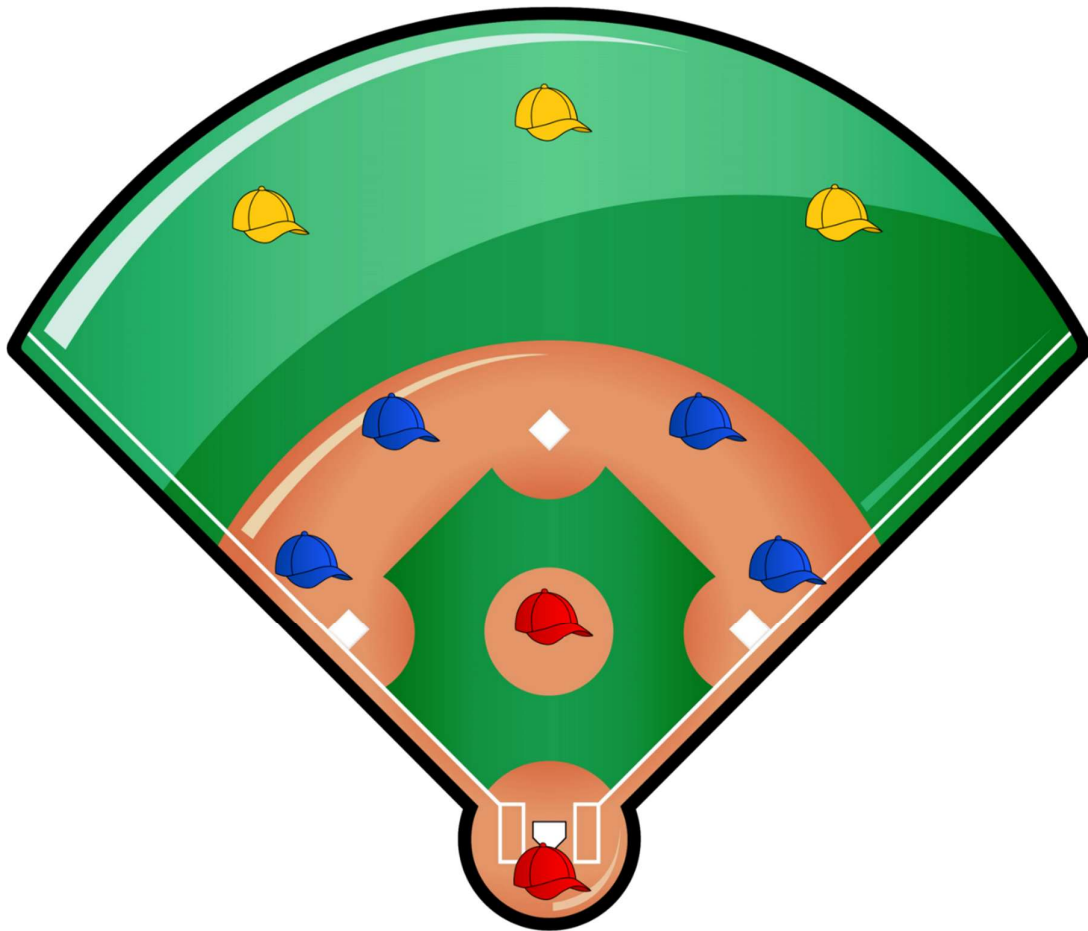
When there is a chance for a bunt, standard bunt defence positioning will help ensure you secure an out. Where the opportunity presents to get the lead runner the catcher should make this call otherwise the aim is to always get at least one out.



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Communicate with third base identifying that the pitcher has the line and anything hard hit is third base's ball. Throw a strike, preferably up in the zone.	1B	Field inside the line prepared to charge in knowing second base will cover first base.	LF	Take a couple steps in from normal depth and be ready to back up the infield in case of an over throw.
C	Identify with all infielders their role in bunt defence. Be prepared to field a soft bunt in front of home plate.	2B	Take a few steps closer to first base in preparation for possible need to cover first base.	CF	Take a couple steps in from normal depth and be ready to back up the infield in case of an over throw.
		3B	Stand just inside the line. Communicate with the pitcher that the pitcher can field anything near the line and a hard bunt is third base's responsibility.	RF	Take a couple steps in from normal depth and be ready to back up the infield in case of an over throw.
		SS	Move in and slightly towards second base.		

LATE INNINGS DEFENCE

When in the late innings of a close ball game, late innings defence is designed to minimise damage and ensure to not allow a big inning.



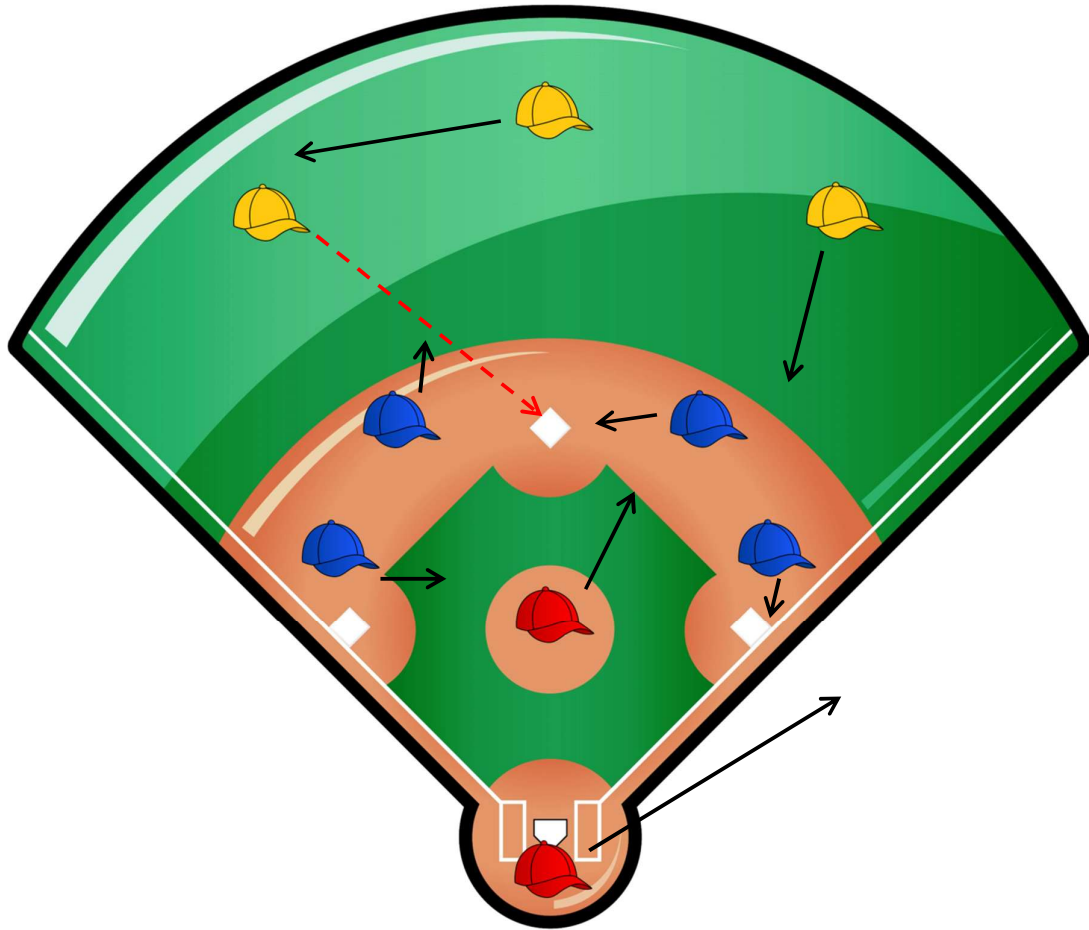
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Pitcher's Mound	1B	Position yourself so no baseball can get between you and the foul line.	LF	Take a few steps back to ensure no baseball can go over your head for a double
C	Catcher's Box	2B	Regulation position.	CF	Take a few steps back to ensure no baseball can go over your head for a double
		3B	Position yourself so no baseball can get between you and the foul line.	RF	Take a few steps back to ensure no baseball can go over your head for a double
		SS	Regulation position.		

CUT OFF ASSIGNMENTS

NO RUNNERS ON BASE

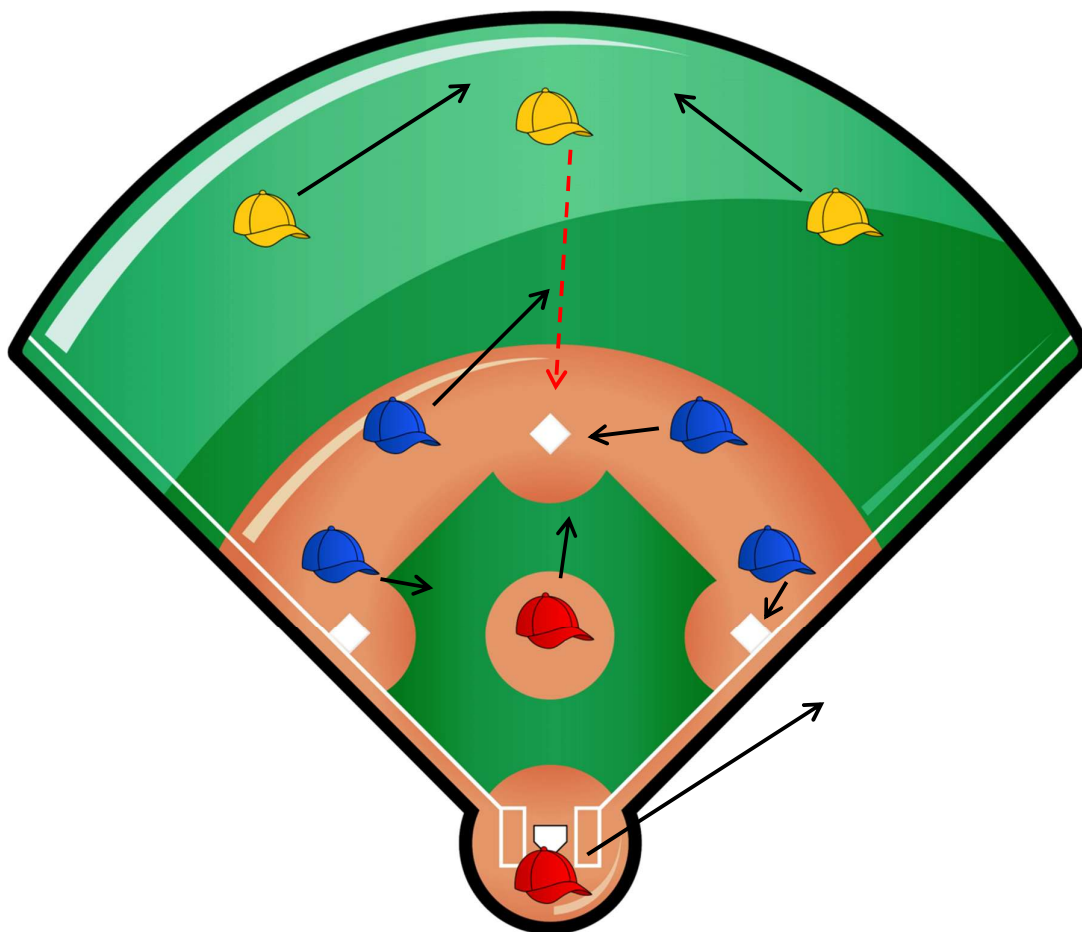


SINGLE IS HIT TO LEFT FIELD



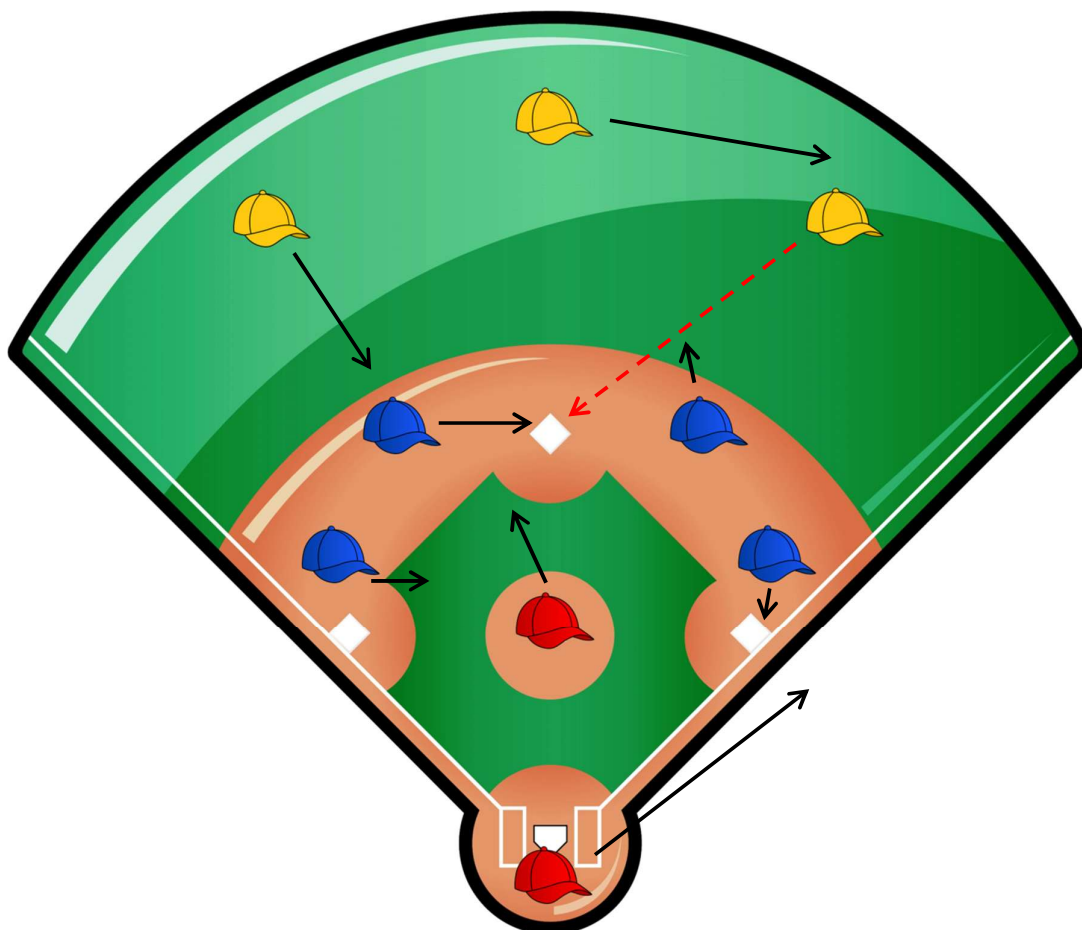
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a backup position behind second base.	1B	See base runner touch first base. Cover first, and be ready to field an overthrow by left fielder	LF	Get to the ball quickly. Field it cleanly, read the way the play is evolving and either get the ball to the cutoff or make a firm one-hop throw to second base.
C	Move into position to backup first baseman. Be ready to cover first if first base leaves the bag to back up an over throw.	2B	Cover second base.	CF	Backup left fielder
		3B	Remain in the area of third base. Be ready for possible deflection.	RF	Move into backup position behind second base. Give yourself enough room to field an overthrow.
		SS	Move into position to be the cutoff man to second base. Assume the base runner will attempt to go to second.		

SINGLE HIT TO CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a backup position behind second base.	1B	See base runner touch first base. Cover first, and be ready to field an overthrow by center fielder	LF	Backup center fielder
C	Move into position to backup first base. Be ready to cover first if first base leaves the bag to back up an over throw.	2B	Cover second base.	CF	Get to the ball quickly. Field it cleanly, read the way the play is evolving and either get the ball to the cutoff or make a firm one-hop throw to second base
		3B	Remain in the area of third base. Be ready for possible deflection.	RF	Backup center fielder
		SS	Move into position to be the cutoff man to second base. Assume the base runner will attempt to go to second.		

SINGLE HIT TO RIGHT



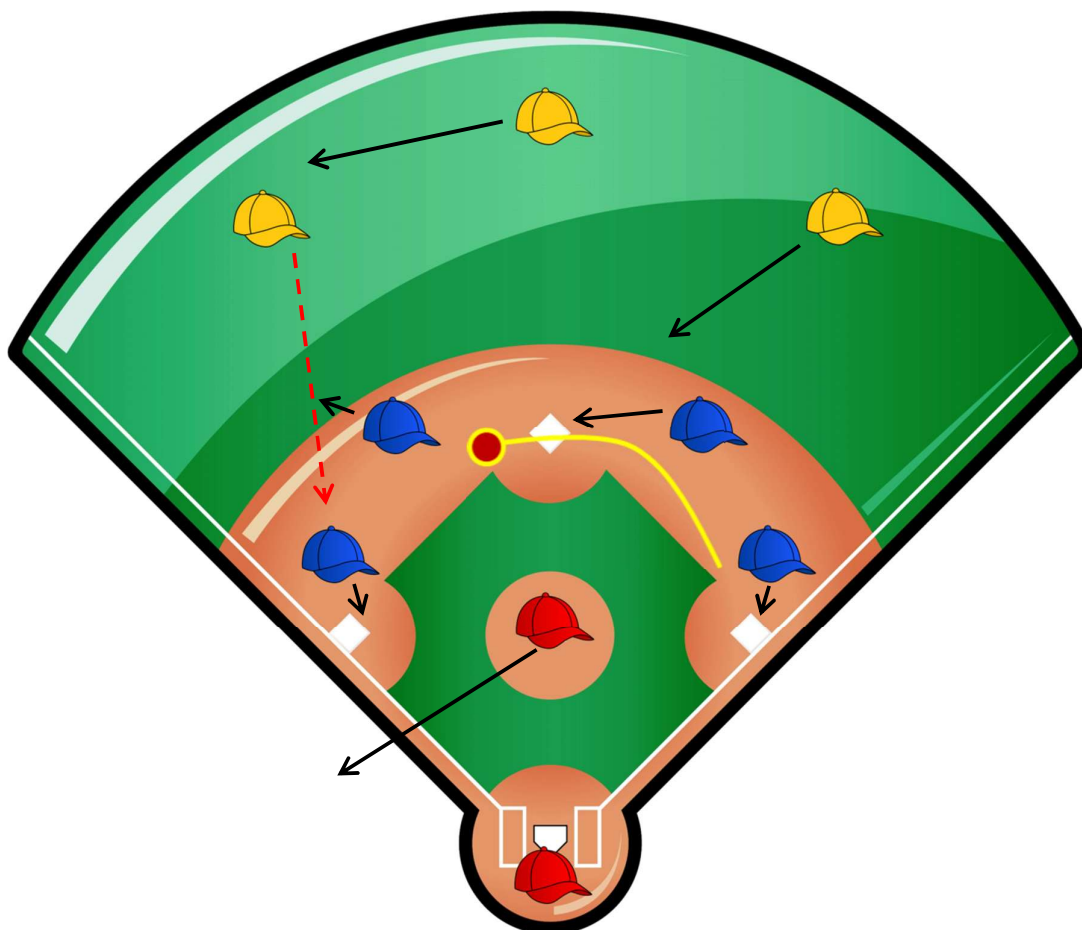
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a backup position behind second base.	1B	See base runner touch first base. Cover first, and be ready to field an overthrow by center fielder	LF	Move into possible backup position toward third base in line with throw.
C	Move into position to backup first baseman. Be ready to cover first if first base leaves the bag to back up an over throw.	2B	Move into position to be the cutoff man to second base. Assume the base runner will attempt to go to second base.	CF	Backup right fielder
		3B	Remain in the area of third base. Be ready for possible deflection.	RF	Get to the ball quickly. Field it cleanly, read the way the play is evolving and either get the ball to the cutoff or make a firm one-hop throw to second base.
		SS	Cover second base		

CUT OFF ASSIGNMENTS

RUNNER ON FIRST BASE

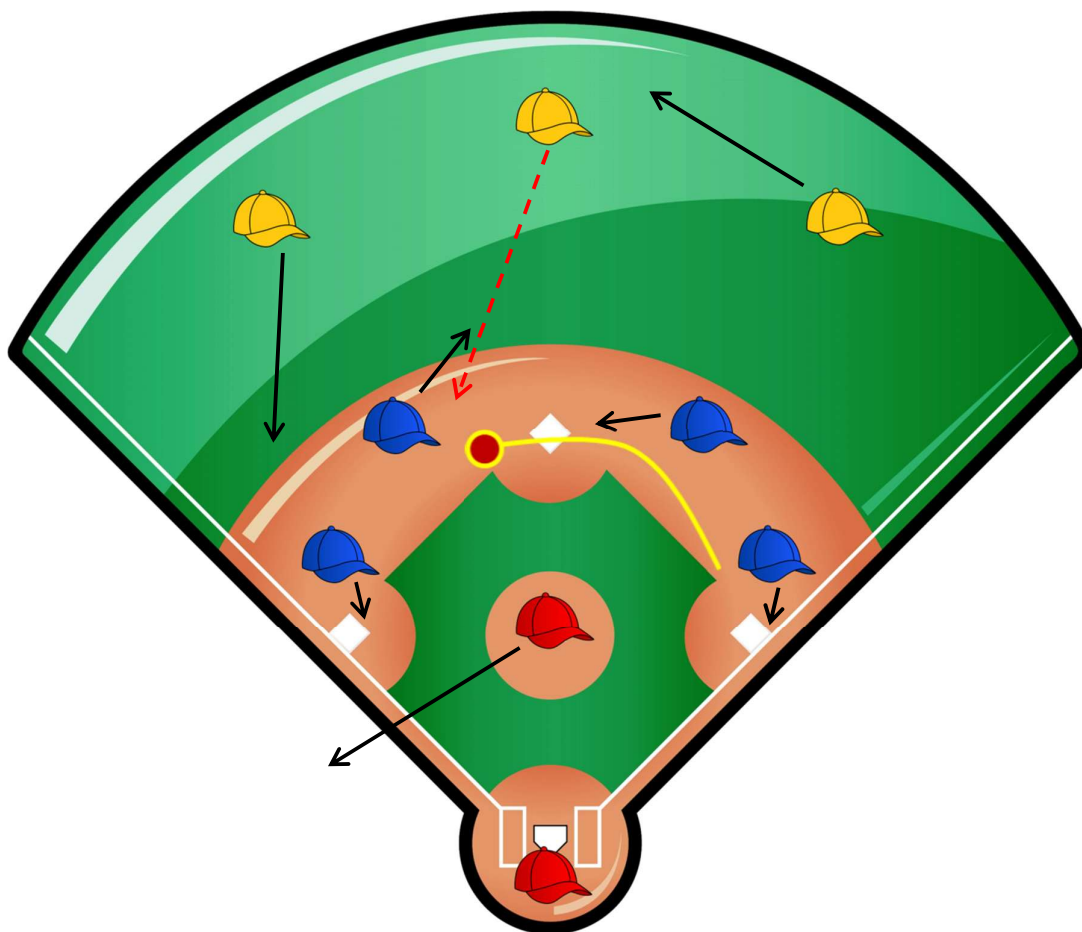


SINGLE HIT TO LEFT



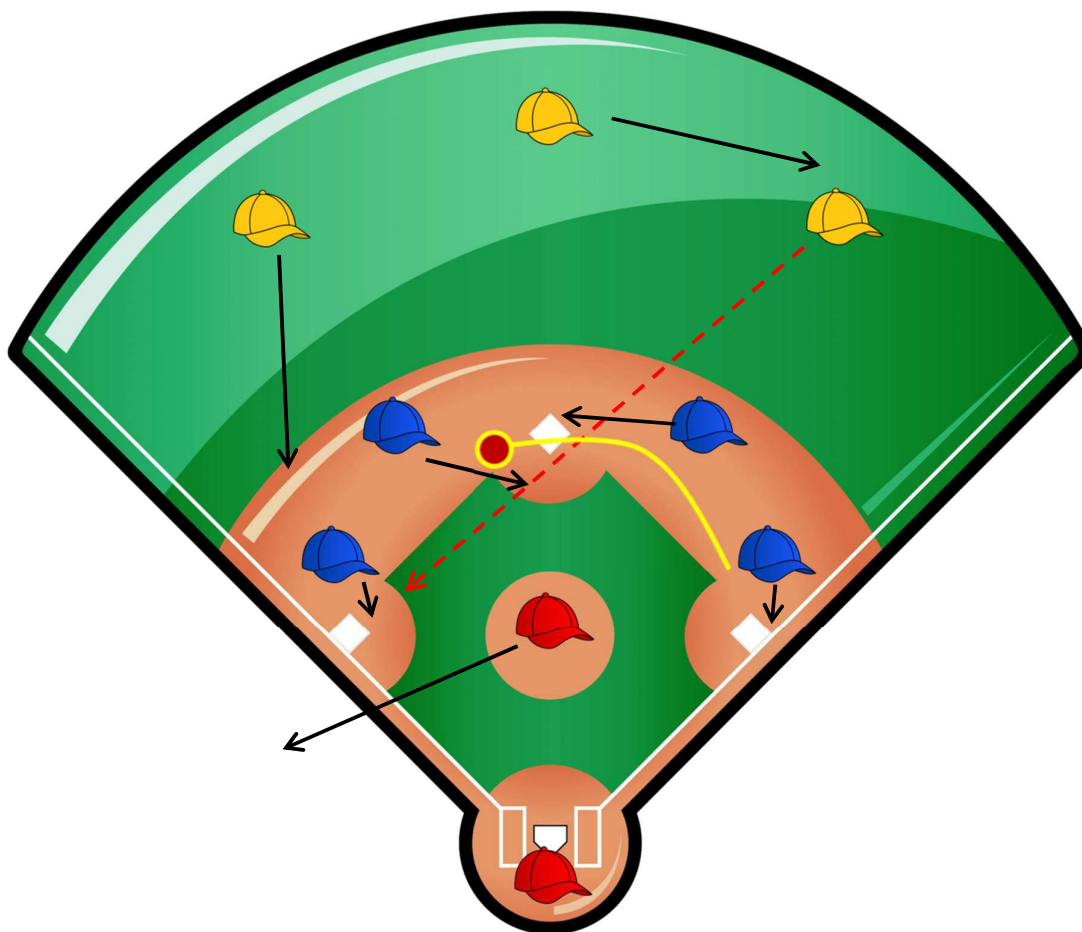
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a position to back up the throw from the left fielder to third base. Anticipate errant throw.	1B	See the base runner touch first base. Cover first in case of wide turn by batter base runner.	LF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to third base.
C	Remain at home plate.	2B	Cover second base. Be prepared for a throw behind the base runner at second base from the left fielder or infielder.	CF	Backup left fielder
		3B	Covers third base.	RF	Move into possible back up position toward second base.
		SS	Move into a position to be the cutoff to third base. Assume the first base runner will attempt to go to third.		

SINGLE HIT TO CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a position to back up the throw from the center fielder to third base. Anticipate errant throw.	1B	See the base runner touch first base. Cover first in case of wide turn by batter base runner.	LF	Move into possible back up position behind third base.
C	Remain at home plate.	2B	Cover second base. Be prepared for a throw behind the base runner at second base from the center fielder or infielder.	CF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to third base.
		3B	Covers third base.	RF	Backup center fielder.
		SS	Move into a position to be the cutoff man to third base. Assume the first base runner will attempt to go to third.		

SINGLE HIT TO RIGHT



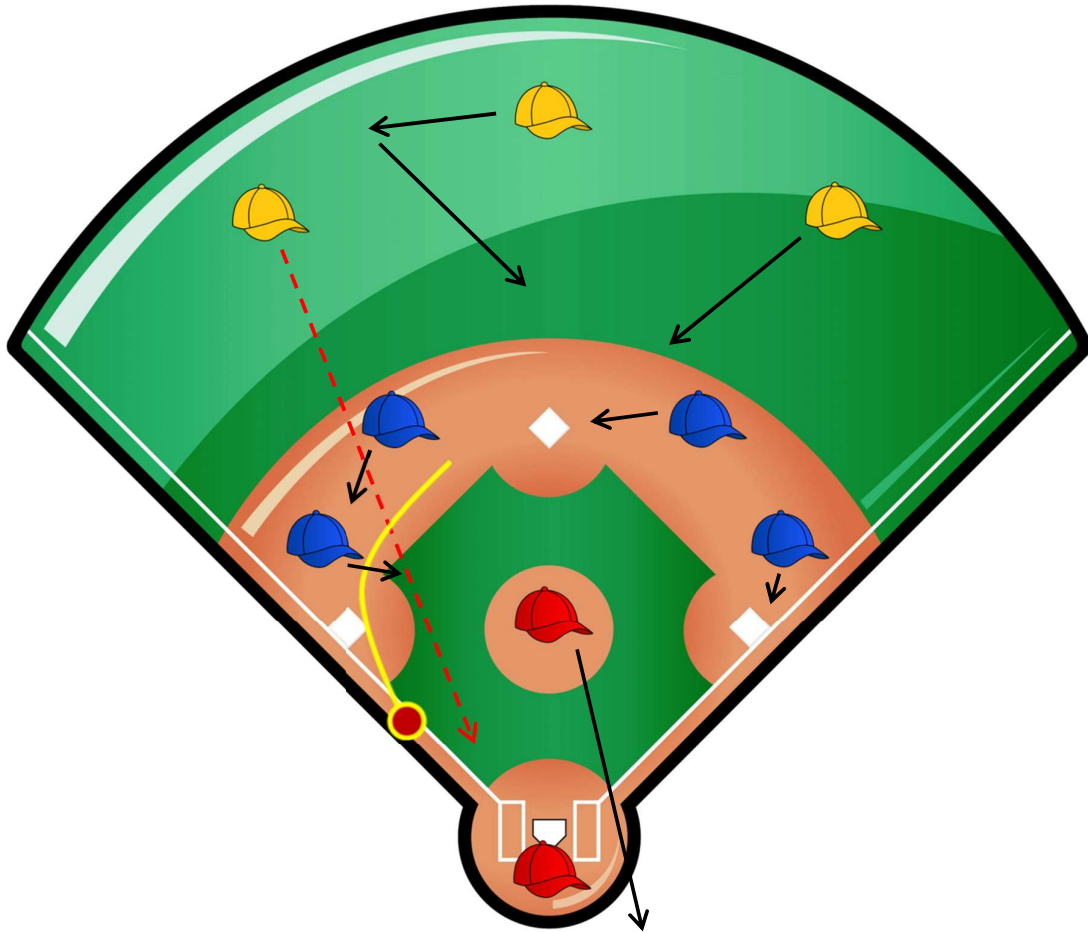
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a position to back up the throw from the right fielder to third base. Anticipate errant throw.	1B	See the base runner touch first base. Cover first in case of wide turn by batter base runner.	LF	Move into possible back up position behind third base.
C	Remain at home plate.	2B	Cover second base.	CF	Backup right fielder.
		3B	Covers third base.	RF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to third base.
		SS	Move into a position to be the cutoff man to third base. Assume the first base runner will attempt to go to third.		

CUT OFF ASSIGNMENTS

RUNNER ON SECOND BASE

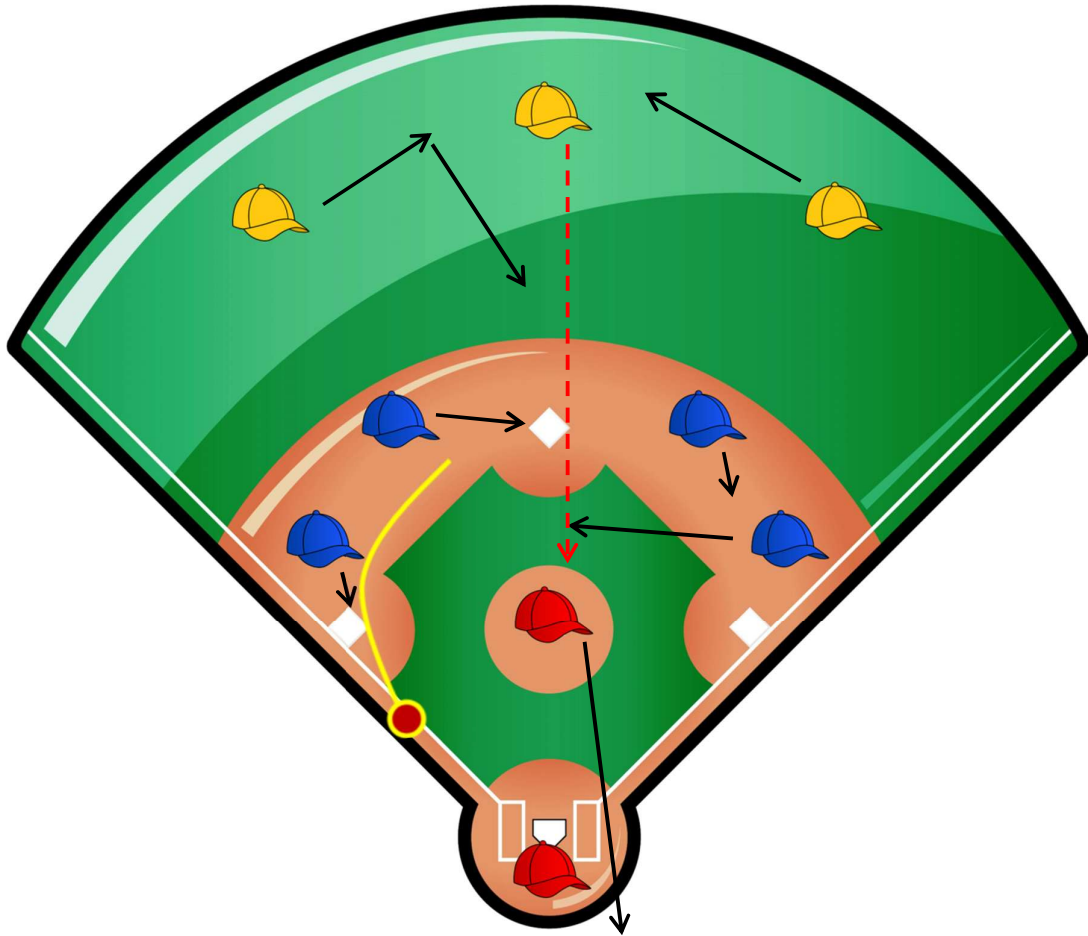


SINGLE HIT TO LEFT



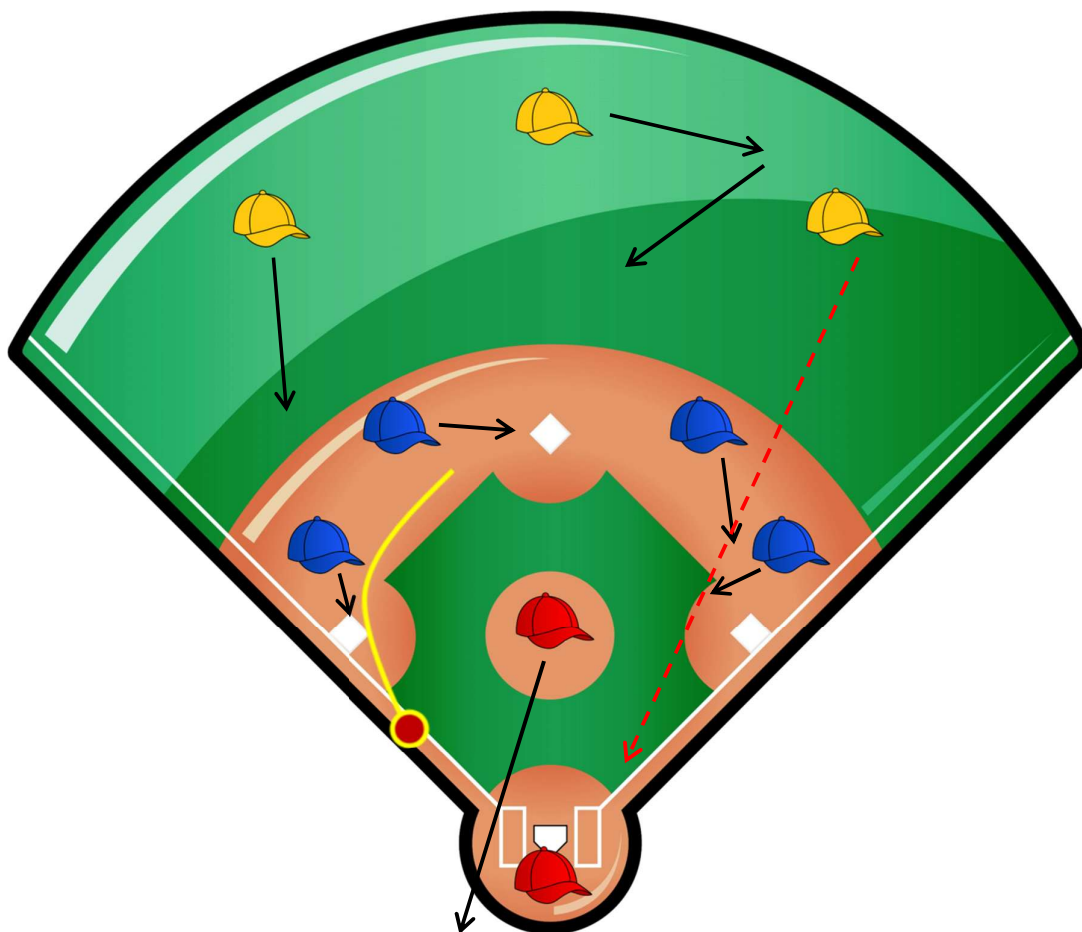
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move in to backup home plate through the first base side of home plate.	1B	See the base runner touch first base. Cover first in case of wide turn by batter base runner.	LF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to home. If there is no play on the lead base runner, throw the ball to second base to keep the double play in order and the batter/ base runner out of scoring position.
C	Cover home plate.	2B	Cover second base. Be alert for a throw from the cutoff or catcher	CF	Back up the left fielder; once throw is made, move to back up possible throw to second base by catcher or cutoff.
		3B	Move into a position to be the cutoff.	RF	Move into a possible back up position behind second base. Read the play and be ready to back up second or first.
		SS	Cover third base. Be alert for a throw from the cutoff or catcher.		

SINGLE HIT TO CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move in to backup home plate through the first base side of home plate.	1B	Move into a position to be cut-off man to home plate.	LF	Backup center fielder; once throw is made, move to back up possible throw to second base by catcher or cutoff.
C	Cover home plate.	2B	Cover first base. Be alert for a throw from the cutoff or catcher.	CF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to home. If there is no play on the lead base runner, throw the ball to second base to keep the double play in order and the batter/base runner out of scoring position
		3B	Cover third. Be prepared for a throw from cutoff or catcher.	RF	Backup center fielder. Communicate with center fielder where to throw.
		SS	Cover second base.		

SINGLE HIT TO RIGHT



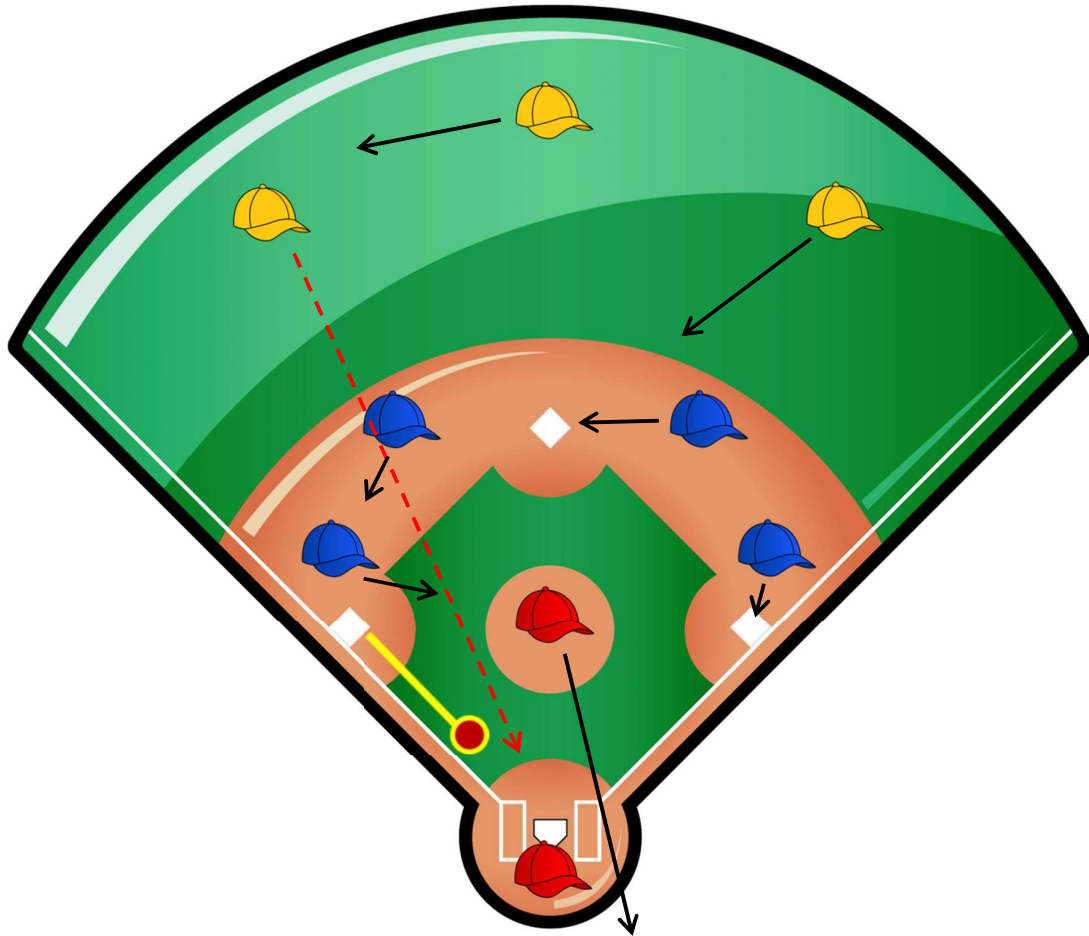
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a deep back up position behind home plate. Circle on the third base side of home plate.	1B	Move into a position to be cutoff man to home plate.	LF	Move into a possible back up position behind third base.
C	Remain at home plate.	2B	Cover first base. See base runner touch first base. Be alert for a throw from the cutoff or catcher.	CF	Backup right fielder; once throw is made, move to back up possible throw to second base by catcher or cutoff.
		3B	See the base runner touch third base. Cover third. Be prepared for a throw	RF	Get to the ball quickly. Field it cleanly and make a flat one-hop throw all the way to home. If there is no play on the lead base runner, throw the ball to second base to keep the double play in order and the batter/base runner out of scoring position.
		SS	Cover second base. Be alert for a throw from the cutoff or catcher.		

CUT OFF ASSIGNMENTS

RUNNER ON THIRD BASE

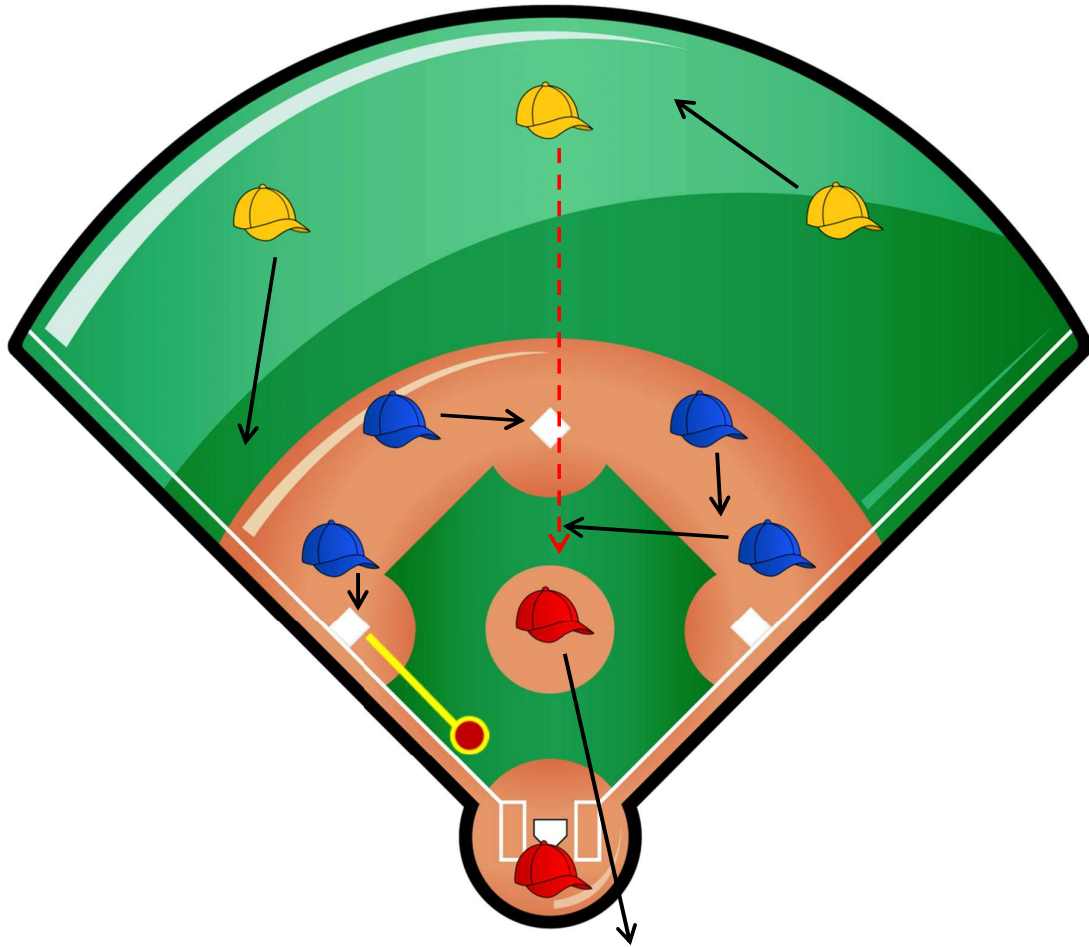


FLY BALL HIT TO LEFT



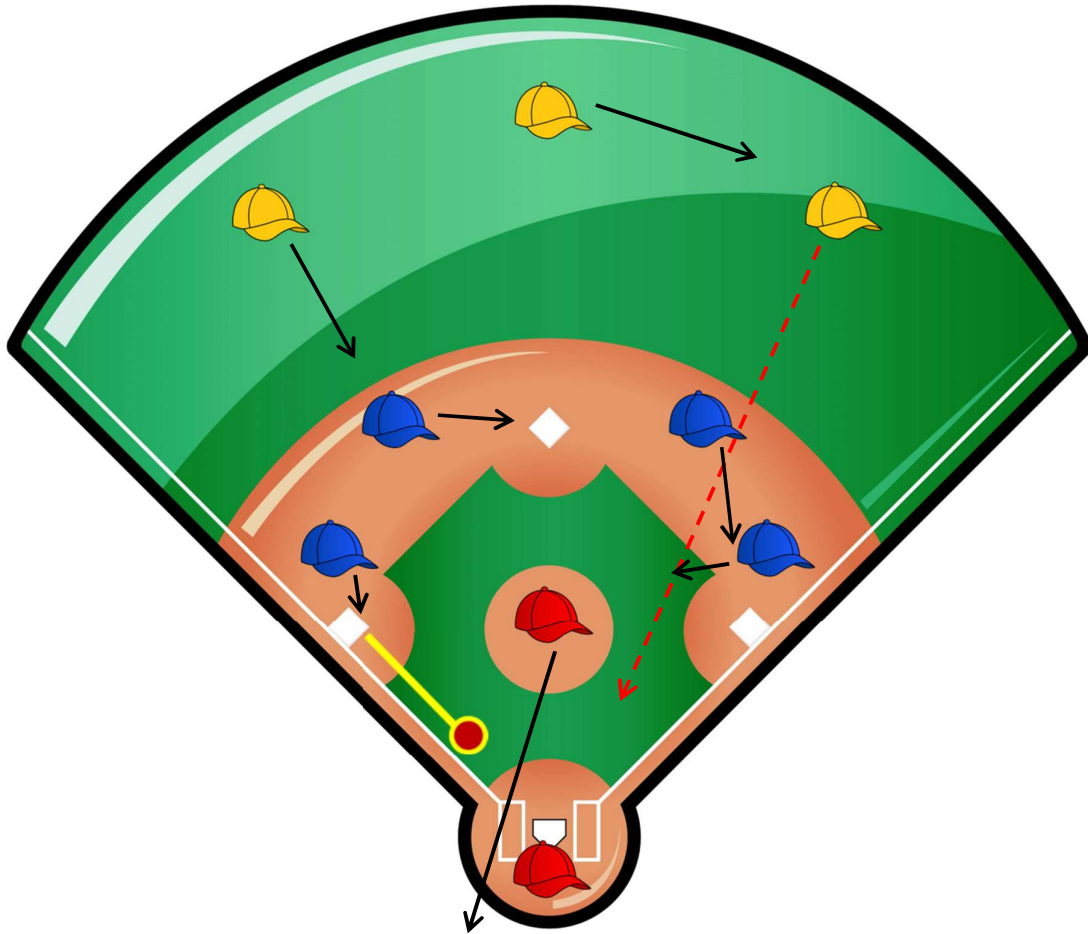
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a deep back up position behind home plate. Circle on the first base side of home plate.	1B	Covers first base.	LF	Get to the ball quickly. Catch it cleanly and make a flat one-hop throw all the way to home base.
C	Covers home plate.	2B	Cover second base.	CF	Backup left fielder.
		3B	Move into a position to be the cutoff to home plate.	RF	Move into a possible back up position behind second base. Read the play and be ready to back up second or first.
		SS	Cover third base.		

FLY BALL HIT TO CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a deep back up position behind home plate. Circle on the first base side of home plate.	1B	Move into a position to be cutoff to home plate.	LF	Move into possible back up position behind third base.
C	Covers home plate.	2B	Covers first base.	CF	Get to the ball quickly. Catch it cleanly and make a flat one-hop throw all the way to home base.
		3B	Covers third base. Watch runner to ensure they don't leave early.	RF	Move into a possible back up position behind second base. Read the play and be ready to back up second or first.
		SS	Covers second base.		

FLY BALL HIT TO RIGHT



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a deep back up position behind home plate. Circle on the third base side of home plate.	1B	Move into a position to be cutoff to home plate.	LF	Move into possible back up position behind third base.
C	Covers home plate.	2B	Covers first base.	CF	Backup right fielder.
		3B	Covers third base.	RF	Get to the ball quickly. Catch it cleanly and make a flat one-hop throw all the way to home base.
		SS	Covers second base.		

CUT OFF ASSIGNMENTS

SURE DOUBLE – NO RUNNERS ON

DOUBLE CUTS

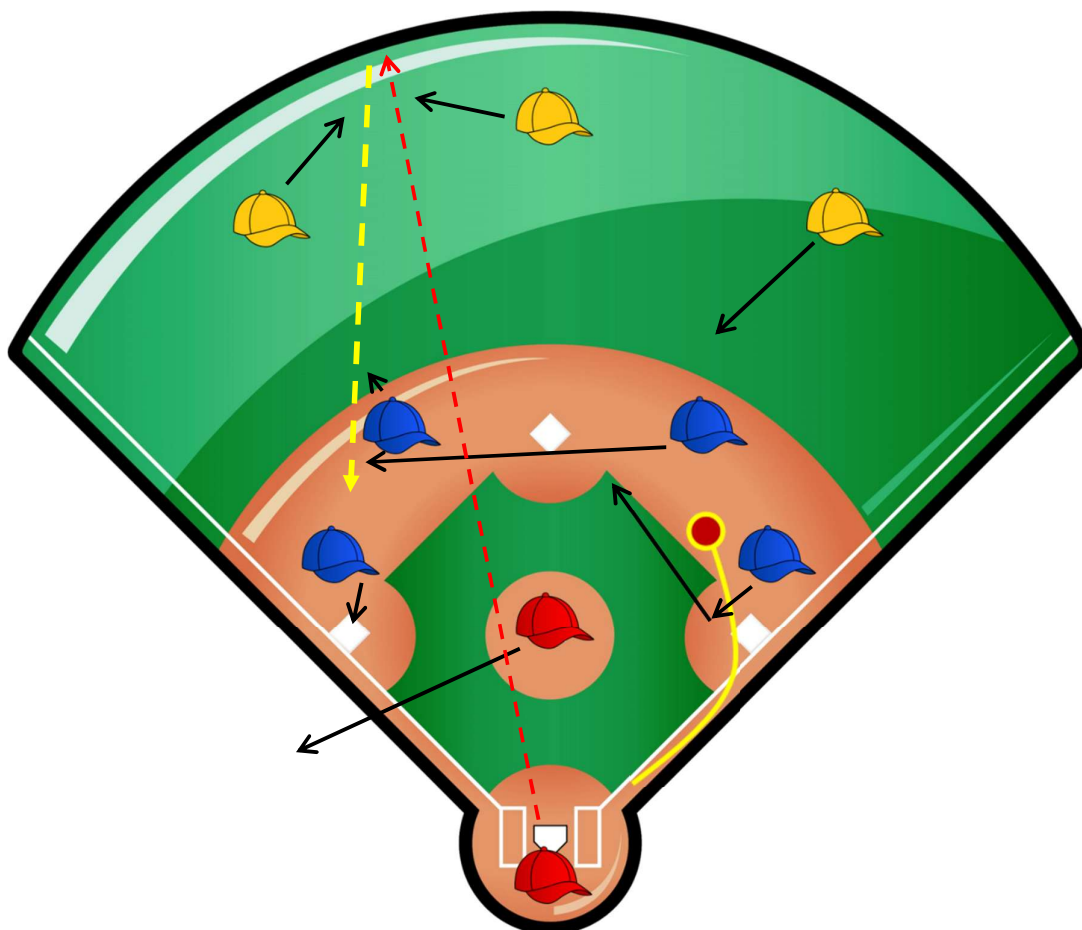


SURE DOUBLE FUNDAMENTALS

The purpose of the double cutoff is to provide an easier target for an outfielder on a long throw from the gap or down the line. On these hits the outfielder is in the deepest part of the field and is trying to throw the ball as hard as they can to get it in quickly. Since they are unable to come in on the ball and gain momentum, this throw will often not be as hard or accurate. By providing two infielders spaced apart, you will have a better opportunity of having a successful relay.

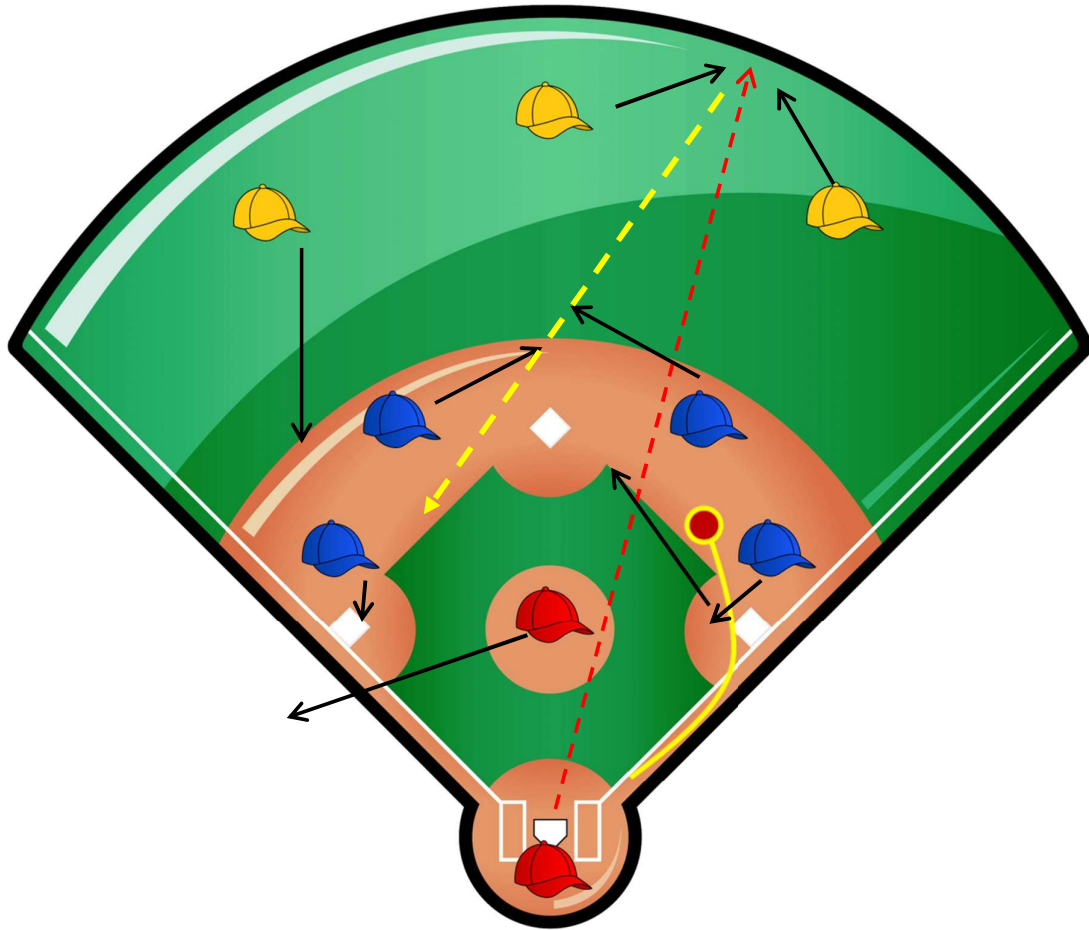
Remind your players that where they line up to, may not always be where the play will eventually happen, so be prepared to cut the ball and throw to a different base that expected.

DOUBLE TO LEFT CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Backup third base.	1B	If possible break to inside of base, see runner touch first base. Trail runner to second base.	LF	Get to ball quickly. Communicate with center field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
C	Covers home plate.	2B	Hang at second base until ball clears outfielders. If sure double, trail 5-10m behind shortstop. Be ready to relay ball to third base if shortstop leaves ball to you.	CF	Get to ball quickly. Communicate with left field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		3B	Covers third base.	RF	Move into possible backup position towards second base.
		SS	Move into relay position in line with third base. Judge the throw and decide whether to relay yourself or leave to the trailing second base.		

DOUBLE TO RIGHT CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Backup third base.	1B	If possible beak to inside of base, see runner touch first base. Trail runner to second base.	LF	Move into possible back up position behind third base.
C	Covers home plate.	2B	Move into relay position in line with third base. Judge the throw and decide whether to relay or leave for the trailing shortstop.	CF	Get to ball quickly. Communicate with right field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		3B	Covers third base.	RF	Get to ball quickly. Communicate with center field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		SS	Hang at second base until ball clears outfielders. If sure double, trail 5-10m behind second base. Be ready to relay ball to third base if shortstop leaves ball to you.		

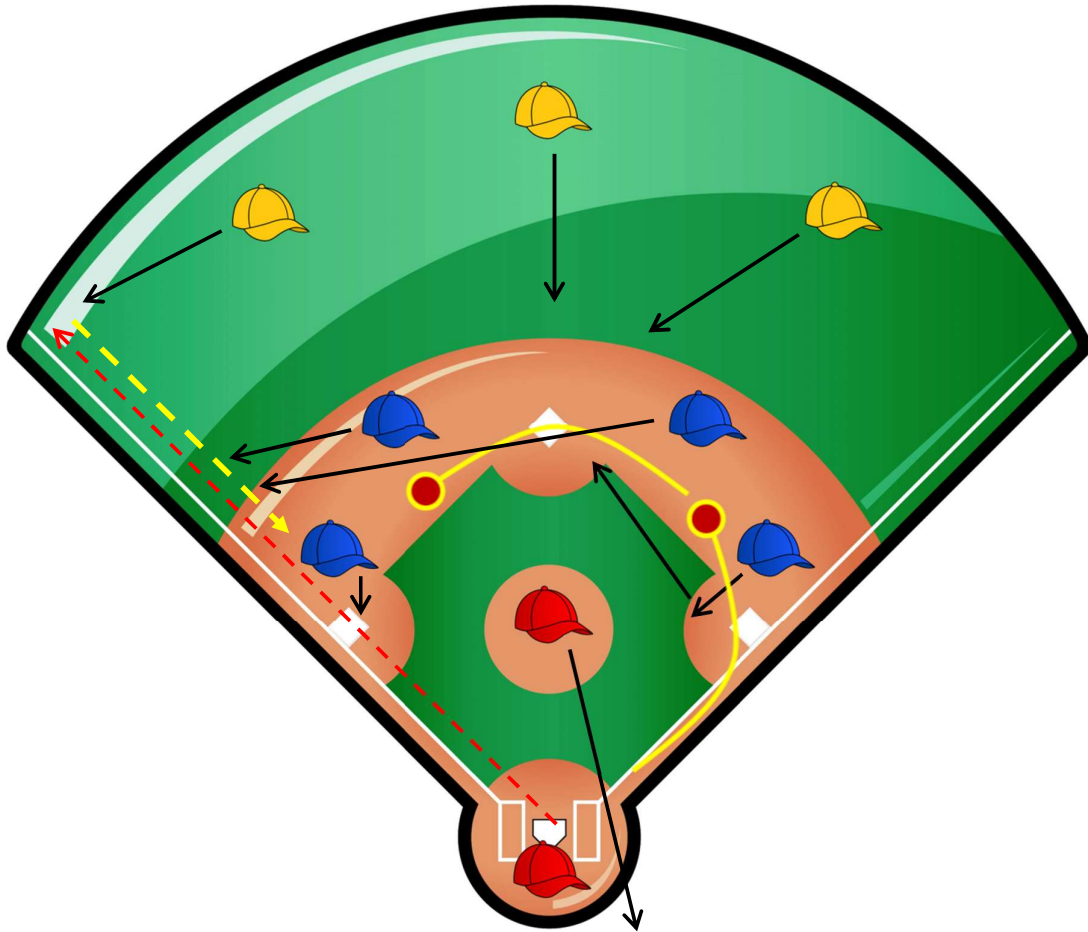
CUT OFF ASSIGNMENTS

SURE DOUBLE – RUNNER ON FIRST BASE

DOUBLE CUTS

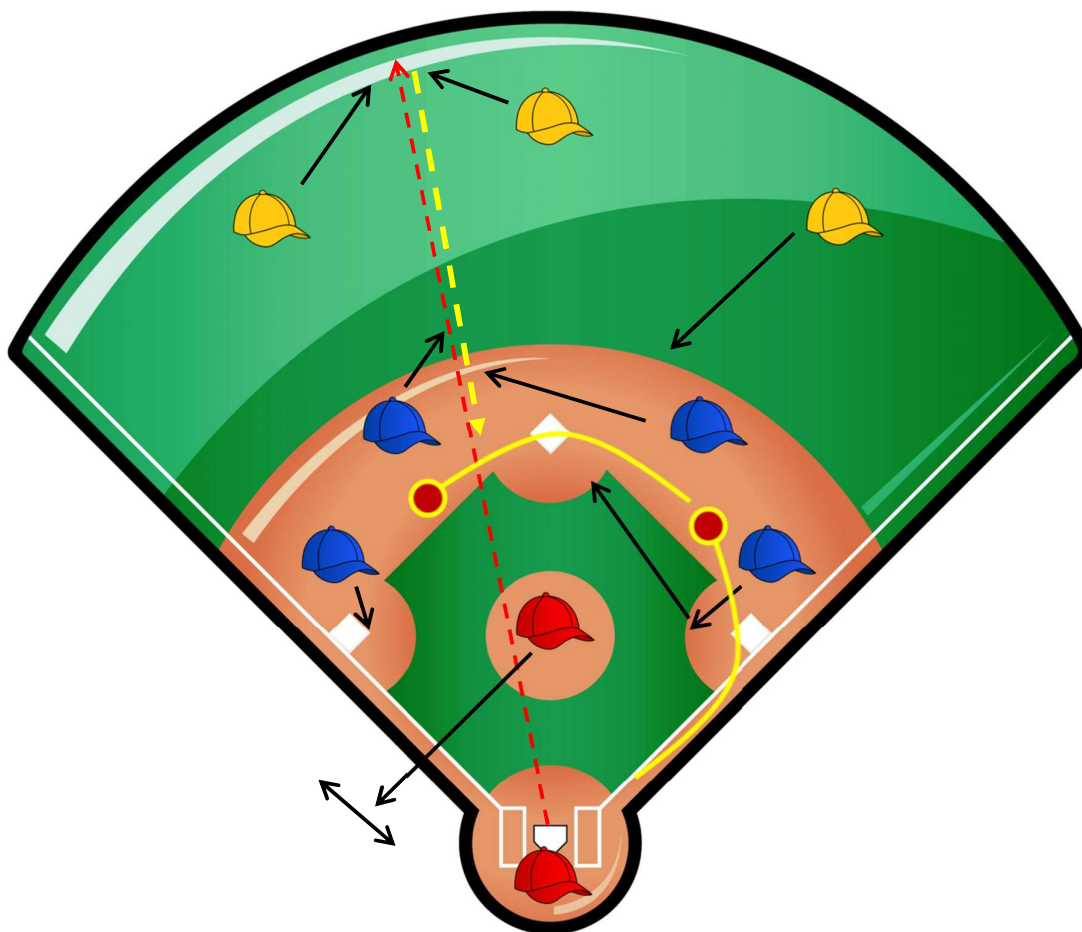


DOUBLE TO LEFT FIELD



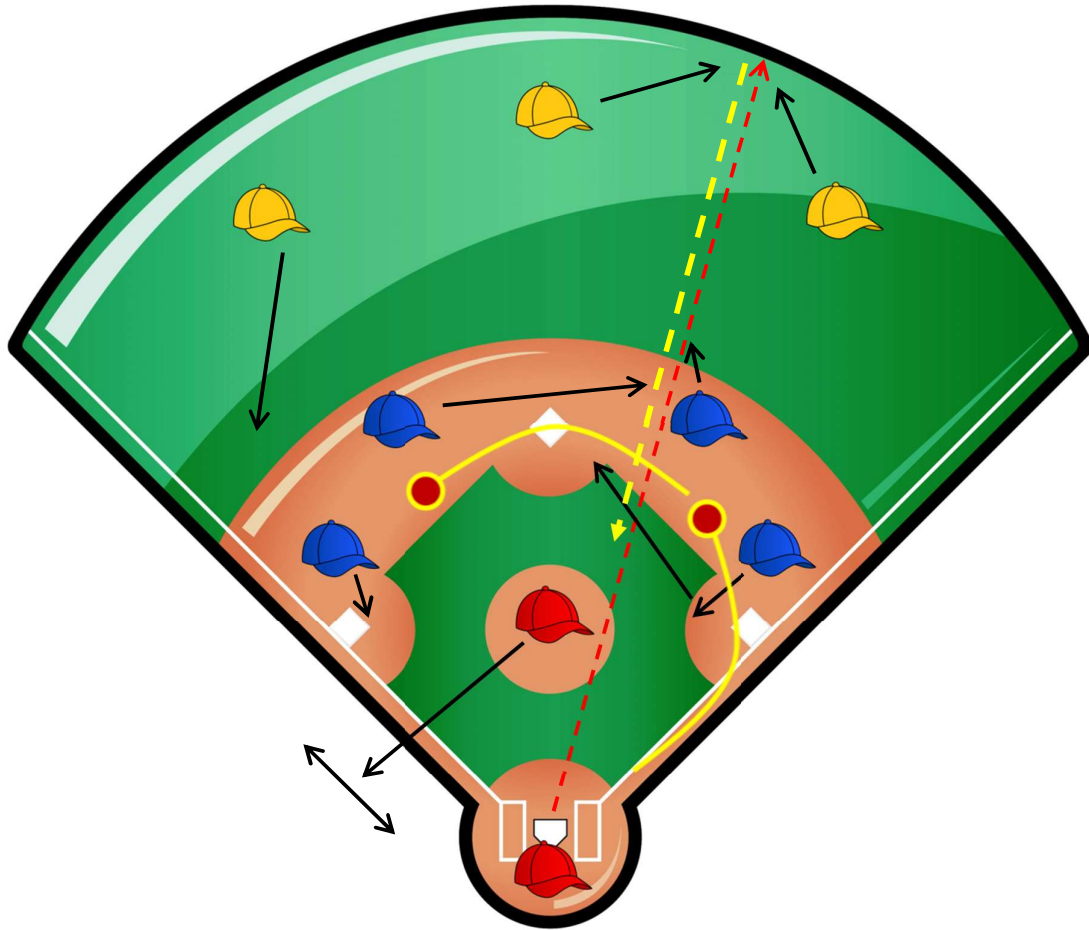
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Backup home plate.	1B	See runner touch first base. Trail runner to second base.	LF	Get to ball quickly. Cleanly field the ball and throw a firm accurate chest high ball.
C	Covers home plate.	2B	Hang at second base until ball clears outfielders. If sure double, trail 5-10m behind shortstop. Be ready to relay ball.	CF	Backup left fielder.
		3B	Covers third base.	RF	Backup second base.
		SS	Move into relay position in line with home plate. Stay in fair territory. Judge the throw and decide whether to relay yourself or leave to the trailing second base.		

DOUBLE TO LEFT CENTER



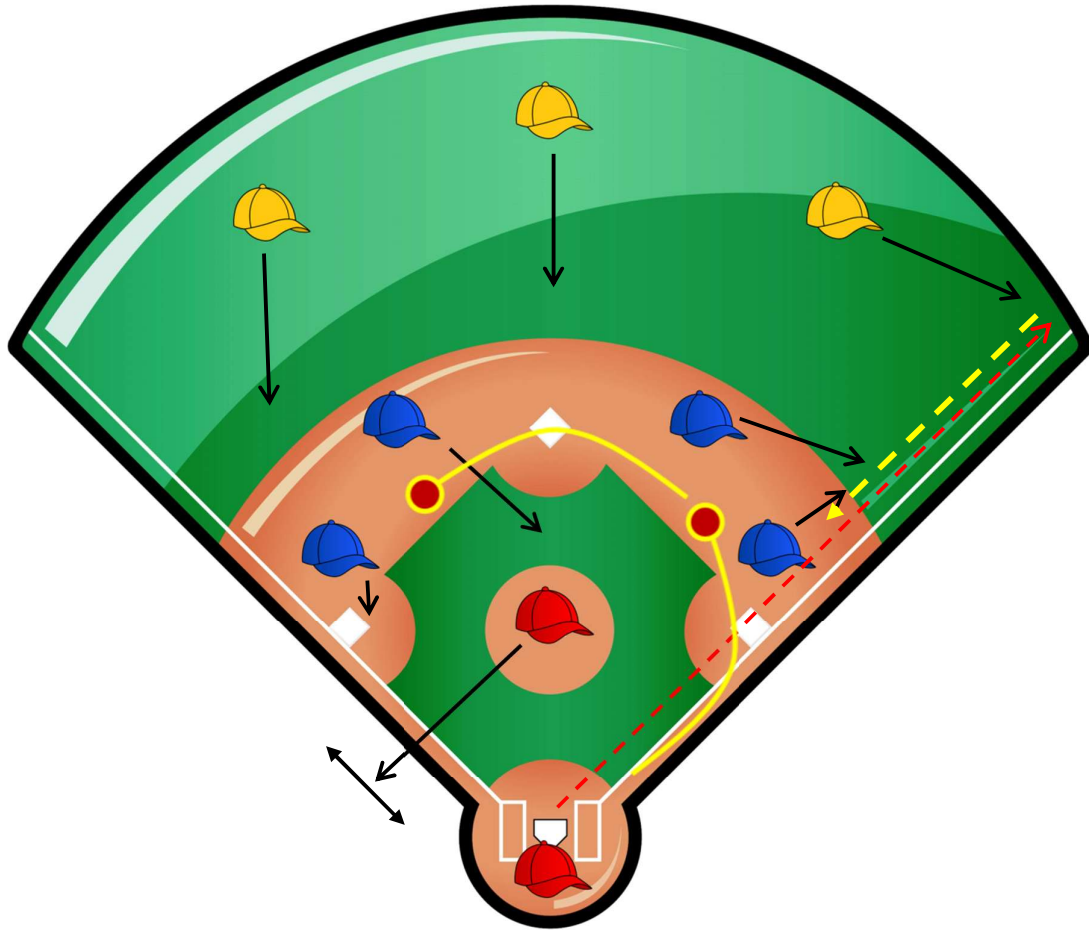
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into a deep back up position behind home plate. Circle on the first base side of home plate. Be prepared to back up third base if play changes.	1B	See runner touch first base. Trail runner to second base.	LF	Get to ball quickly. Communicate with center field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
C	Covers home plate.	2B	Hang at second base until ball clears outfielders. If sure double, trail 5-10m behind shortstop. Observe baserunners and communicate with shortstop where to throw the ball.	CF	Get to ball quickly. Communicate with left field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		3B	Covers third base.	RF	Cover second base.
		SS	Move into relay position to home plate and listen for call from second base.		

DOUBLE TO RIGHT CENTER



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into position half way between third and home. Read play and back up where play develops.	1B	See runner touch first base. Trail runner to second base.	LF	Move into possible back up position behind third base.
C	Covers home plate.	2B	Move into relay position to home plate and listen for call from shortstop.	CF	Get to ball quickly. Communicate with right field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		3B	Covers third base.	RF	Get to ball quickly. Communicate with center field. First person to reach ball fields cleanly and throws a firm accurate chest high ball.
		SS	Hang at second base until ball clears outfielders. If sure double, trail 5-10m behind second base. Observe baserunners and communicate with second base where to throw the ball.		

DOUBLE TO RIGHT FIELD



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Move into position half way between third and home. Read play and back up where play develops.	1B	See runner touch first base. Trail runner to second base.	LF	Move into possible back up position behind third base.
C	Covers home plate.	2B	Move into relay position to home plate and listen for call from first base. Be prepared to redirect throw to third base.	CF	Backup right fielder.
		3B	Covers third base. Be prepared for play to be redirected from second base or catcher to third base.	RF	Get to the ball quickly. Field it cleanly and make a firm accurate chest high throw.
		SS	Read play and move into relay position to third base. If no play cover 2B.		

NOTES

DEFENCE

BUNT DEFENCE



BUNT DEFENCE FUNDAMENTALS

Except when there is a runner on third, the offensive is willing to give up an out in order to move a runner along. The overriding defensive strategy is to make sure you get that out. It's nice to get the lead runner and in certain situations you will try hard to get the lead runner, but if there is any doubt, you must get the out at first.

In all bunting situations, the catcher is in charge. They must take into account along with the speed of the runner and the direction of the bunt where the play must go. They have the play in front of them and can see the whole field. It's their responsibility to call out where the ball is to be thrown.

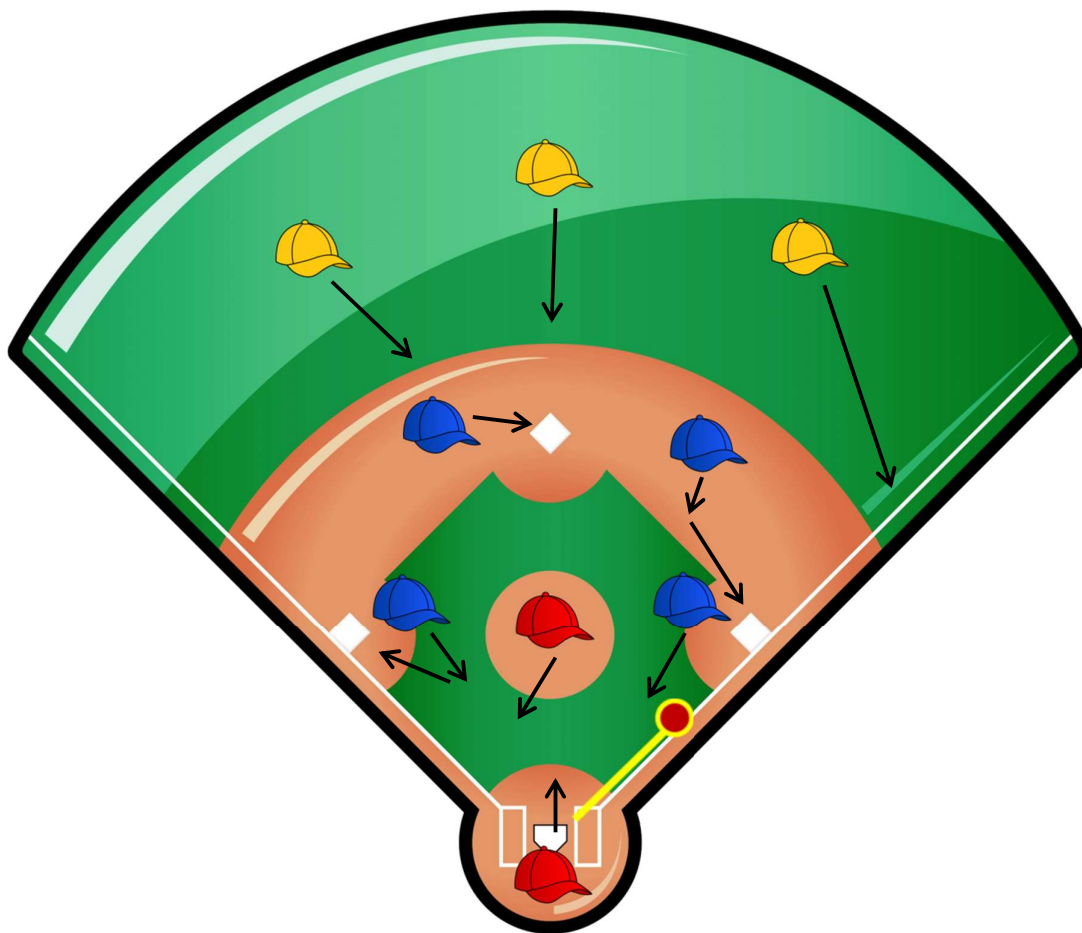
The catcher is the coach on the field and must enforce the team strategy to get an out.

The pitcher must focus on multiple tasks during any bunt defence.

- Keep the runner close. There will be no opportunity to get a lead runner in a bunt situation if the runner is not held on base.
- Make a good pitch. Many times the pitcher is too concerned with getting off the mound quickly instead of making a good pitch. The opposing team is willing to give you an out to advance the runner. Don't let them advance the runner for free by walking the hitter or making a wild pitch.
- Field your position. Once you have made a quality pitch, you must become a fielder. Remember your responsibility and don't be a spectator.

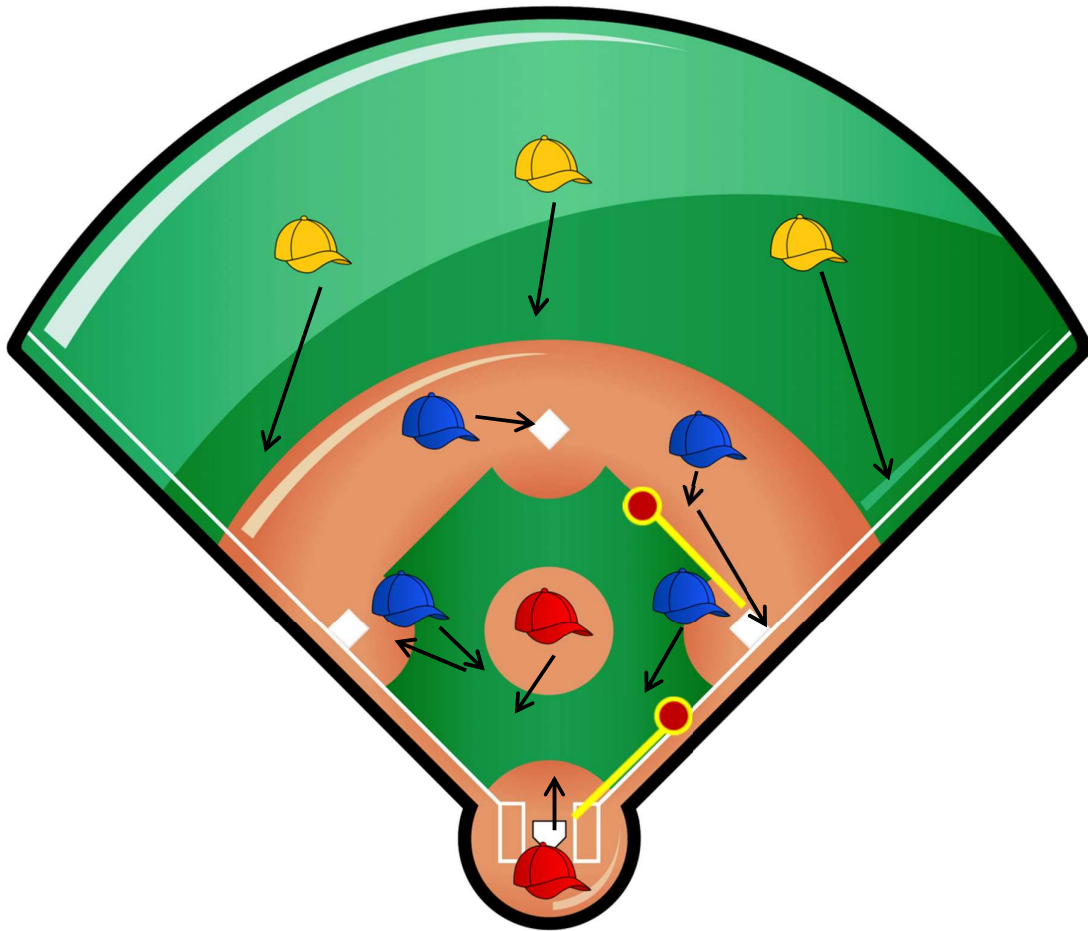
Where it is required to give a signal for bunt defence, third base will give the signals. They must get the attention of the field, give the signal whilst facing on an angle where everyone including the catcher and outfielders can see and then tell the pitcher discreetly what the play is.

NO RUNNERS ON BASE



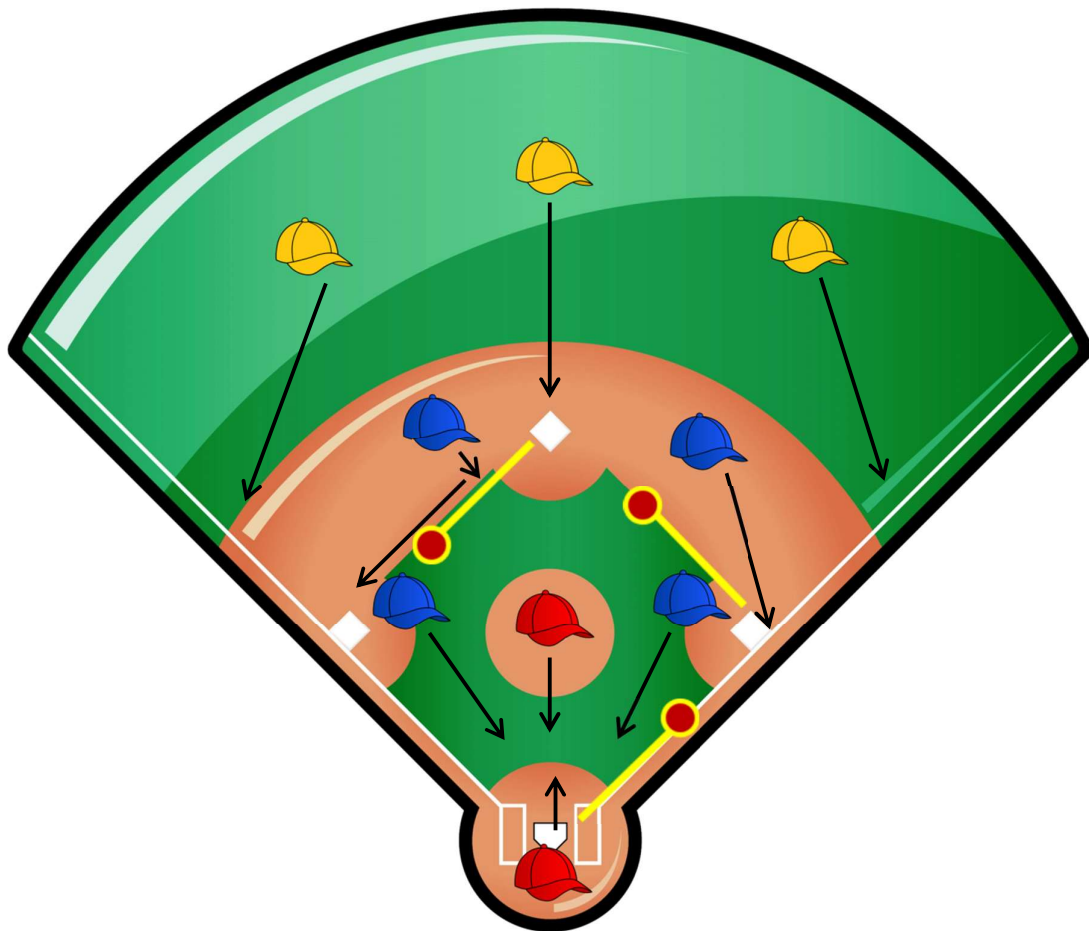
BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Cover third base line and short bunt in front of mound.	1B	Charge any bunt. If pitcher fields it, peel off into the middle of the field as not to obstruct the fielder or runner.	LF	Crash towards infield to cover over throws.
C	Field any bunt you can reach before fielders. Communicate to pitcher and fielders where the play is.	2B	Take a few steps in to ensure not a push bunt then cover first base.	CF	Crash towards infield to cover over throws.
		3B	Charge bunt, if bunt not hard and covered by pitcher, return to cover third base as soon as possible.	RF	Break to cover first base over throws.
		SS			

RUNNER ON FIRST BASE



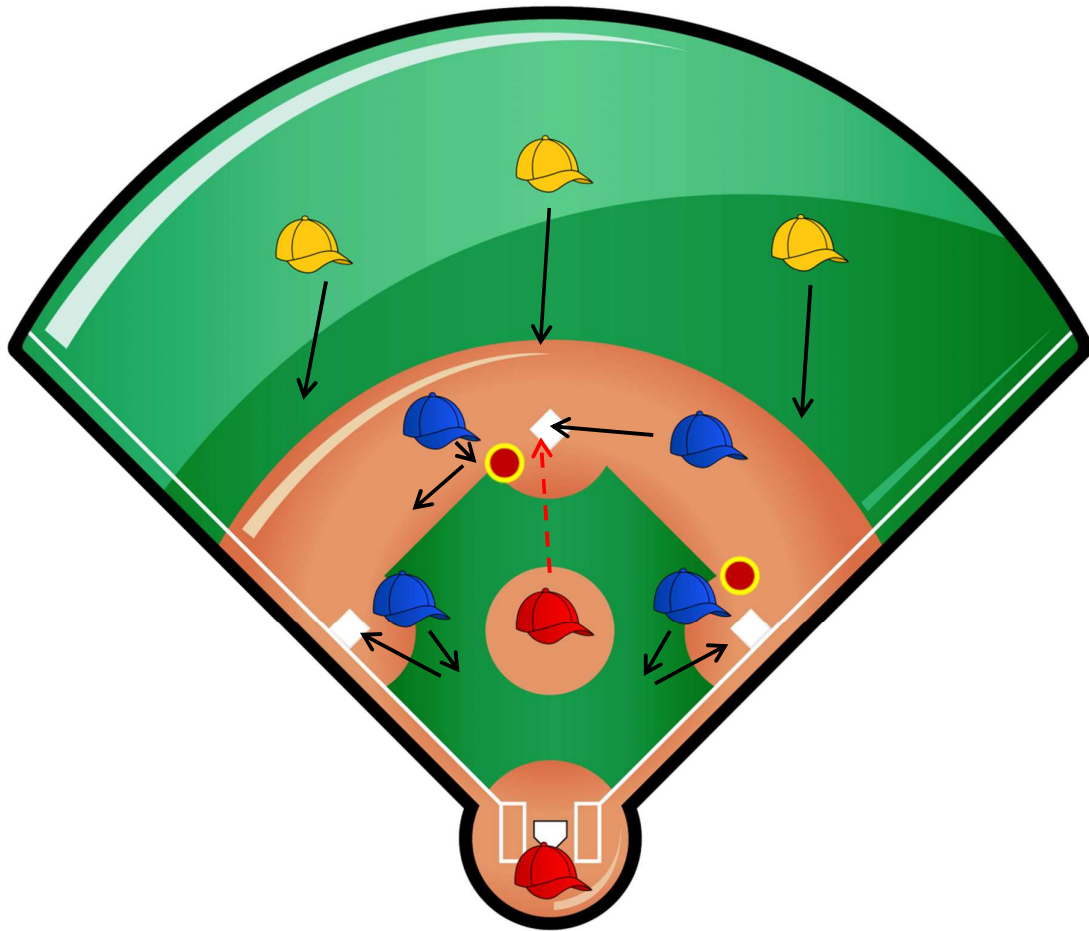
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P	Cover third base line and short bunt in front of mound.	1B	Charge any bunt. If pitcher fields it, peel off into the middle of the field as not to obstruct the fielder or runner.	LF	Crash towards infield to cover over throws.
C	Field any bunt you can reach before fielders. Communicate to pitcher and fielders where the play is.	2B	Take a few steps in to ensure not a push bunt then cover first base.	CF	Crash towards infield to cover over throws.
		3B	Charge bunt, if bunt not hard and covered by pitcher, return to cover third base as soon as possible.	RF	Break to cover first base over throws.
		SS			

RUNNER ON FIRST & SECOND BASE (CRASH)



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Pick up short stop, when there is daylight between short stop and runner turn and pitch a strike ready to charge and field bunt.	1B	Charge any bunt. If pitcher fields it, peel off into the middle of the field as not to obstruct the fielder or runner.	LF	Break to cover third base over throw.
C	Field any bunt you can reach before fielders. Communicate to pitcher and fielders where the play is.	2B	When short stop breaks to third base, break to cover first base.	CF	Crash towards infield to cover second base.
		3B	Break to home when short stop breaks to third base.	RF	Break to cover first base over throw.
		SS	When pitcher picks you up, come in behind runner then break to cover third base.		

RUNNER ON FIRST & SECOND BASE (PICKOFF)



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Pick up short stop, when there is daylight between short stop and runner turn and pitch a strike ready to charge and field bunt.	1B	Charge any bunt. If pitcher fields it, peel off into the middle of the field as not to obstruct the fielder or runner.	LF	Break to cover third base just in case runner gets caught in a pickle.
C	Field any bunt you can reach before fielders. Communicate to pitcher and fielders where the play is.	2B	When short stop breaks to third base, break to cover first base.	CF	Crash towards infield to cover second base.
		3B	Break to home when short stop breaks to third base.	RF	Break to cover first base just in case runner gets caught in a pickle or over throws.
		SS	When pitcher picks you up, come in behind runner then break to cover third base.		

FIRST & THIRD

STEAL THROW OVER PRIORITIES



FIRST & THIRD FUNDAMENTALS

Where you decide to throw the baseball depends on a number of factors such as;

- **INNINGS**
- **SCORE**
- **SPEED ON THE BASE PATHS**
- **CATCHERS ARM STRENGTH**
- **QUALITY OF THE HITTER AND ON DECK HITTERS**

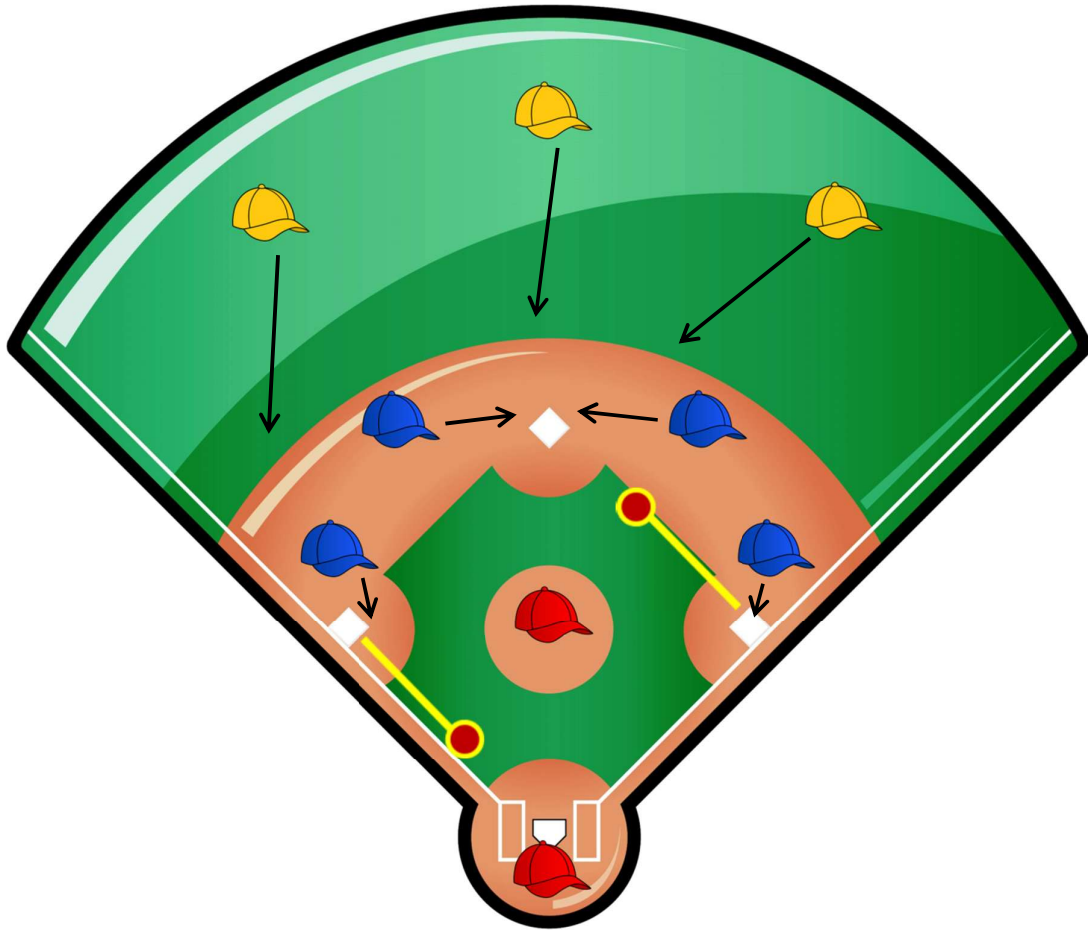
Early in the game if the opposition are going to give you an out by stealing second, it may pay to take it and allow a run to score. Later in the game depending on the situation, the same may be said, or it may pay to limit the possibility of scoring a run and allowing the runner to advance to second.

It is important however to remind your catchers that every time they must peak down the 3B line and see what that runner is doing.

Prior to the pitch outline who the priority is. If the priority is the 1B runner, then the team knows that they want to get the out if it present and are happy to allow the runner on 3B to score. The worst case here is that you don't get the out at second and the run also scores, but this is the gamble you take bases on your risk/benefit calculation.

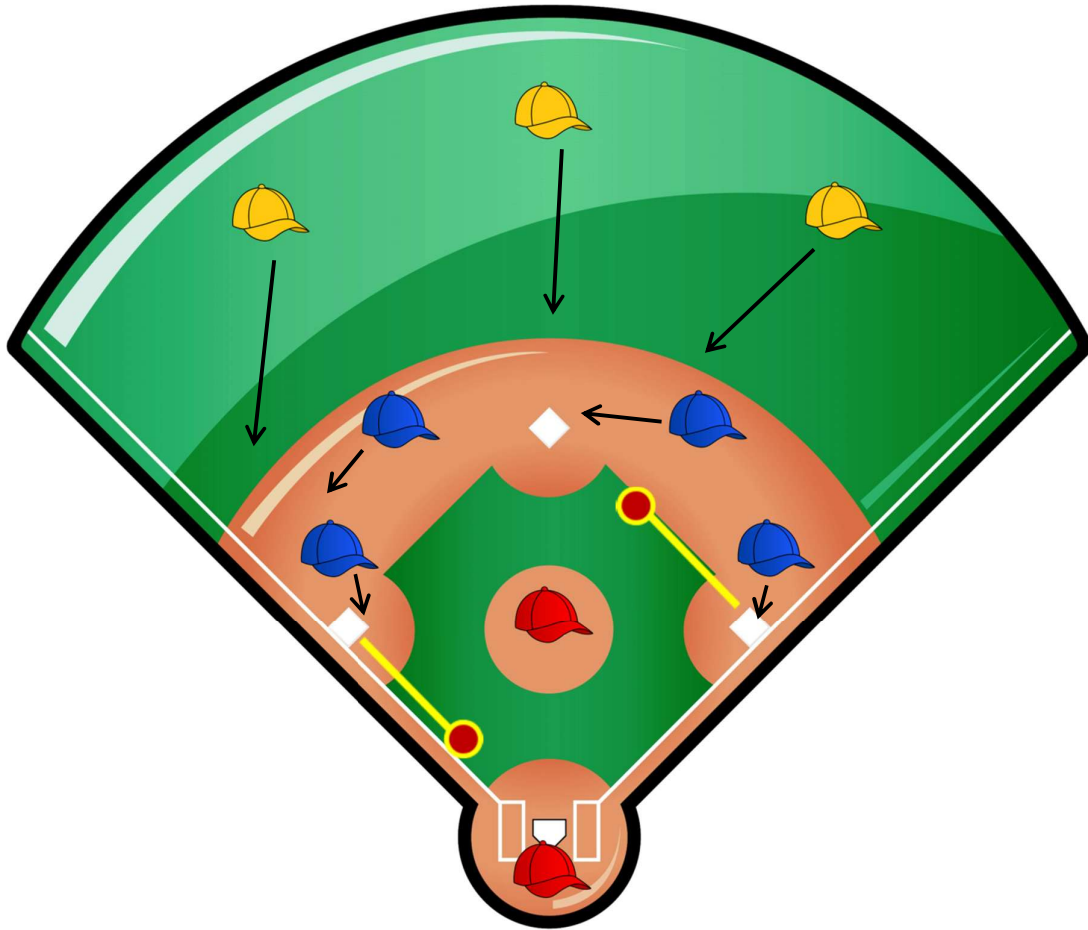
If your priority is the runner at 3B, then at no point should that runner score. The options here are to either hold the baseball and ensure no chance of an error on a throw, or to take a shot at the 3B runner with a quick thrown down the line by the catcher. There is a risk it could deflect but again these are the risk v reward decisions you need to determine prior to making the call.

PRIORITY RUNNER AT 1B



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Hold runner as normal. Throw a strike.	1B	Come in to 1B in case runner stops and returns.	LF	Back up 3B just in case ball is thrown there to field possible over throws.
C	Throw to 2B. Always look at 3B as if out is there take it, but cannot delay throw to 2B for out.	2B	Go to 2B for throw over. Receive throw or back up. This is determined prior to pitch.	CF	Crash in to field possible over throws.
		3B	Move to third base. Priority is 1B runner so only if a sure out can be made at 3B, catcher throws to 2B.	RF	Crash in to field possible over throws.
		SS	Go to 2B for throw over. Receive throw or back up. This is determined prior to pitch.		

PRIORITY RUNNER AT 3B



BATTERY KEY POINTS		INFIELD KEY POINTS		OUTFIELD KEY POINTS	
P	Hold runner as normal. Throw a strike.	1B	Come in to 1B in case runner stops and returns. And a play can be made at 1B.	LF	Crash in to field possible over throws.
C	Quick throw to 3B or hold. This is dependent on the situation and the runner.	2B	Go to 2B to cover base.	CF	Crash in to field possible over throws.
		3B	Move to third base. Priority is 3B runner so catcher may quick throw down the line. Ball doesn't get by. Stop ball at all costs. Catcher may also hold the ball and not throw.	RF	Crash in to field possible over throws.
		SS	Back up 3B.		