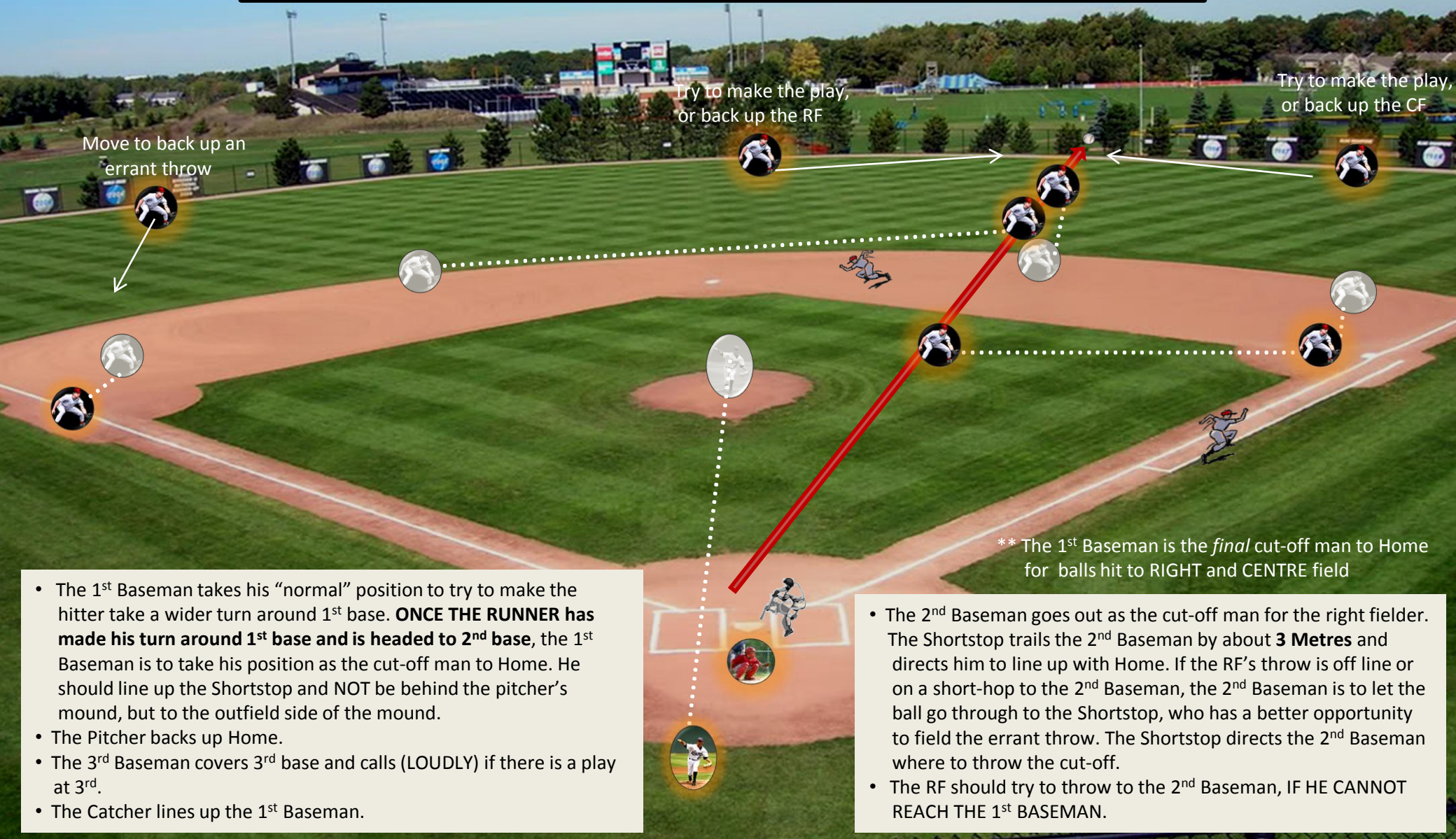


Runner on 1<sup>st</sup> base. A ball hit to RIGHT field that is at least a *double*, and possibly a *triple*, with a possible play at Home.

### DOUBLE CUT to Home



Move to back up an errant throw

Try to make the play, or back up the RF

Try to make the play, or back up the CF

\*\* The 1<sup>st</sup> Baseman is the *final* cut-off man to Home for balls hit to RIGHT and CENTRE field

- The 1<sup>st</sup> Baseman takes his “normal” position to try to make the hitter take a wider turn around 1<sup>st</sup> base. **ONCE THE RUNNER has made his turn around 1<sup>st</sup> base and is headed to 2<sup>nd</sup> base**, the 1<sup>st</sup> Baseman is to take his position as the cut-off man to Home. He should line up the Shortstop and NOT be behind the pitcher’s mound, but to the outfield side of the mound.
- The Pitcher backs up Home.
- The 3<sup>rd</sup> Baseman covers 3<sup>rd</sup> base and calls (LOUDLY) if there is a play at 3<sup>rd</sup>.
- The Catcher lines up the 1<sup>st</sup> Baseman.

- The 2<sup>nd</sup> Baseman goes out as the cut-off man for the right fielder. The Shortstop trails the 2<sup>nd</sup> Baseman by about **3 Metres** and directs him to line up with Home. If the RF’s throw is off line or on a short-hop to the 2<sup>nd</sup> Baseman, the 2<sup>nd</sup> Baseman is to let the ball go through to the Shortstop, who has a better opportunity to field the errant throw. The Shortstop directs the 2<sup>nd</sup> Baseman where to throw the cut-off.
- The RF should try to throw to the 2<sup>nd</sup> Baseman, IF HE CANNOT REACH THE 1<sup>st</sup> BASEMAN.