

The First Baseman

What you need to be a good first baseman:

Quick feet
Agility and ability to catch throws from all over
Know situations/hitters
Make all the routine plays

Bonuses of a great first baseman:

Tall
Left-handed (apply tag; 3-6-3 DP)
Scooping/leaping for bad throws
Top hitter
Vocal leadership
Make all routine plus big plays
Speed

Tips for the First Baseman:

- Be quick with your first few steps. The majority of the balls fielded will be within the first few steps.
- Take the play unassisted whenever possible.
- ALWAYS protect the line in the later innings. A ball down the line will be extra bases.
- Block all errant throws. Don't let any ball get by you/come off the bag when you have to.
- Two good rules to follow on balls hit to the right of the bag:
 1. "If it's hot, take a shot."
 2. "If it's slow, let it go."
- Always watch the hitter when the ball is being pitched. Get a good jump on the ball.
- Hold runner on first and get in fielding position in front of runner quickly.

The Second Baseman

What you need to be a good second baseman

Quick hands/Quick feet
Average arm
Ability to turn the double play consistently
Know situations/batters
Make all routine plays
Agility

Bonuses of a great second baseman

Range (left, right, in, back)
Top hitter
Speed
Strong arm
Make all routine plus big plays
Vocal leadership

The Shortstop

What you need to be a good shortstop

Quick hands/Quick feet
Good arm
Ability to turn the double play consistently
Vocal leadership
Know situations/batters
Make all routine plays
Agility

Bonuses of a great shortstop

Range (left, right, in, back)
Top hitter
Speed
Strong arm
Make all routine plus big plays

The Third Baseman

What you need to be a good third baseman

Quick hands and reflexes (hot corner)
Strong arm
Make all routine plays
Know situations/batters
Tough (knock the ball down)

Bonuses of a great third baseman:

Range (left, right, in, back)
Rocket arm
Make all routine plus big plays
Vocal leadership
Top hitter
Speed

Tips for the Third Baseman:

- Watch the hitter, especially the hands, in order to see bat angle and attempted bunts.
- On balls hit back to the pitcher, break toward the middle of the infield for a possible deflected ball.
- If you bobble a ball pick it up with your bare hand.
- If you can get to a ball to your left, cut it off from the shortstop and make the play.
- If you need to use your burned on a slow roller, cup your hand under the ball scooping it up with your left foot forward, take one step forward with your right foot and throw overhand still going straight ahead.
- Best indoor drill for practice "Joe Torre drill" (off the wall with partner behind you)

Outfielders

What you need to be a good right-fielder

Hustle
Concentration
routine flies/grounders/runners)
Strongest outfield arm of the 3
Know situations/hitters

Bonuses of a great right-fielder

Speed (range: left, right, in, back)
Rocket arm (cut off 1st to 3rd) Catch all
Left-handed (dive to RC gap)
Top Hitter
Vocal leadership

What you need to be a good center-fielder

Fastest outfielder (cover both gaps)
Good arm
Hustle
Concentration
Know situations/hitters
Vocal leadership (outfield captain)
Catch all routine flies/grounders

Bonuses of a great center-fielder

Read the ball - get the jump
Rocket arm
Top hitter

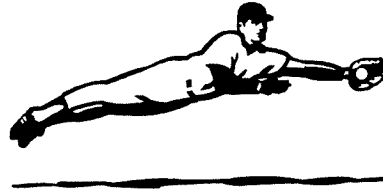
What you need to be a good left-fielder

Catch all routine flies/grounders
Good arm
Hustle
Concentration
Know situations/hitters

Bonuses of a great left-fielder

Speed (range: left, right, in, back)
Rocket arm (throws to home)
Top hitter
Vocal leadership

Infielders



Tips for Infielders:

- Always be thinking before the play happens (situation, inning, score, hitter, number of outs, where are the runners, what do I do when it is hit to me?).

- Expect and want all balls to be hit to you.
- Have a comfortable stance, well balanced, and facing the hitter squarely.
- Charge ground ball whenever possible (be under control; 1-2 field, 1-2 throw)
- Cross over step for balls to your right or left
- Don't make unnecessary throws
- HUSTLE after all bobbled balls and pick them up bare-handed.
- Know your relay situations, help each other vocally, and give your outfielder a target with the glove.

- Play as deep as you can (to still make the play) with no runners on base - allows more range

- COMMUNICATE on all pop-ups. . . Call "Ball" and take it unless someone calls "I got it" Go after all pop-ups until called off by an outfielder or another infielder - SS has left side priority; 1B has right side priority; Outfielders have priority over infielders

- Team bunt coverage for all situations: 1B has first (unless hard bunt at you); 2B is back-up for throw; SS has second; 3B has third (unless hard bunt at you); P & C field the bunts.

- Steal coverage: Right-handed hitter = 2B; Left-handed hitter = SS unless instructed otherwise by coach. Signal each other: Open mouth means "you take it" - closed mouth "Me (I'll take it)"

P = back-up all bases/throws; C = be vocal.

Tips for Tagging:

- Make all tags with the back of the glove.
- Be an aggressive and quick tagger in a "V-motion" (catch/tag down/raise glove quickly).

- Never leave the glove down in front of the base.
- Don't reach to make a tag, a good slider may evade the tag.
- NEVER re-tag. The runner may still be called out.
- Be alert for the runner over-sliding the base.

- After making a tag, be alert and ready to throw to another base as the play may continue. - Relay responsibilities: All Communicate! SS = center to left & gaps; 2B = right-center to right field & gaps; 3B = from left-fielder to home; 1B = from right-fielder to home;

Tips for outfielders:

“Ball” to call for a catch - “I got it” to overrule or in-between fielders

- Sprint in and out to your positions (bring a warm-up ball to throw between innings)
- Always communicate with each other - remind each other of situations/hitters
- Always know what hitter in their order is batting. (Generally #'s 3, 4, 5, we'll play deeper; the rest we'll play tight - pinch the gaps - unless we know otherwise)
- Always know who's pitching and what the count is; make adjustments as necessary
- Run on your toes (running on heels jars your body and hampers vision of the ball)
- Catch the ball on throwing arm side while moving forward to target.
- Field ground balls off your glove-side foot when you need to make a throw.
- Use as few steps as possible when throwing - HIT THE CUTOFF MAN
- Never run with your glove hand extended when trying to catch an exceptionally long drive. Run at top speed to the area where you think the ball will come down; turn and make the catch; or extend arms at the right time to make the catch.
- Know and prepare for any strange weather, wind, sun, or field conditions prior to game - wear sunglasses as needed.
- Work on getting good jumps from your outfield position during team batting practice.
- Back up all infield plays with hustle - expect the ball to always get to you from the start.
- Watch opposing batting practice. See who hits the ball hard and where.

Priorities: Who has the right of way?

- The Center fielder takes anything he can reach unless the wind dictates otherwise, or another outfielder has better position.
- All outfielders have priority over infielders (easier to catch for you coming in than them fading back)
- Outfielders should call “Ball” loudly once he is sure he can catch the fly ball located in his area. If you call it, take it, unless overruled by an “I got it” call.
- When one outfielder is making the catch, other outfielders should reassure him when there is no danger of a collision. (fence or fielder)

