



.960 FIELDING % OR HIGHER

KEEP RUNNER OFF SECOND BASE

THROW TO CORRECT BASES

HIT CUTS

KEEP BALL IN INFIELD—DIVE

BACK-UP CORRECT BASES

COMMUNICATE

CUT BALLS OFF IN GAPS, DOWN LINE

KNOW SITUATION OF GAME (Score, inning, outs, runner(s), on deck)

GET AN OUT AFTER AN ERROR

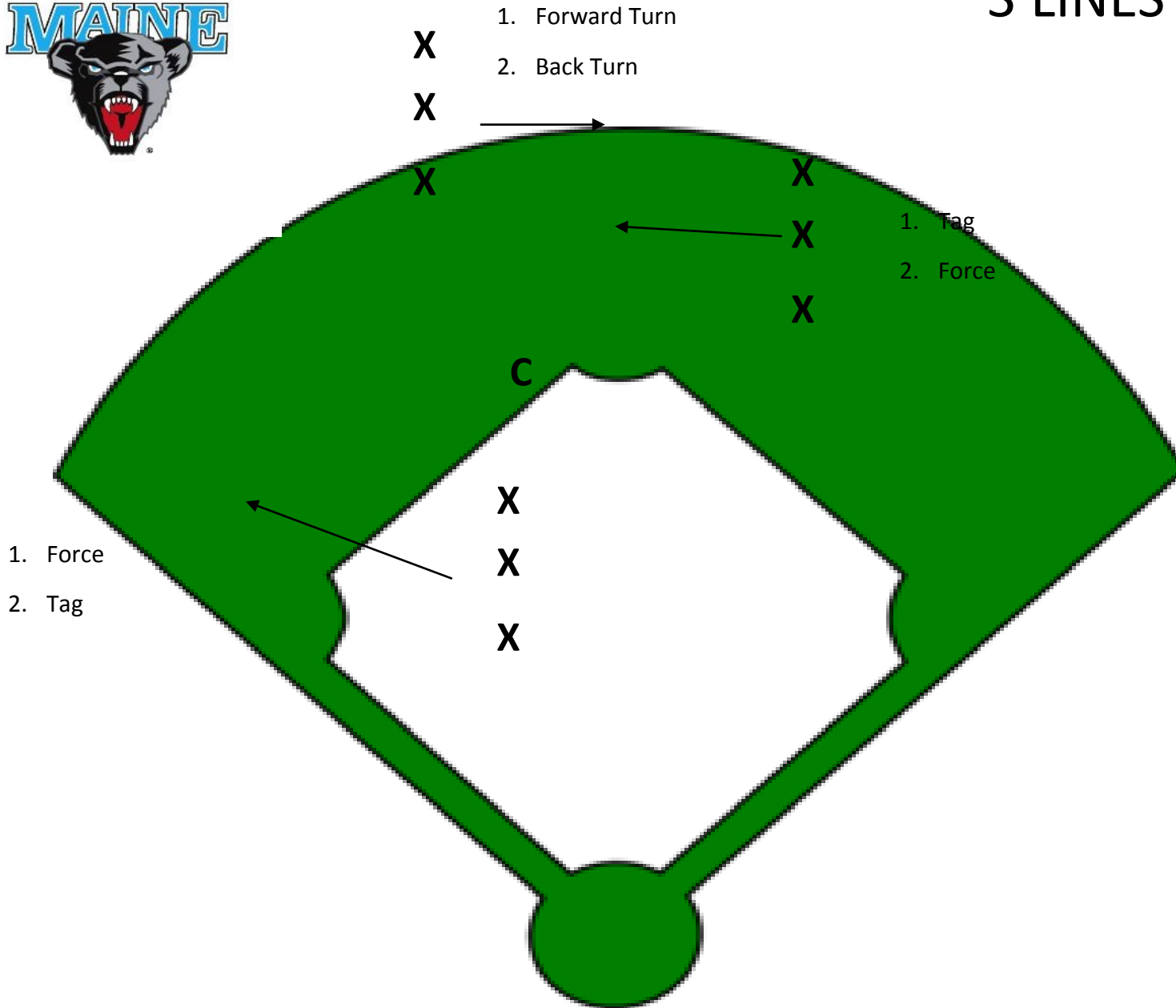
HANDLE THE RUNNING GAME

BE PREPARED, DON'T LET ANY SITUATION BE TOO BIG

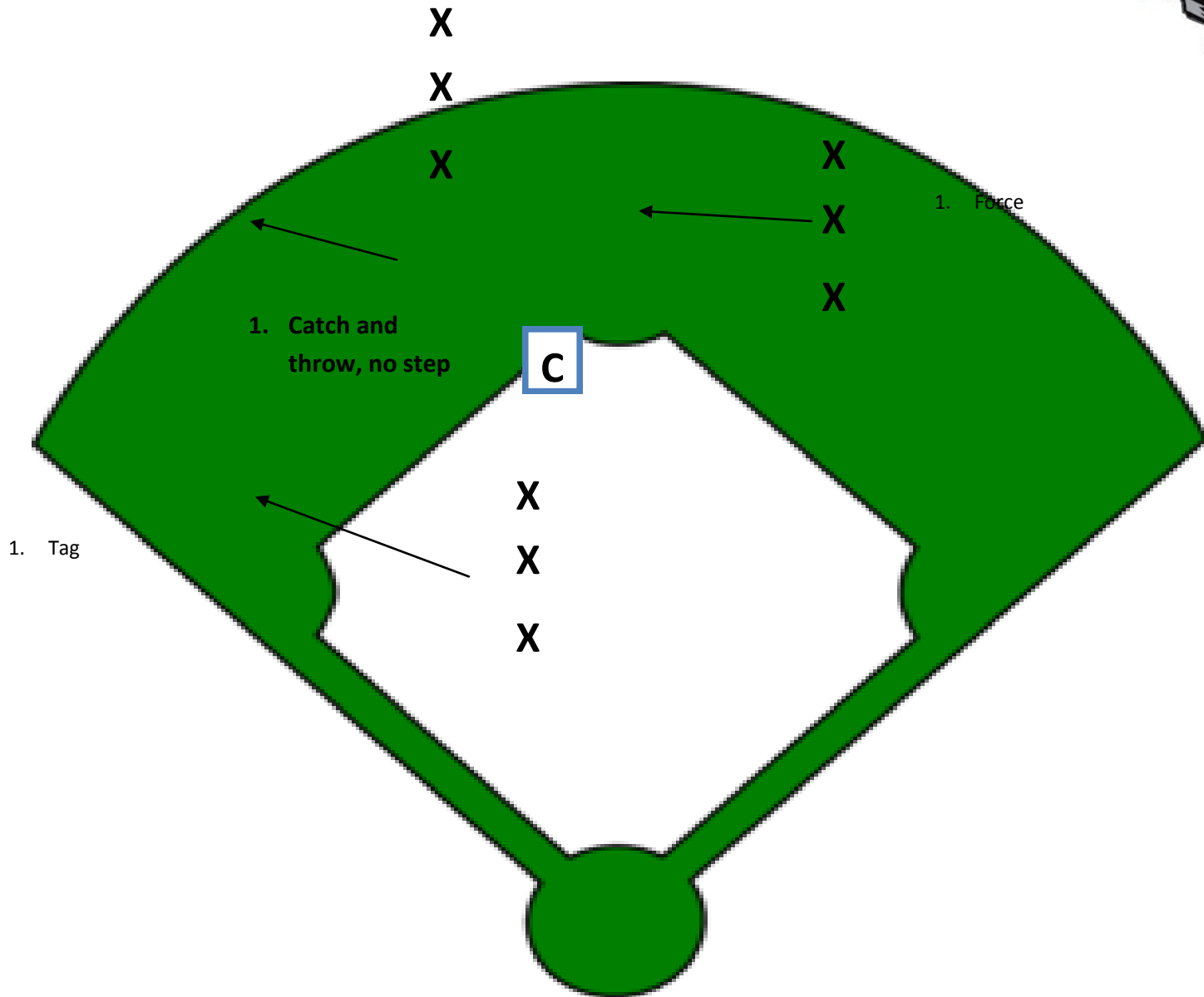
MOST IMPORTANT 3 SECONDS



3 LINES



3 LINES



X

X

X

X

X

X

C

X

X

X

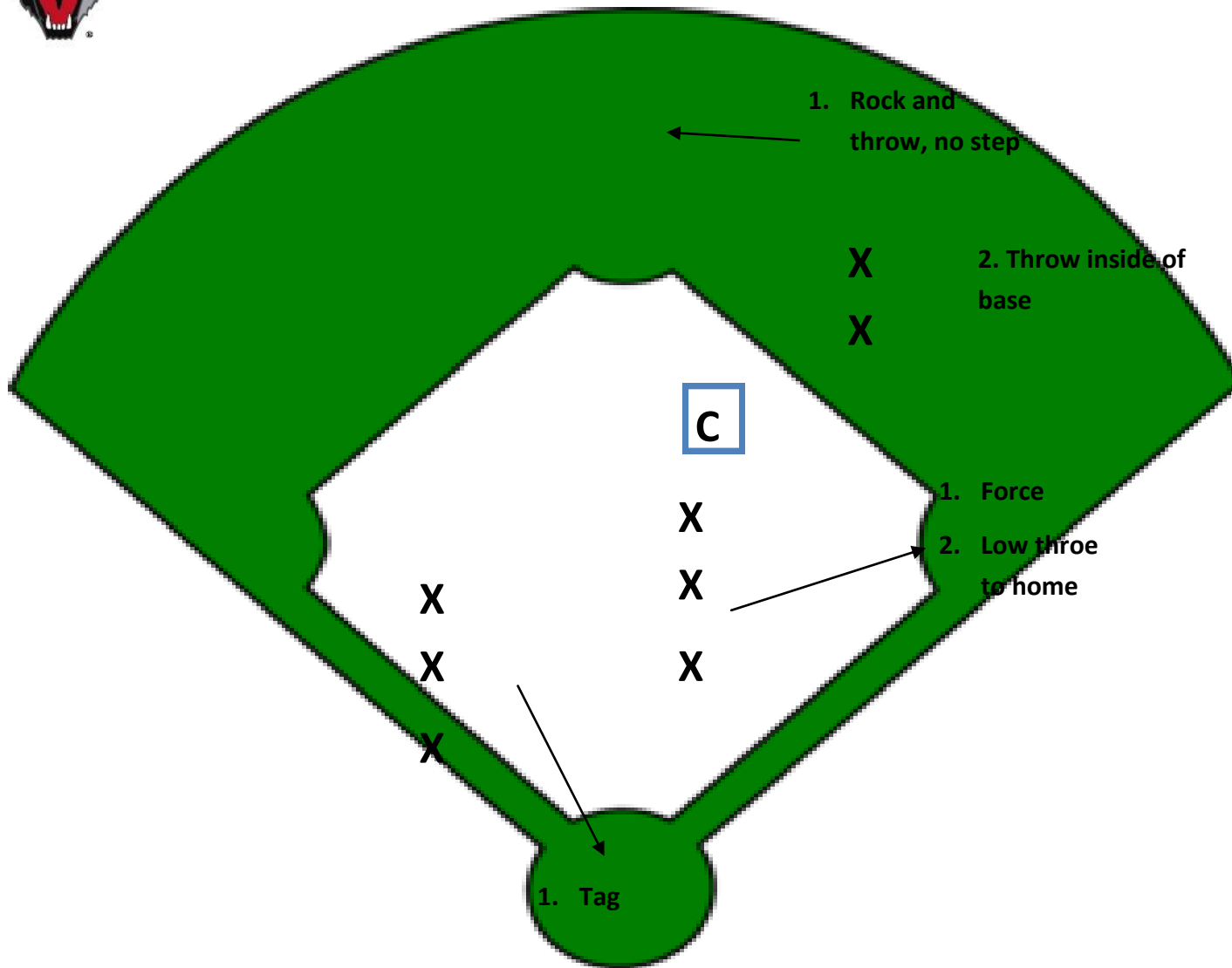
1. Catch and
throw, no step

1. Tag

1. Force



3 LINES



1. Rock and throw, no step

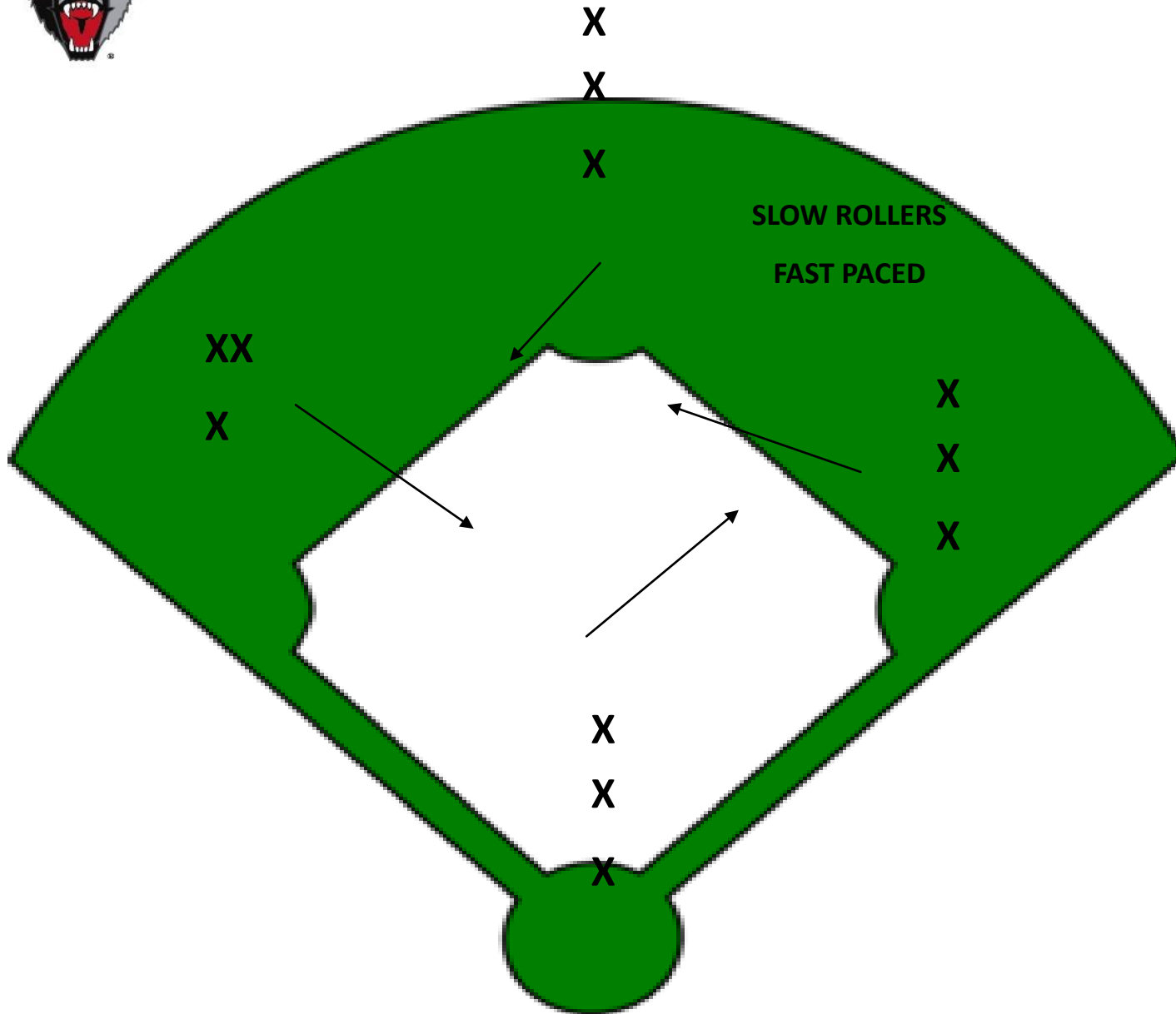
2. Throw inside of base

1. Force
2. Low throe to home

1. Tag

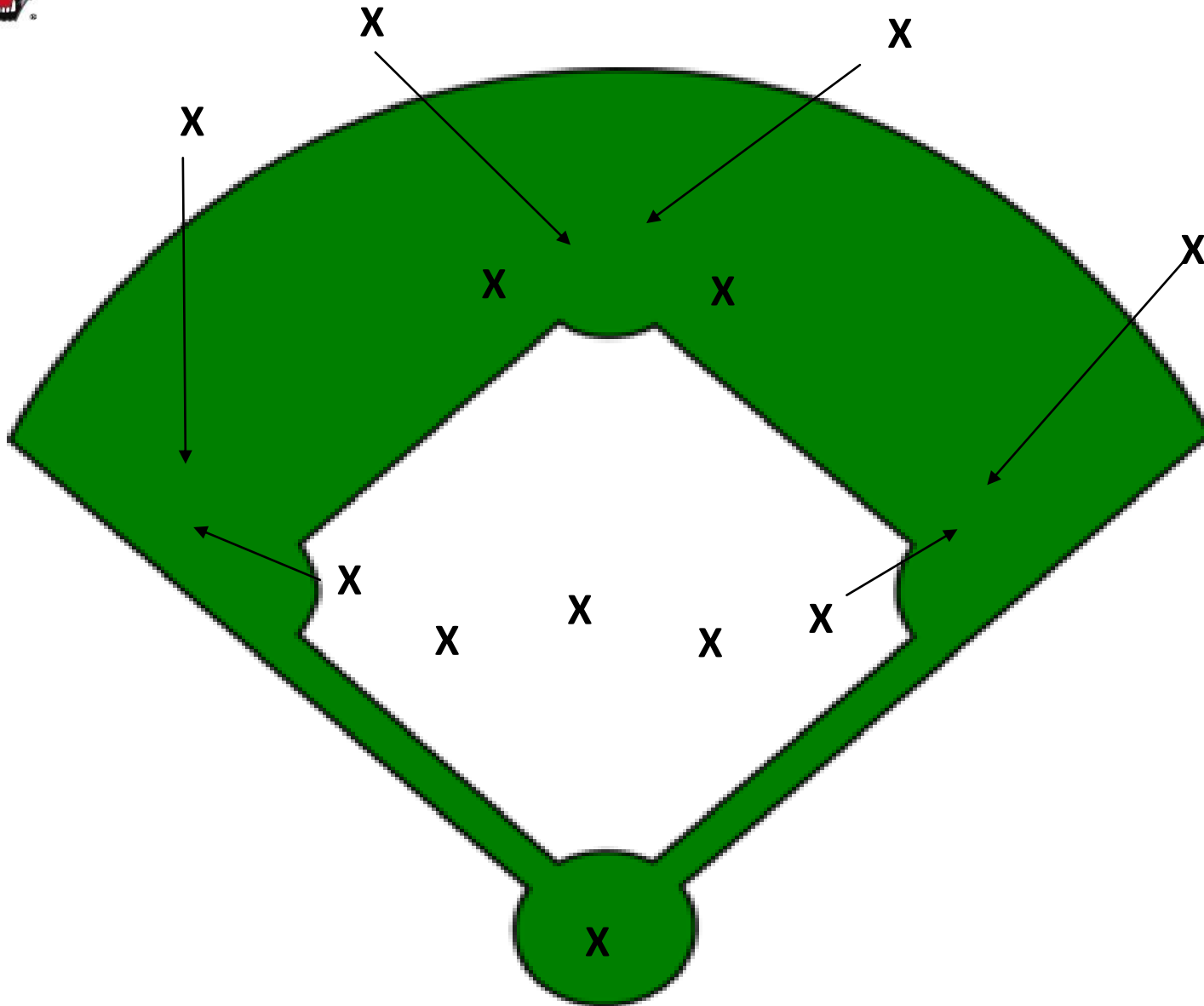


3 LINES



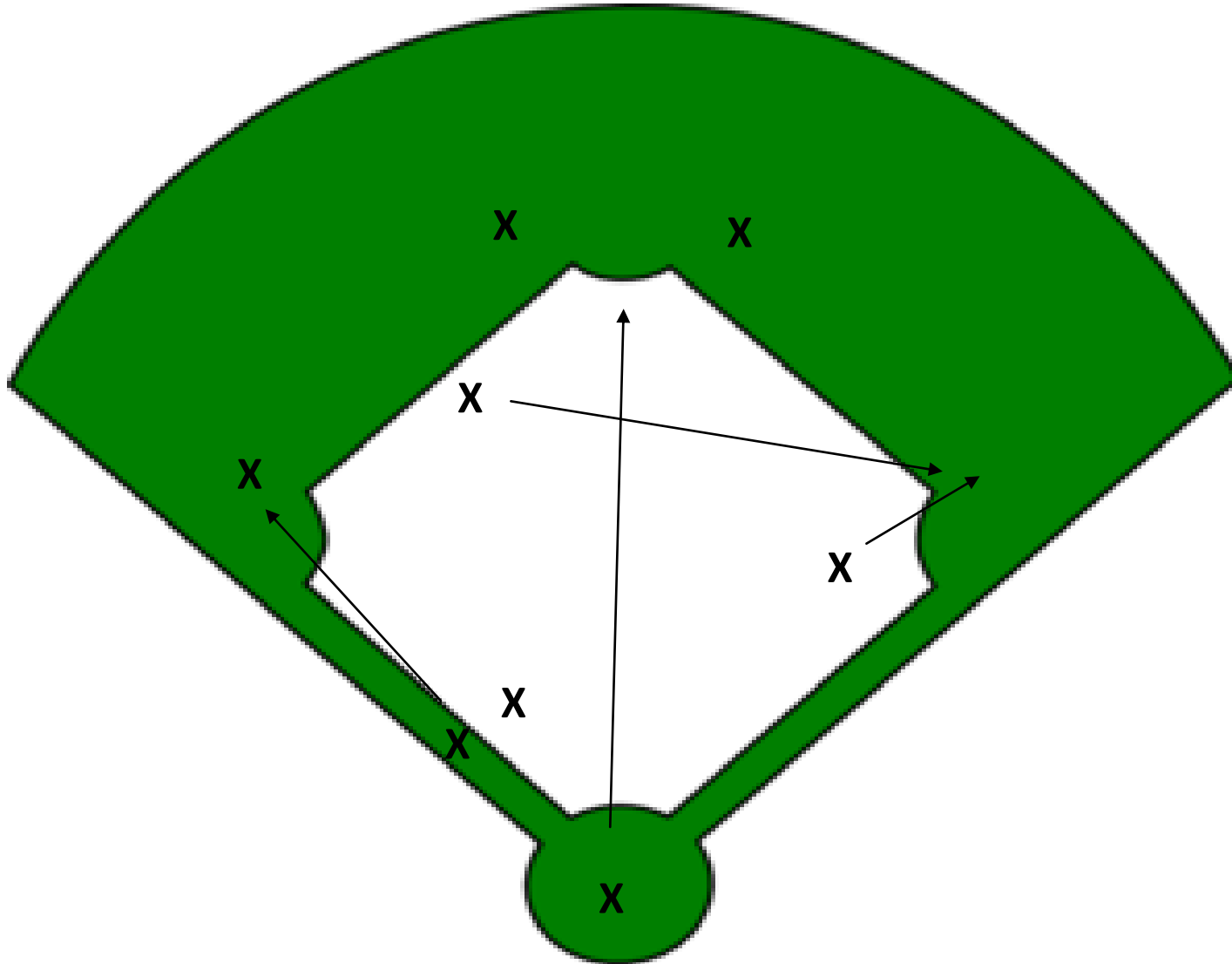


SHORT HOPS





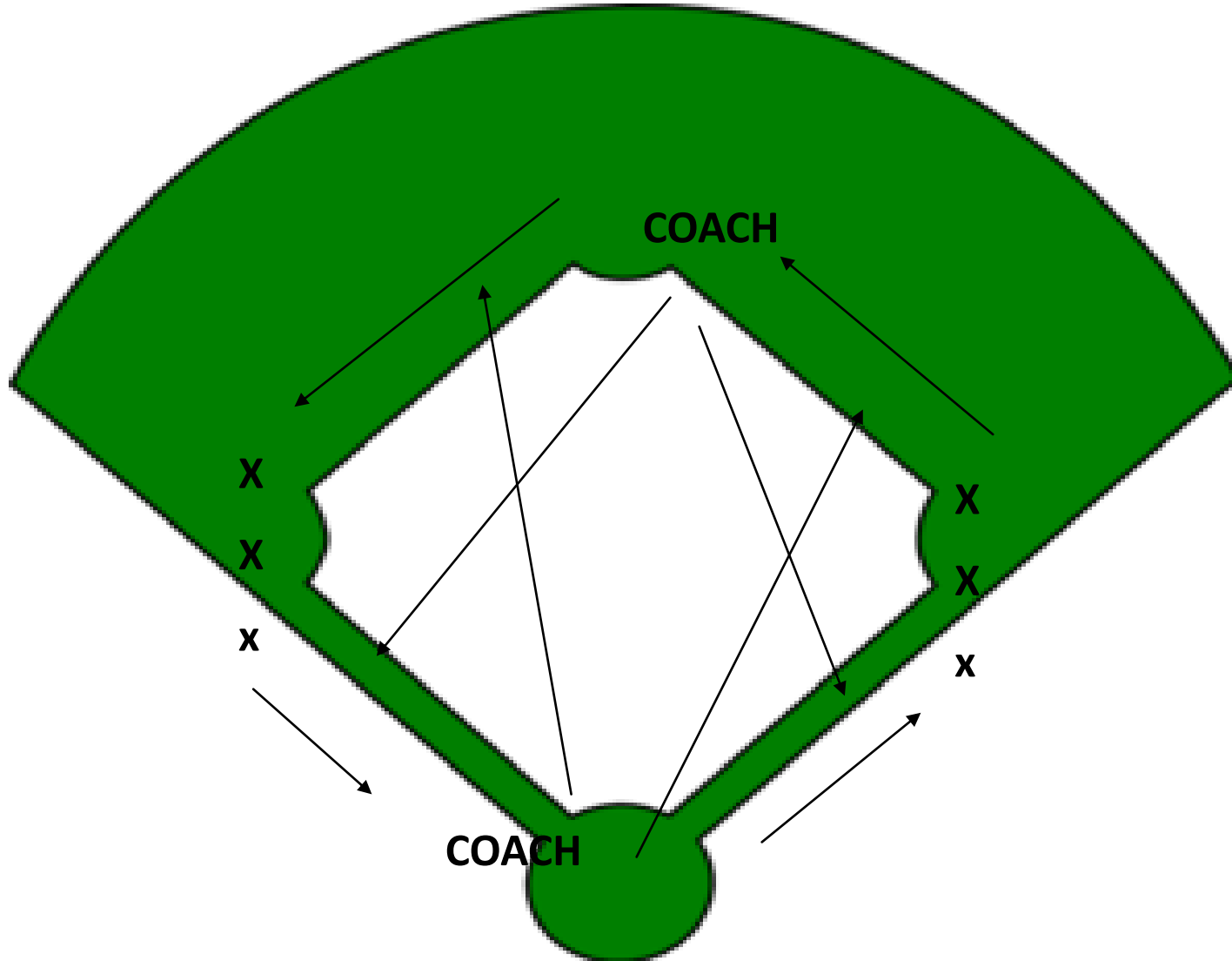
SHORT HOPS



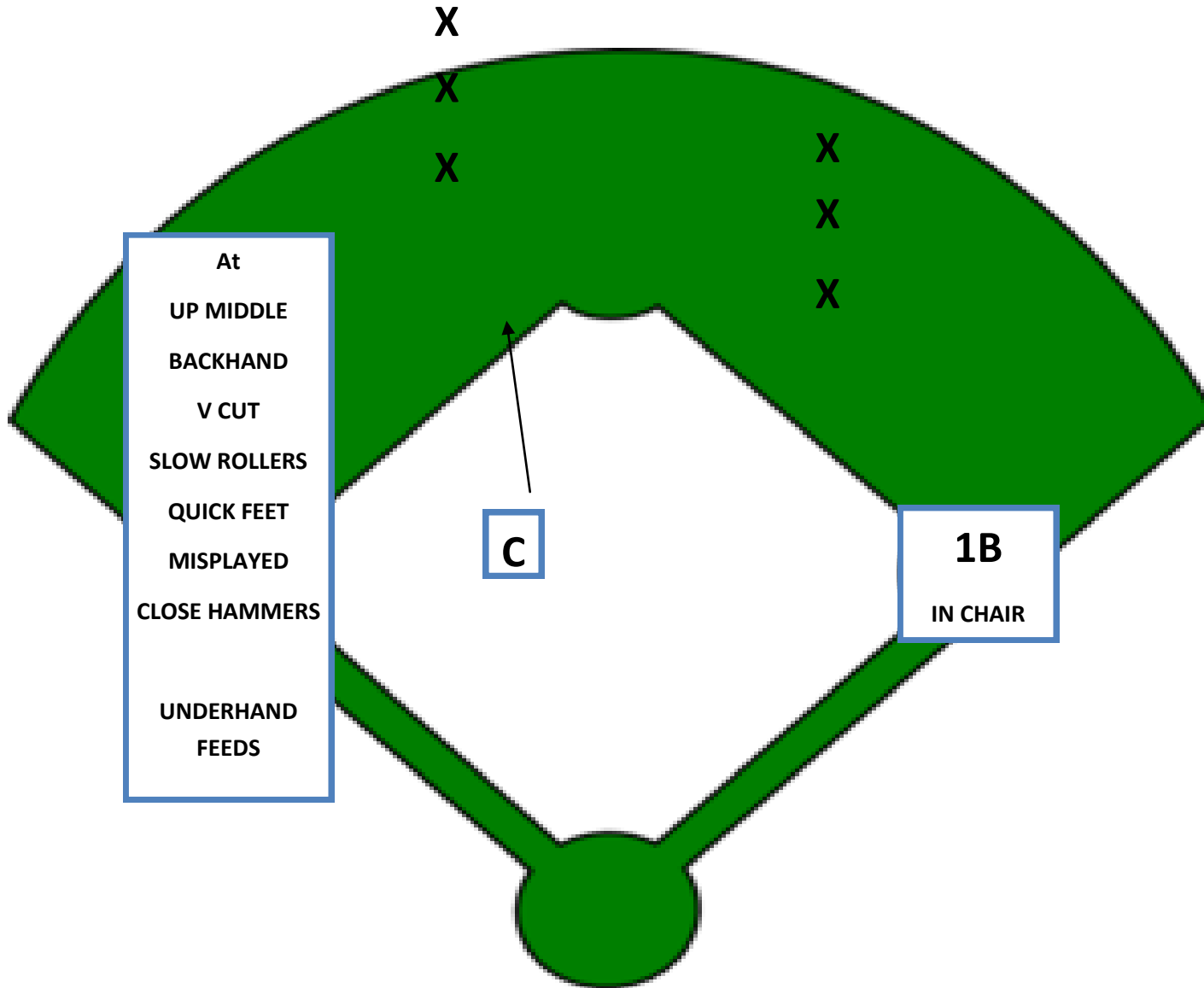


OKLAHOMA

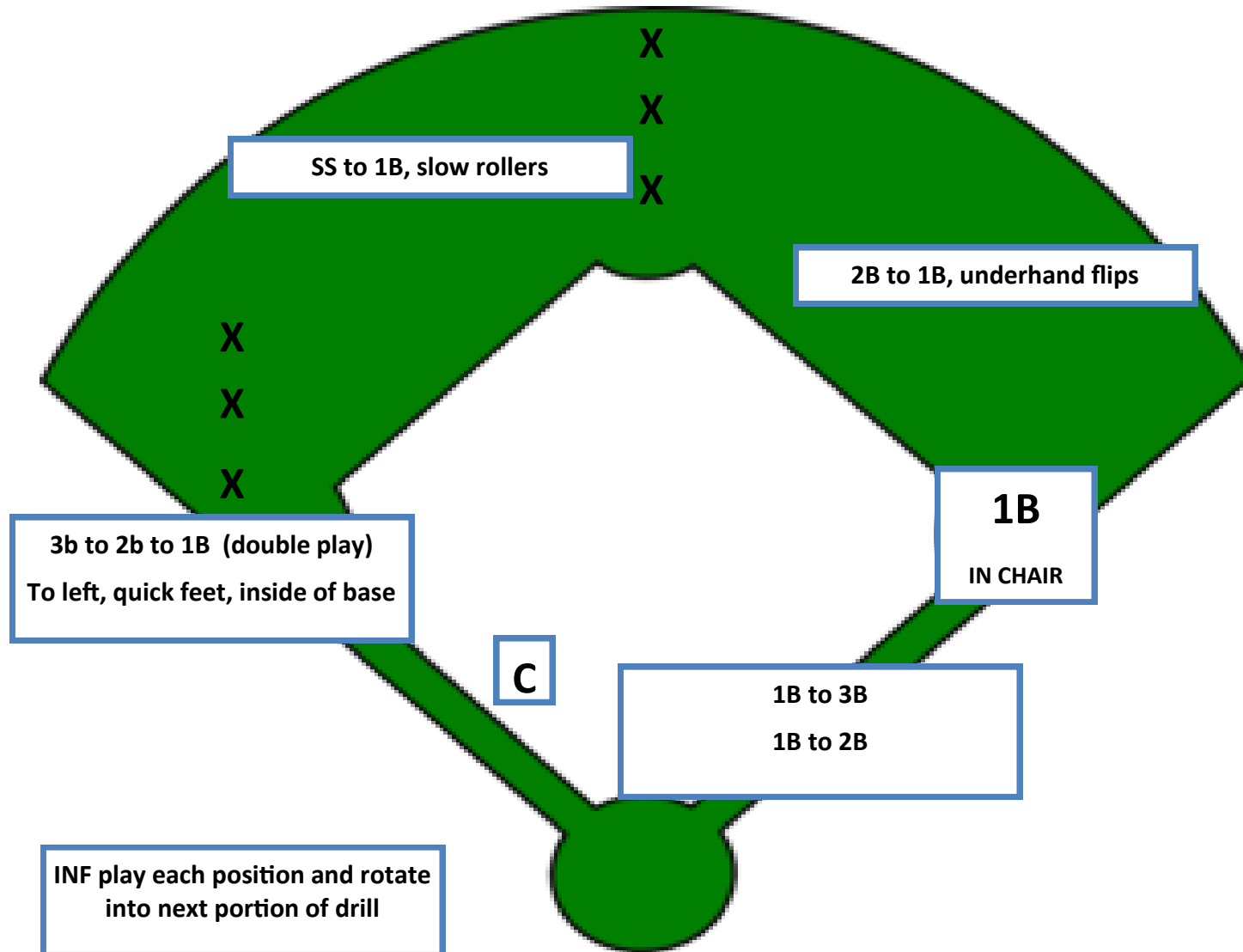
1. Forehand
2. Backhand



FAST REP



3 LINES

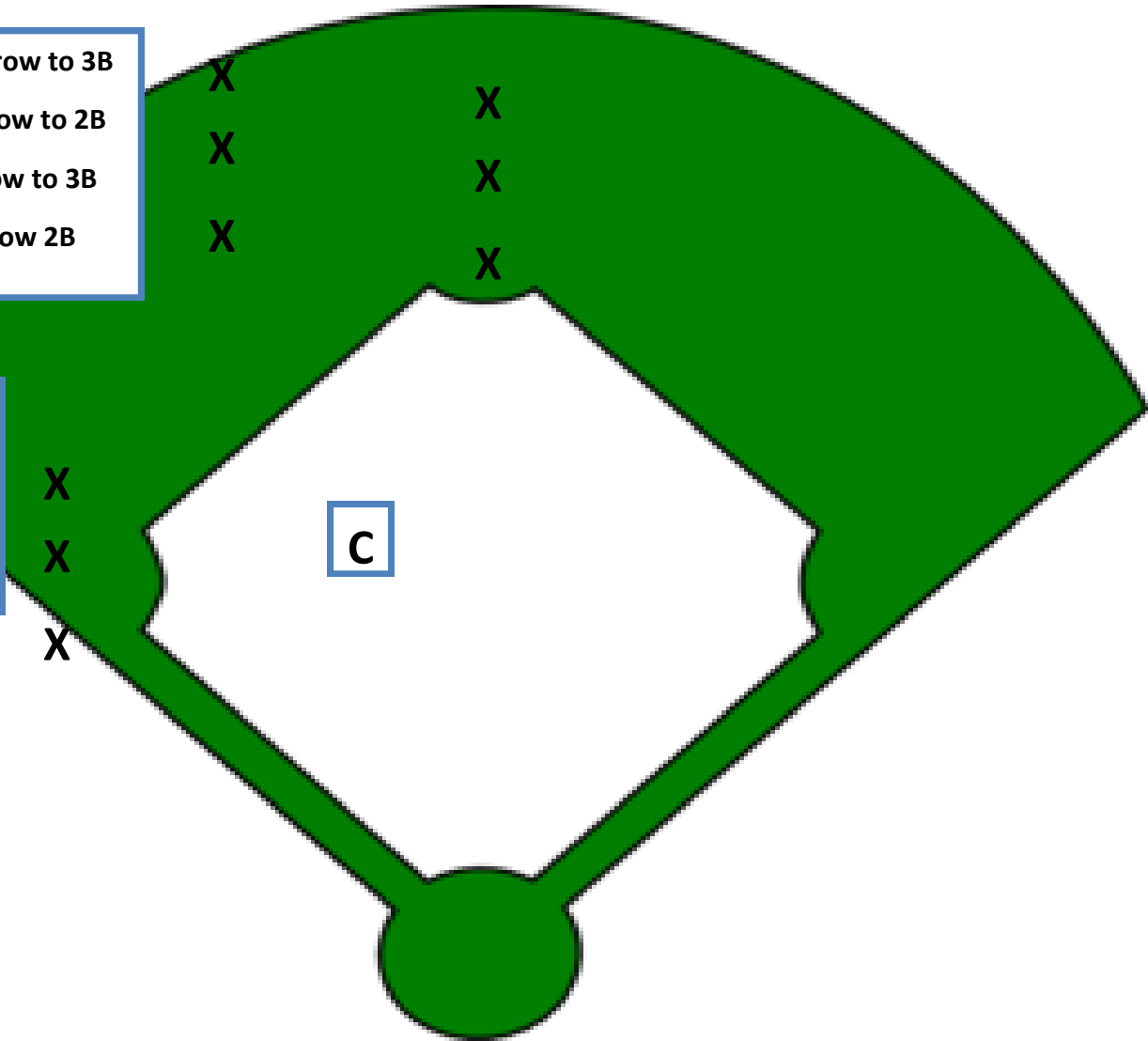




CRISS CROSS THROWS

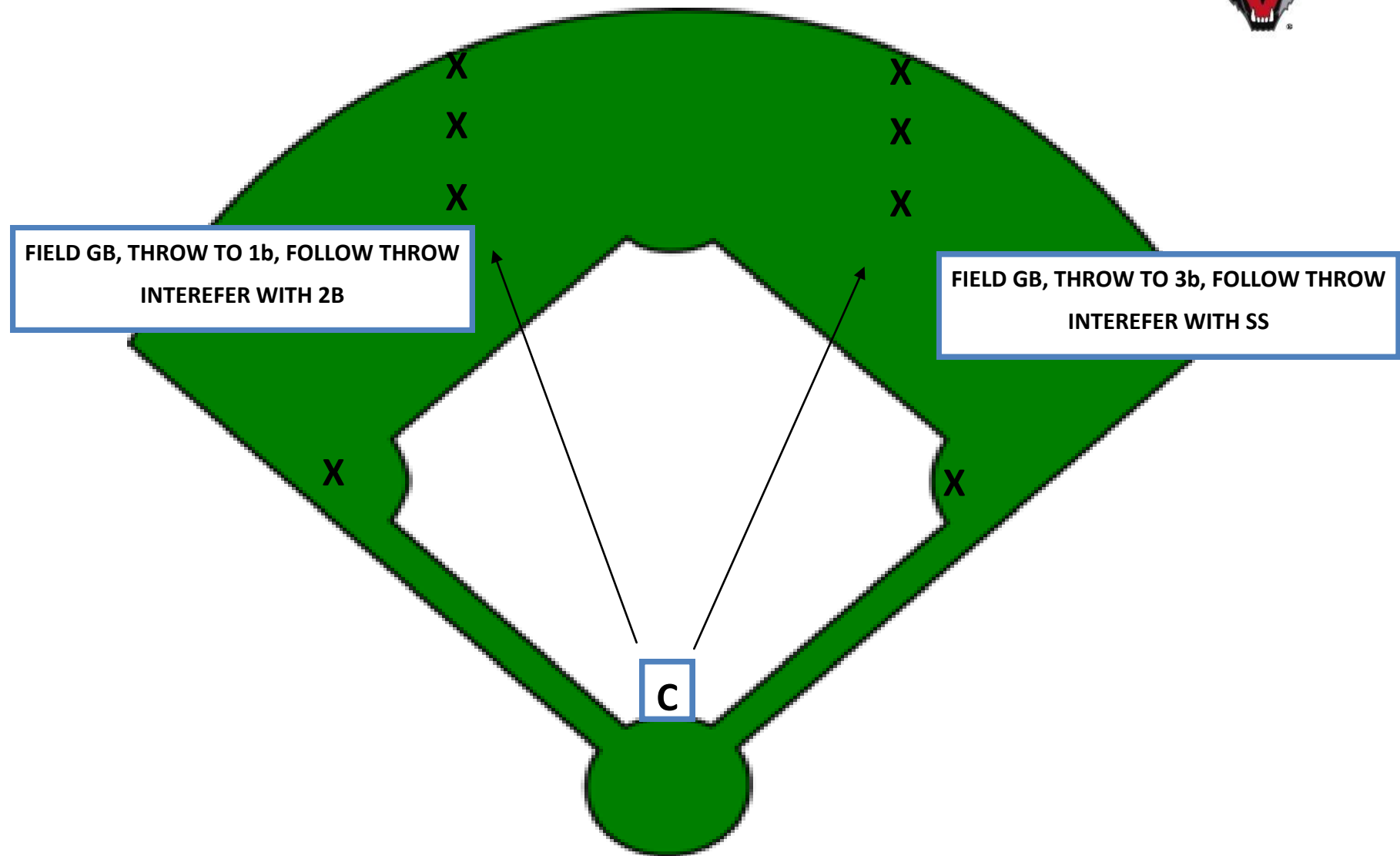
1. Ball up middle - inside turn throw to 3B
2. In hole - beat ball to spot - throw to 2B
3. Ball up middle - back turn throw to 3B
4. Open or closed backhand - throw 2B

Rotation
When you go up middle you go to 2B line, when you go in hole you go to 3B line





CRISS CROSS DISTRACTION



**FIELD GB, THROW TO 1b, FOLLOW THROW
INTEREFER WITH 2B**

**FIELD GB, THROW TO 3b, FOLLOW THROW
INTEREFER WITH SS**

C