

## 1<sup>st</sup> and 3<sup>rd</sup> Defenses

### 0 – Automatic cut by 2B

- This play is to get the runner on 3B.
- Catcher throws to 2B bag
- 2B cuts the ball and looks at the 3B runner on 3B to if there's a play.
  - Runner is going = throw 4
  - Runner has big lead = throw to 3B
  - Runner has extremely big lead = force them back to 3B before throwing to 3B

### 1 – Back to the pitcher

- Catcher comes up and makes firm throwback to the pitcher.
- Pitcher receives ball and looks at runner on 3B.
  - NOTE: Any action by pitcher makes the ball live and runner does not have to return back to the base.

### 4 – Read play

- This play is to try to get the out at 2B without allowing the runner at 3B to score
- Catcher makes regular throw to the 2B bag (SS covering).
- 2B moves to the cut spot and reads the runner on 3B.
- If the runner on 3B is running home or has a big lead, 2B cuts the ball.
- If the runner on 3B is not going or has a normal lead, 2B fakes receiving the ball to get the out at 2B.

### 5 – Throw to 3B

- Catcher throws to 3B for the pick-off.
- 3B is set up on inside part of the bag to receive the throw.
- If runner breaks for home, 3B should get rid of ball quickly. If a rundown starts, force them back to 3B.

### 6 – Out at 2B

- This play is designed to get the out at 2B.
- Catcher makes regular throw to the 2B bag.
- 2B moves to the cut spot and **fakes** receiving the ball to get the out at 2B.

Coach will call 3 numbers. Middle number is the live number. Catcher will move to the front of the plate and remind the defense we are in a 1<sup>st</sup> and 3<sup>rd</sup> situation. They will then make the call to the defense. Be loud and make sure you have everyone's attention.

### **Key points:**

Catchers do not make a throw on 4/0 if the runner on 1B does not go

If the runner on 1<sup>st</sup> tries to get in a rundown, 2B call for the ball and walk them back to 1B while watching 3B

If the runner on 3B has a big lead or breaks right away, the 3B should throw up their hands and call "RED." The only time this is nullified is if we call 6.

We are not making a color call on 4. 2B need to have a good fake and SS needs to focus on ball.