## First Base Play

## 1. Feeding the ball on a "Pitcher's Cover"

Routine Feed to a pitcher covering $1^{\text {st }}$ Base (ball at you or slightly to $1^{\text {st }}$ Base side)


- Lively ready position
- Secure the ball
- Moving whole body toward the base while staying low, use a stiff-armed push to deliver the ball
- Continue to follow the ball after it has left your hand


## Ball hit down foul line



Ball hit slightly to $2^{\text {nd }}$ base side


Ball hit substantially to $2^{\text {nd }}$ base side (reverse pivot)

2. Getting into position to receive a throw from an infielder


- Read the ball off the bat
- As soon as you know you can not field it, hustle to the base and locate it with your throwing-side foot
- Retaining the feel of the base with that foot, turn to face the direction of the throw
- Be in an athletic position, ready to move in any direction


Footwork for preparation and receiving of the ball


| - Move quickly to the base | - Locate base with throwingside foot | - Square up, throwingside heel on base <br> - Athletic posture | - Read the throw <br> - Turn back foot sideways | - Step to ball with gloveside foot | - Back foot, being sideways, is less likely to drag off | - Step off base once out is made |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

3. Receiving a throw


## 4. Handling misdirected throws

Low throw straight at base


Low throw to right-field side


High throw to right-field side


Low throw to down the line


- Keep (or move) rear foot in contact with infield corner of base
- Step as far as required
- The wider the throw, the more important it may be to show the umpire contact with the base

Tag-play: when the throw draws you down the line


- Move off base to make the catch, remaining in fair territory (so as to avoid a collision)
- Tag the runner, spinning as he goes past (two hands may be used)
- Continue to turn counter-clockwise to look for the next play

High throw overhead


## 5. Moving off the base as a pitch is made



- As pitcher begins delivery, take one step and one side shuffle to square up to home
- Develop rhythm so that you land in an active fielding posture as ball reaches the plate
- If ball is not hit, side-shuffle back toward base in case of a throw from the catcher.

Returning to base and applying a tag


- As above
- Read throw from catcher: if it is off-line, the first priority is to secure the ball
- If good, continue to base and turn body to put yourself in a good position to make tag
- Apply tag


## 6. Handling the "early break" on a pickoff



- Square up to pitcher as soon as runner breaks
- Step to ball, replace feet and make firm accurate throw to the inside portion of $2^{\text {nd }}$ base


Throw on the $2^{\text {nd }}$ base side


Throw to homeplate side


- Shuffle to side (if possible) staying square to pitcher
- Make sure of the ball, replace feet and make firm accurate throw to the inside portion of $2^{\text {nd }}$ base


## 7. Initiating a double play

Ball hit on $2^{\text {nd }}$ base side


- Move off base as the pitch is made
- Continue after ball, field it cleanly
- Maintaining your rhythm, make a firm, accurate throw and return immediately to $1^{\text {st }}$ base ("throw it \& forget it"). For this play, a left-hander has a marked advantage.
- If required, get into position and receive returning throw as for any throw from an infielder
- NB In many cases, the pitcher will be there to cover the base


Ball fielded close to $1^{\text {st }}$ base


- If you field the ball close to $1^{\text {st }}$ base, it may be quicker to touch $1^{\text {st }}$ base before throwing to $2^{\text {nd }}$ base
- Since the force has now been removed, the middle-infielder must now tag the runner advancing to $2^{\text {nd }}$ base
- As you throw, call "tag!" loudly to ensure he understands that the hitter-runner is out.


## 8. Cutoffs and Relays

## Relay play



Cut-off Play


- Set up as above
- If catcher call "Two! Two!" turn and catch ball on throwing arm side of body
- Replace feet and throw to $2^{\text {nd }}$ Base

