

## PITCHERS FIELDING PRACTICE

**Catchers & Pitchers:** 3 Balls (Right, Middle, Left) – Simulate a passed ball or Wild Pitch. Stretch and simulated throw and pitcher covers plate telling the catcher where the ball is located.

- Note: Pitchers say 1B Line, Back, or 3B line with communication & point.

**Catchers & Pitchers:** Squeeze

- If squeeze is recognized early enough the pitcher should pitch out

**Pitchers, 2B, & SS:** Pickoff at 2B

- Daylight play and inside move with SS & 2B communication.

**P, C, 2B, & SS:** Steal and Cover at 2B

**Pitchers:** Bunt, Throw to 1B, 2B, 3B

**Pitchers & 1B:** Pitchers Cover 1B

- Note: Pitchers get directly to the bag and then get up the line and don't cross.
- Note: Communication from 1<sup>st</sup> base on taking himself or when the flip will occur.

**P, 1B, & 2B:** Ground ball in whole and pitcher gets over

- Note: Pitcher must assume when ball is hit to the right side that 1<sup>st</sup> base could be vacated and automatically move to 1B.

**P, 2B, & SS:** Ground ball back to pitcher double play 1-6-3

- Note: Very rarely should the second basemen cover. Only on a possible steal where SS & 2B have communicated that 2B is covering or a possible dead pull right handed hitter is up and SS has shaded to the hole.

**P, 1B, & SS:** 3-6-1 DP

- Note: 1<sup>st</sup> baseman should get back to bag if they can.

**C, P, & 1B: 1-2-3 DP**

- Note: Catcher communication with P & 1B very important.

**P, C, & 3B: Bunt w/Runner on 2B tag play and force.**

- Note: Communication from 3B is extremely important.

**Pick-Offs & Run Downs**

- 1. Pick to 1B & Rundown
  - Pitcher Follows Throw
  - 1B clears base patch and reads runner (sees runners back throw to 2B bag, sees runner eyes or runner is just lightly jogging then run at him).
- 2. Pick to 2B & Rundown
  - Pitcher goes to 3B to back up throw before getting in run down
- 3. Failed Squeeze Play Rundown
  - Pitcher goes to home plate to back up throw

**C, P, 1B, 2B, SS, & 3B Pitchouts & Catcher Throws**