

Defensive Play on balls hit to the Outfield

DKMB Minor Baseball

2020 U15 Select

Reference <http://www.qcbaseball.com/situations/double-cutoff-no-runners.aspx>

On balls hit to the outfield...there are 3 defensive situations that we will learn

Before the ball is hit defenders must determine one of the following

1. No runners on
2. Runner on 1st
3. Runner on 2nd



Some Rules

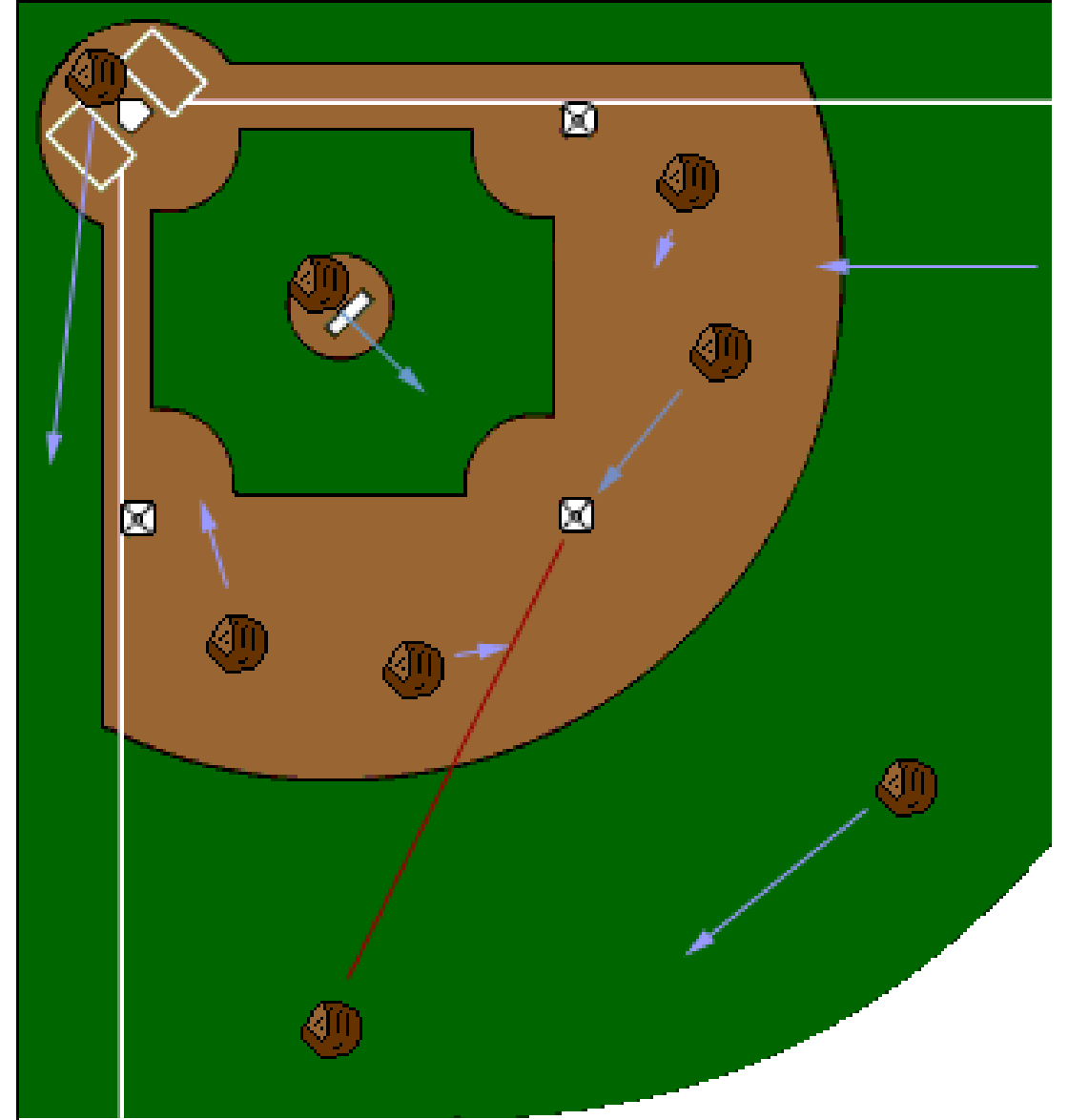
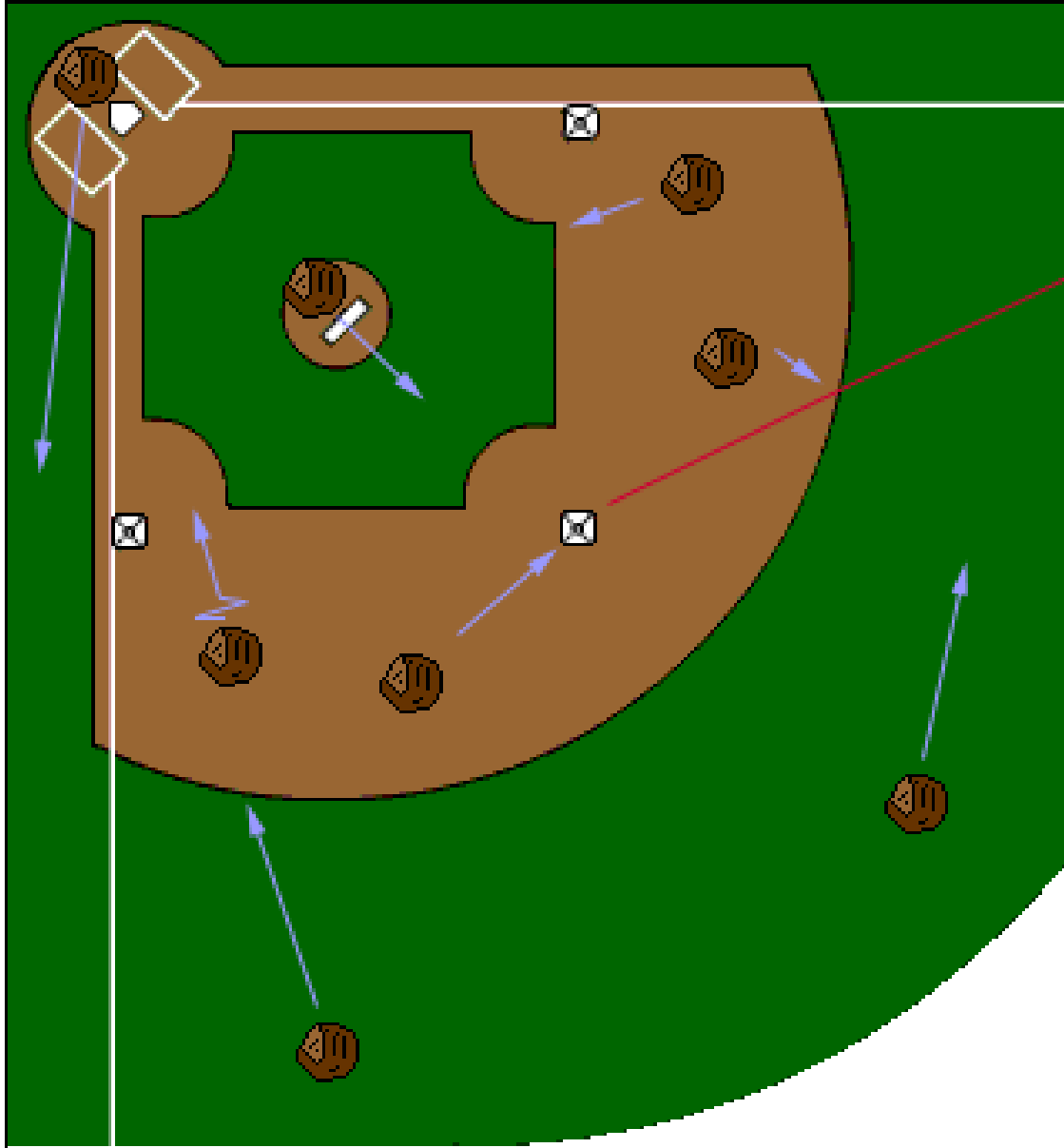
- In most cases we want to throw ahead of the lead runner
- Rarely do we throw behind the lead runner
- In some cases we may need to throw to the mid-infield to hold 2 runners
- On a batted ball everyone is moving and has a defensive responsibility
- We number the bases **1, 2, 3 and 4**
 - **Not 1st 2nd 3rd and home**



No Runners
on...Batter
hits a ball on
the ground to
the Outfield
(let's say
Rightfield-RF)

- The Centerfielder (CF) and the RF will play the ball
- The Leftfielder (LF) will come in to back up an overthrow at 2nd
- 2nd or SS will go out as the “cutoff man” to take throw (if the ball goes out your side you go out as the cutoff man)
 - The cutoff man will have his hands raised like football goal posts. The throw from the outfield should go through the “goal posts”
- the other player covers 2nd base
- The cutoff man will always cut and hold the ball unless
 - the BatterRunner attempts to advance to 2nd and the ball is thrown on line toward 2nd ...the player covering 2nd calls “let it go”
 - A ball thrown off-line may be cut and quickly thrown to 2nd if the player covering 2nd calls “Cut 2”
- **Remember**...Don't make throws you don't need to make

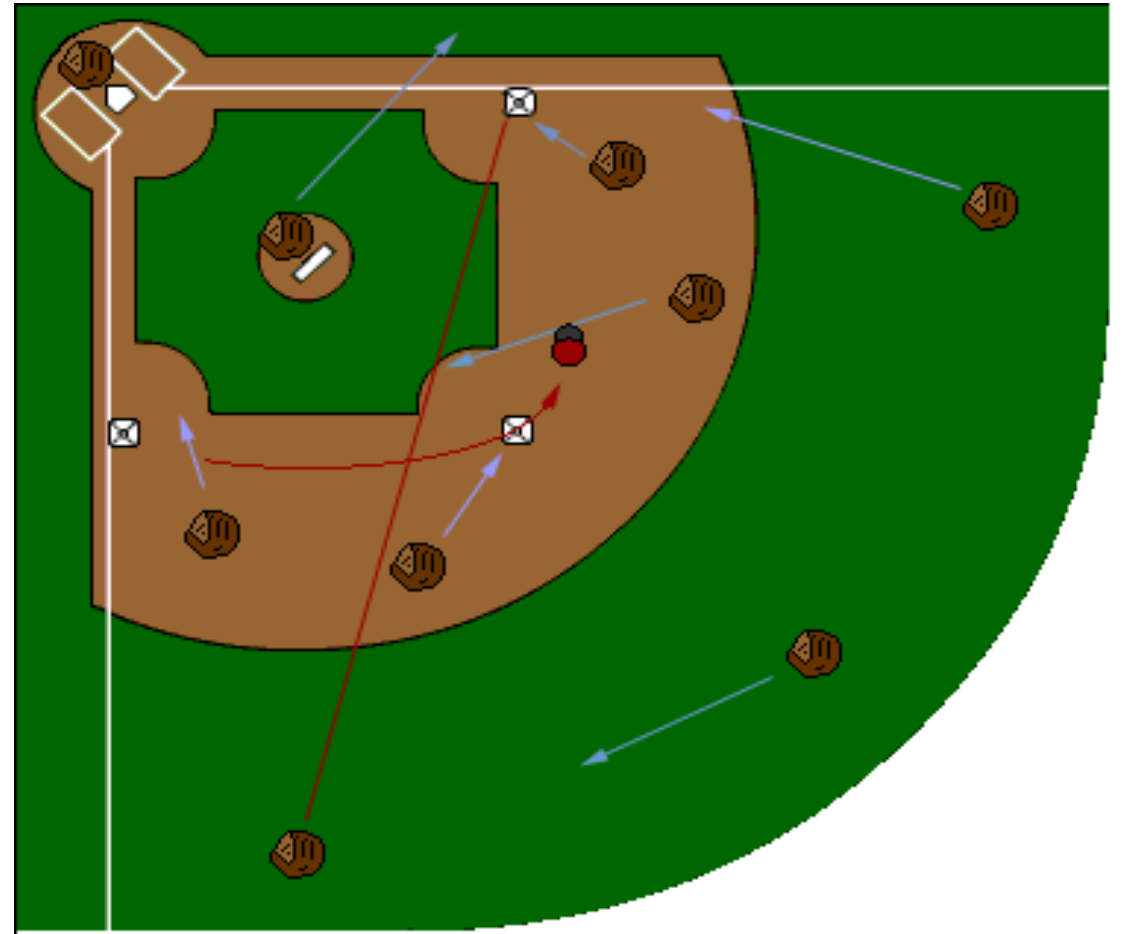
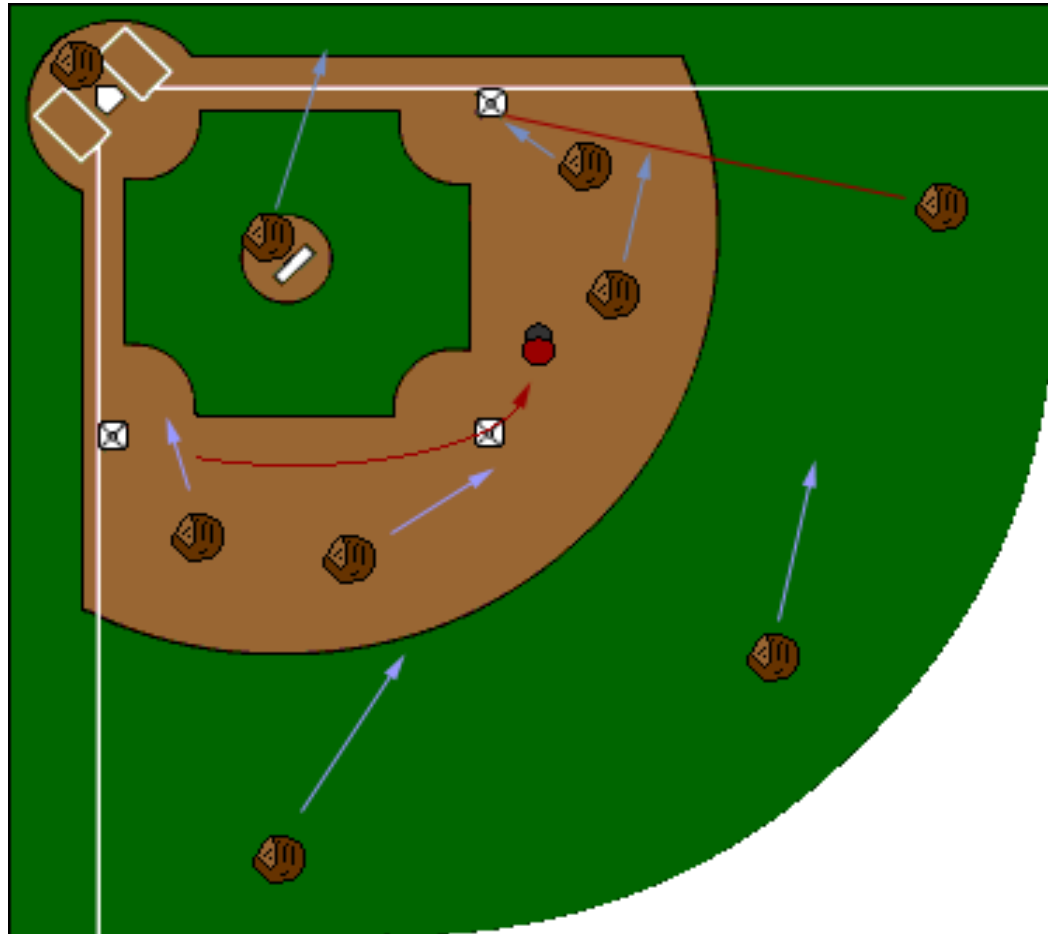
No Runners on and Ball hit to Left Field or Right Field



Runner on
1st...Batter
hits a ball on
the ground to
the Outfield
(let's say
Rightfield-RF)

- R1 will no doubt attempt to advance to 3rd
- The throw from the outfield must go to 3rd as quickly as possible
- The 2nd baseman will go out to RF as the relay man
 - The Outfielder will only use the relay man if he can't make the throw all the way to 3rd
- The cutoff man is the SS
 - the SS is positioned between 3rd and 2nd on a line between the Outfielder with the ball and 3rd base
 - The SS will always cut the ball....unless
 - the runner is advancing to 3rd and the throw is online, the 3rd baseman will call "let it go"
 - If the ball is thrown off line the SS may call "Cut 3"
 - If R1 rounds 2nd but seeing the ball ahead of him attempts to return to 2nd...in this case the SS may choose to "Cut 2" to attempt the out at 2nd
- When the ball is hit
 - the Leftfielder will come in to backup the throw to 3rd that goes offline
 - the Pitcher will quickly move to a position outside the 3rd baseline between 3rd and Home
 - Once he sees where the ball is being thrown he will move to back up that base (3rd or Home)

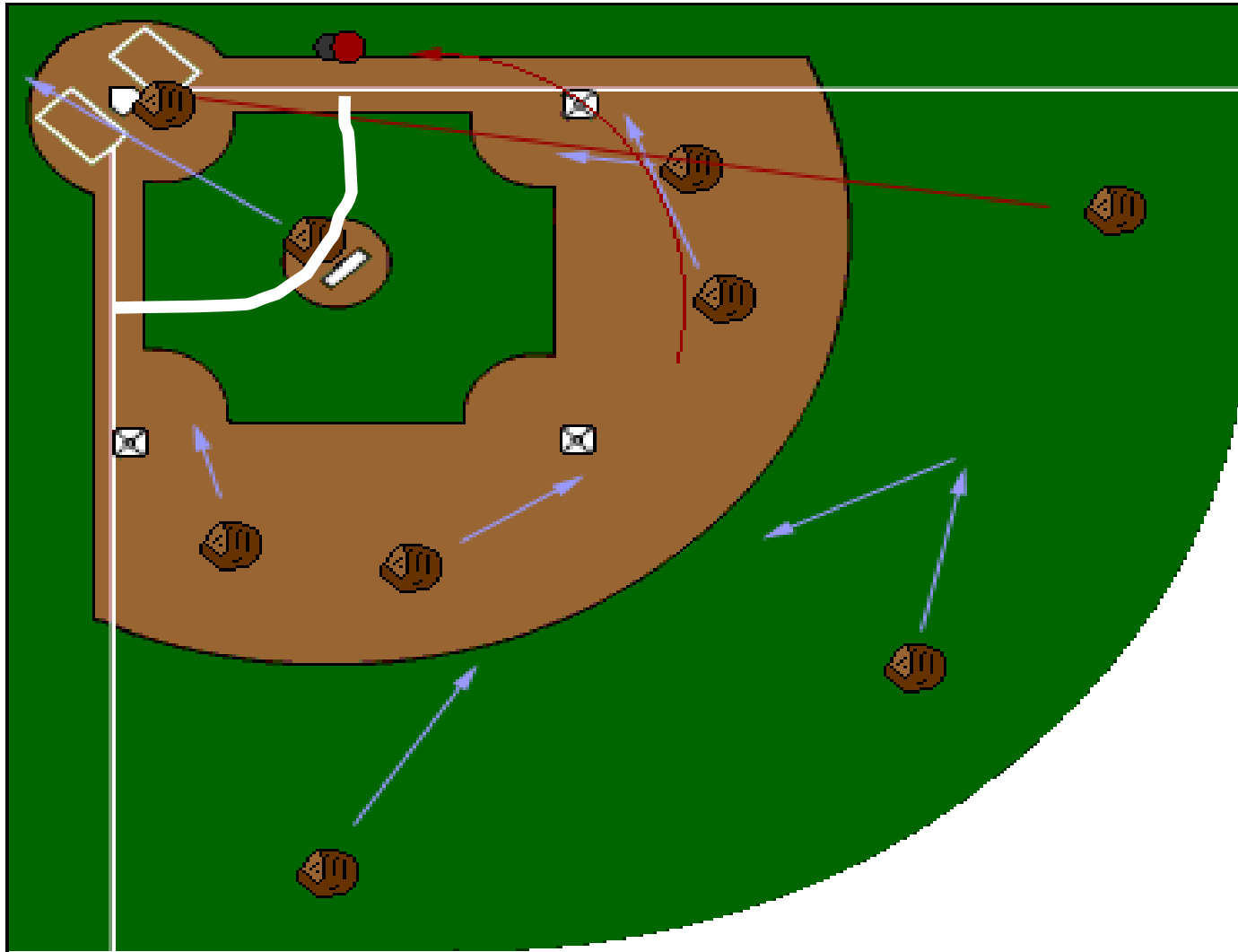
Runner on 1st and ball hit to Left Field or Right Field



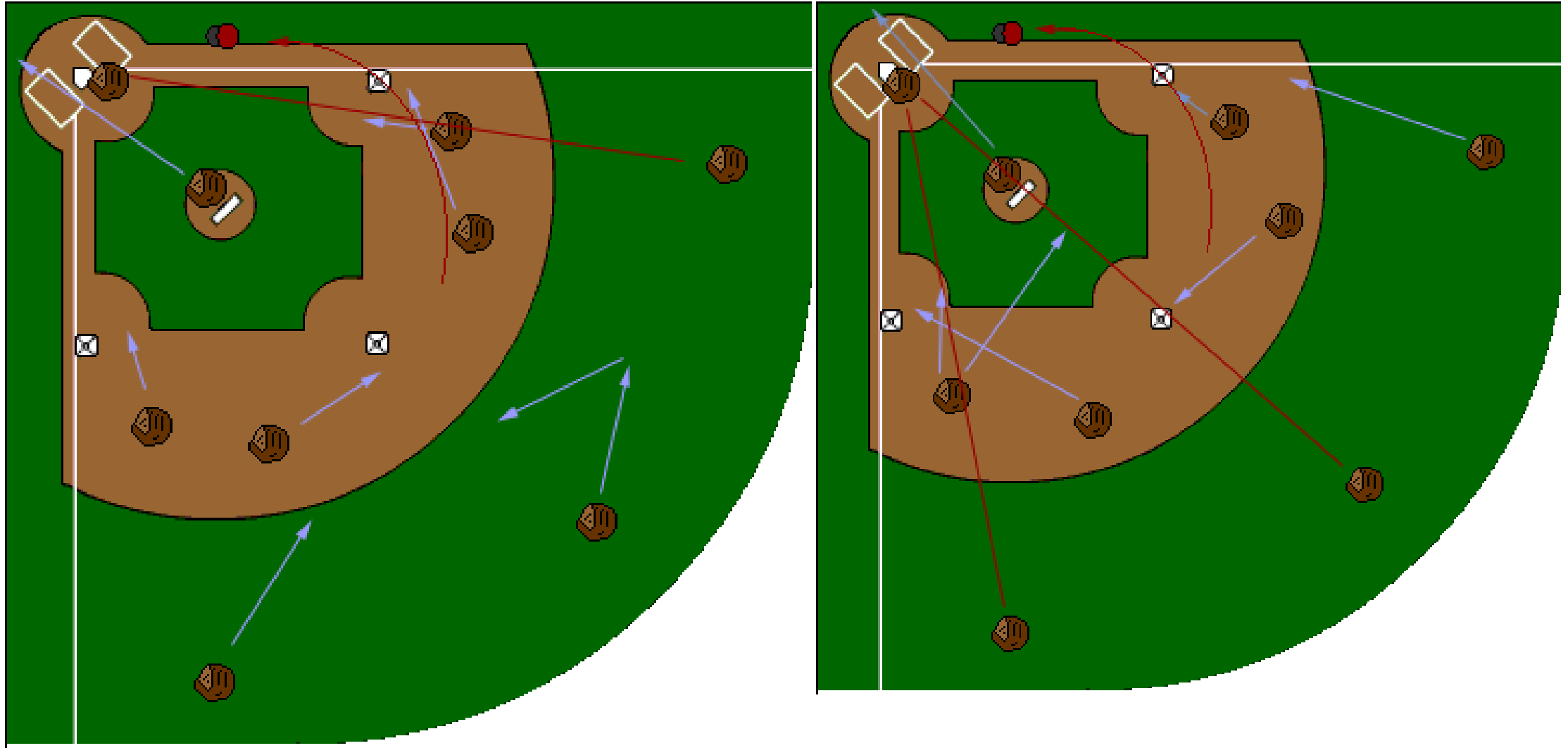
Runner on 2nd
(or 1st and 2nd or
1st, 2nd and 3rd or
2nd and 3rd)
...Batter hits a
ball on the
ground to the
Outfield (let's say
Rightfield-RF)

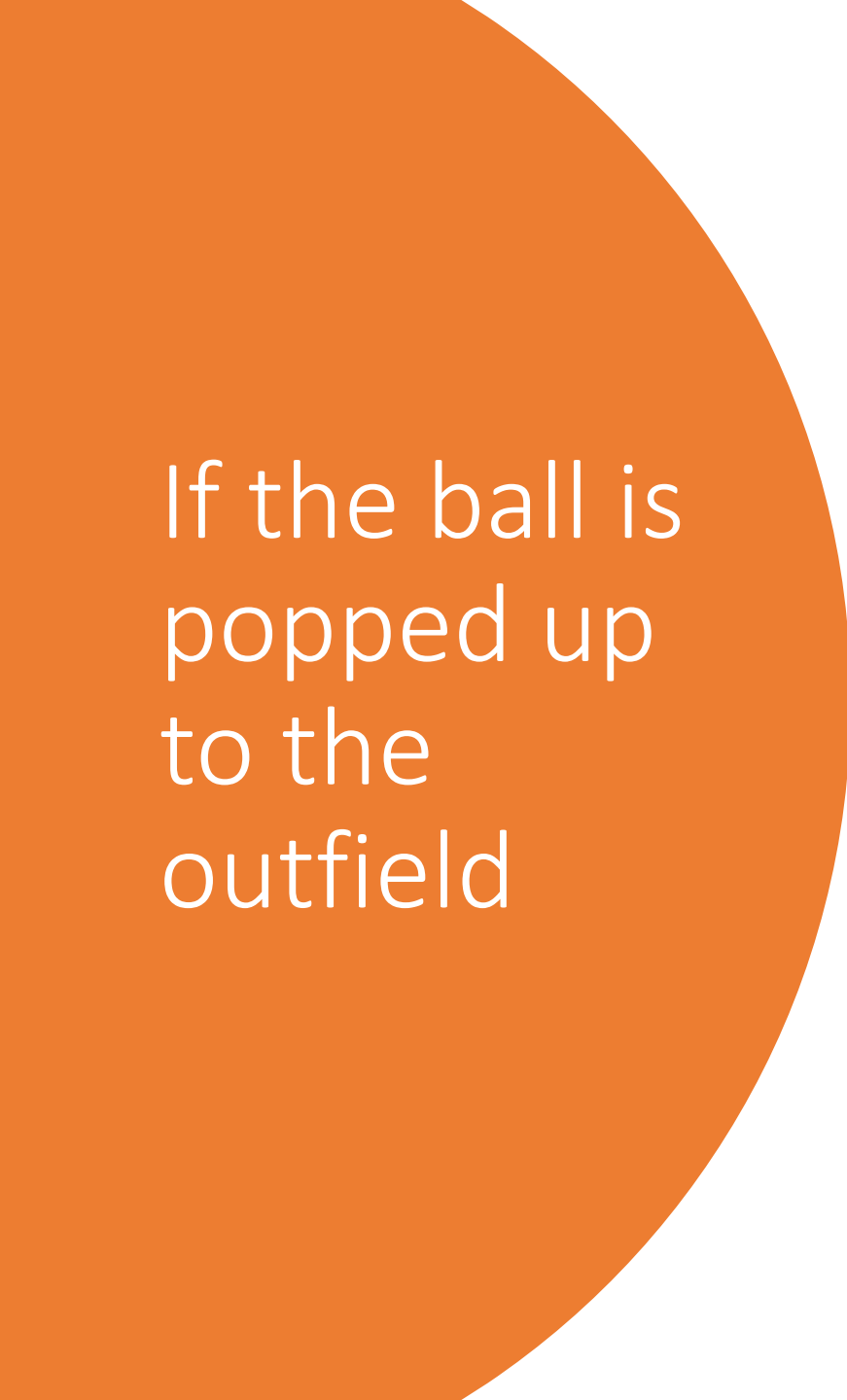
- In this situation we may need to hold 2 runners
 - The Batterrunner is now at 1st and R2 who is rounding 3rd and trying to score
- We must get the ball into the mid-infield as quickly as possible
 - We use an infield cutoff man (the 1st baseman or the 3rd baseman) positioned on a semi-circle (horseshoe) that runs through the front of the mound to the 1st and 3rd baselines...and on a line to home
 - The 2nd baseman or the SS will be relay man...but only if needed
 - The catcher will be calling "4, 4, 4"
 - From here the catcher will direct the play as follows
 - "Let it go"...only if R2 is advancing to home and the throw is on-line
 - "Cut 4" if the throw is off-line and R2 is advancing to home
 - "Cut 2" if R2 is holding at 3rd and the Batterrunner is trying to advance to 2nd
 - On the throw to 2nd if R2 (now at 3rd) breaks for home the catcher may call for the ball...4,4,4
 - "Cut 3" if R2 has rounded 3rd too far and we have an opportunity to make an out
 - Once the ball is hit the Pitcher will have moved outside the 3rd baseline and then, when the catcher is calling "4,4,4", to a position to back-up the catcher (3 to 4 meters behind the catcher)
 - The SS will move to cover 3rd or 2nd depending on where the ball is hit and which player (1st or 3rd) is the infield cutoff

The “Horseshoe” (white line below)

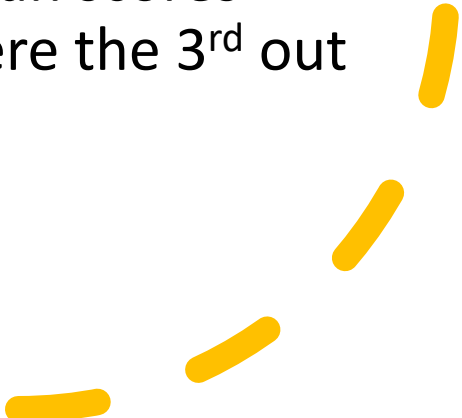


Runner on 2nd and ball hit to Left Field or
Right Field



A large orange circle is positioned on the left side of the slide, partially cut off by the edge. It contains the text "If the ball is popped up to the outfield" in white.

If the ball is
popped up
to the
outfield

- Runners will be tagging...and will attempt to advance once the ball is touched by the outfielder
 - With less than 2 out...we will throw ahead of the lead runner
 - With 2 out...we will throw to the base where we are most likely to get the out
 - The catcher will direct the play
 - 2,2,2 ... 3,3,3...or ...4,4,4
 - **Remember**, this is a “Time Play”. If a run scores before the 3rd out is made, except where the 3rd out is a Force Play”, the run will count
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- A yellow dashed line is located in the bottom right corner of the slide, consisting of several short, curved segments.

Coming up Next

Sacrifice Bunt
Defense

Run down (or
“Pickle Play”)

Defense for ground
balls hit to the right
side of the infield
 (“Right side”)

Runners on 1st and
3rd