

Cuts & Relays

Base hit– anything that an OFer does not have to turn and chase.

Down the line / Gapper – a ball hit down the line or in the gap that **gets past the outfielder.**

A **cut** is the person lining up the throw between the outfielder and the destination base on a base hit.

A **relay** is the person receiving the throw from the outfielder on anything that gets past the outfielder.

The cut/relay person should sprint to a spot between the ball and the base where play is being made. This helps take pressure off the receiver to line up the cut. We do not need to be in exact alignment.

Know the strengths of your outfielders' arms. When they move forward or back, the cut/relay should move as well.

The cut/relay should always move their feet as they receive the ball (ride the throw).

Catcher makes all base calls. All other players should echo the call. The player at the base receiving the throw lines up the cut/relay person and makes the "cut" call. Use only the following language:

When lining up the cut – "left" or "right" (does not need to be exact)

"Leave"– throw continues to base / cut person fakes receiving the throw to freeze runner

Cut "base" – cut and throw to another base (2, 3, 4)

Cut "hold" – hold the ball

Never just say "cut"

***NOTE – if throw is offline, the ball should automatically be cut**

On plays at 2B, 2B is at the bag on any ball hit to the left side of the field. SS is at the bag on any ball on the right side of the field. **2B will always cover the bag on any ball hit in the CF area.**

On plays at 3B, the SS is always the cut on all base hits and fly balls. The SS is the relay on balls past the OFer on left side of field and 2B is the relay on past the OFer on the right side of the field.

On plays at home, 1B is the cut person on all base hits and fly balls except balls hit right at LFer or toward LF line. In that case, 3B becomes the cut person. **There must be communication between the 2 players.**

On plays at home when ball gets past the OFer, SS and 2B become the relay person and 1B is the backup except on anything down the left field line (3B is backup in that case). The 1B/3B is there for an overthrow on the relay throw. They also must help communicate all calls from catcher and help line up the throw for the relay person.

Pitcher is always vacating the middle of the field and backing up 3B or home.

123 Rule for throws from OF:

1 - Flyball caught by an outfielder:

Throw one base ahead of the lead runner

2 – Base hit fielded in front of an outfielder:

Throw two bases ahead of the lead runner

3 – Ball that gets past the OFers down the line, in the gap (OF is chasing)

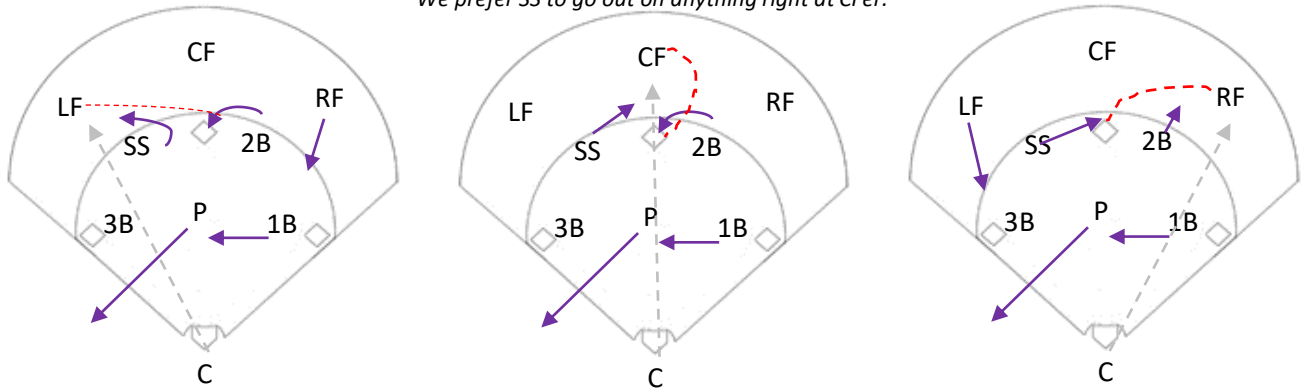
Throw three bases ahead of the lead runner

*The 123 Rule is a general guideline and there may be situations that are unpredictable based on where the ball is hit, how hard it is hit, or the runner's speed. This rule is to help prepare you for a situation & adjust as needed.

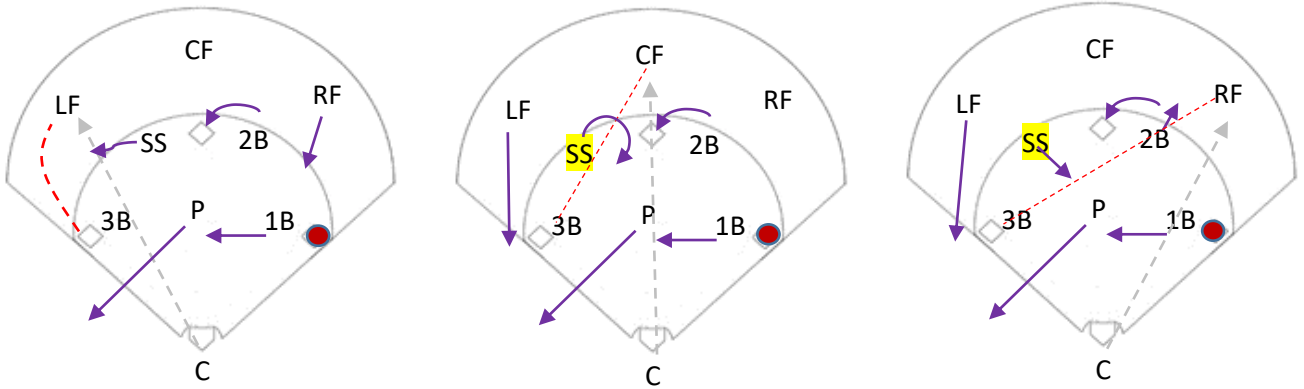
Remember: Communication is KEY!

Base Hit to OF = 2 bases ahead / Nobody on, throw goes to 2B

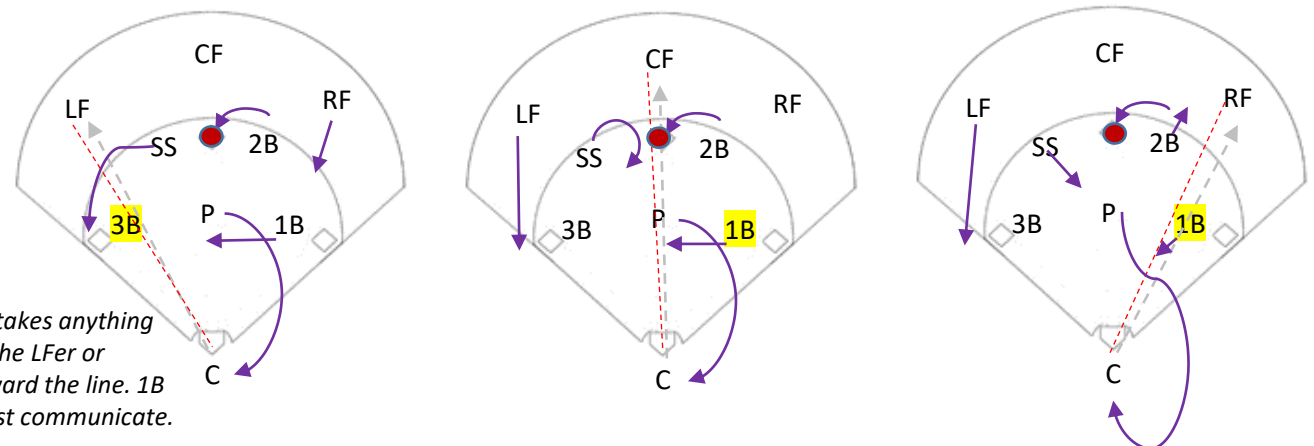
*2B/SS need to communicate on balls to CF.
We prefer SS to go out on anything right at CFer.*



Base Hit to OF = 2 bases ahead / Lead runner on 1B, throw goes to 3B



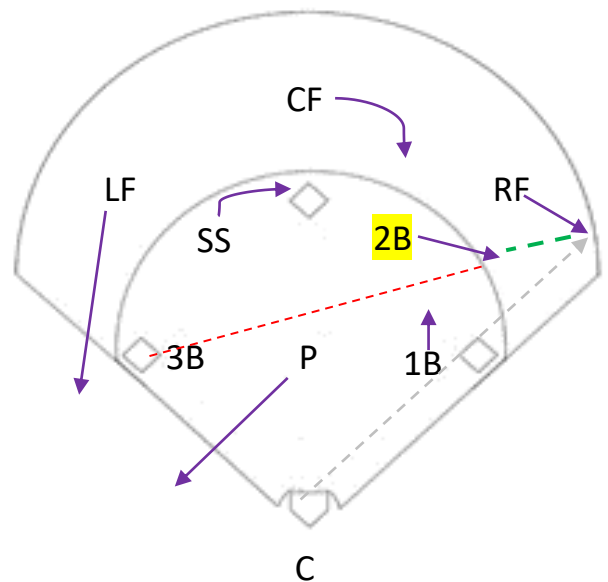
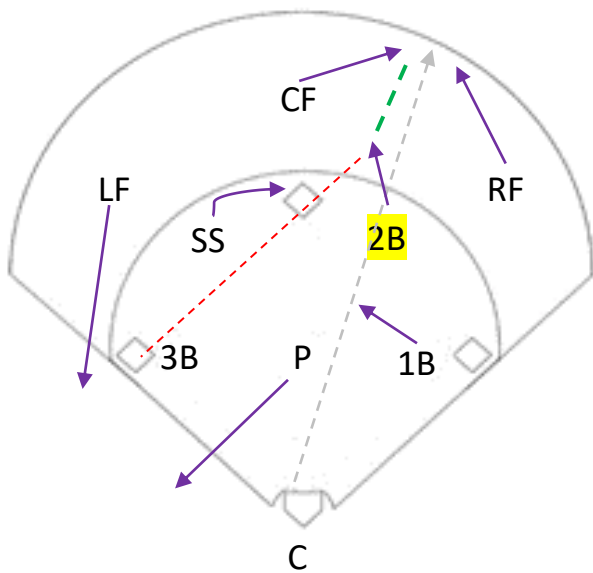
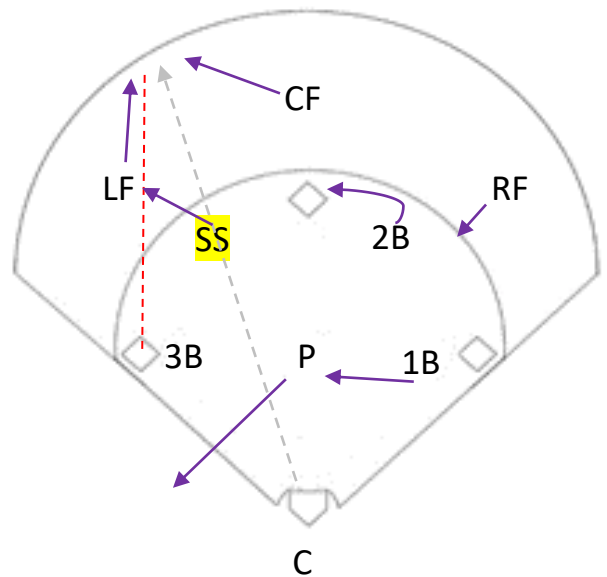
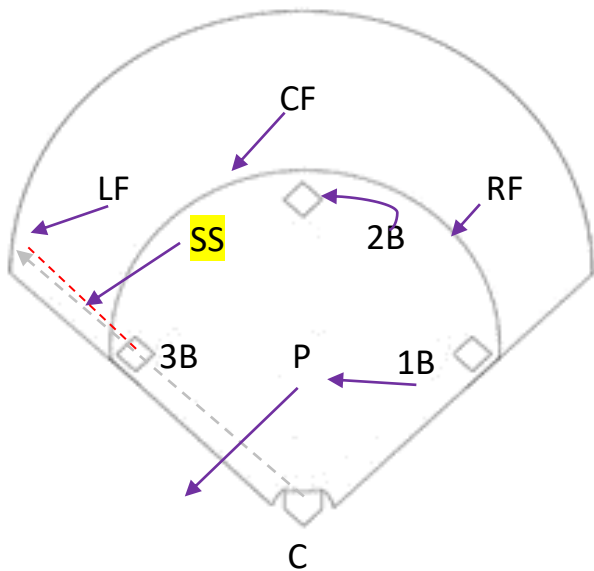
Base Hit to OF = 2 bases ahead / Lead runner on 2B, throw goes to 4



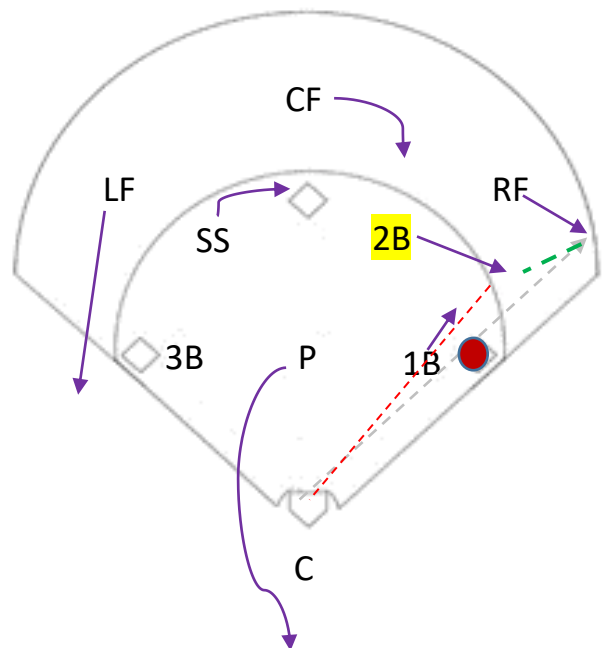
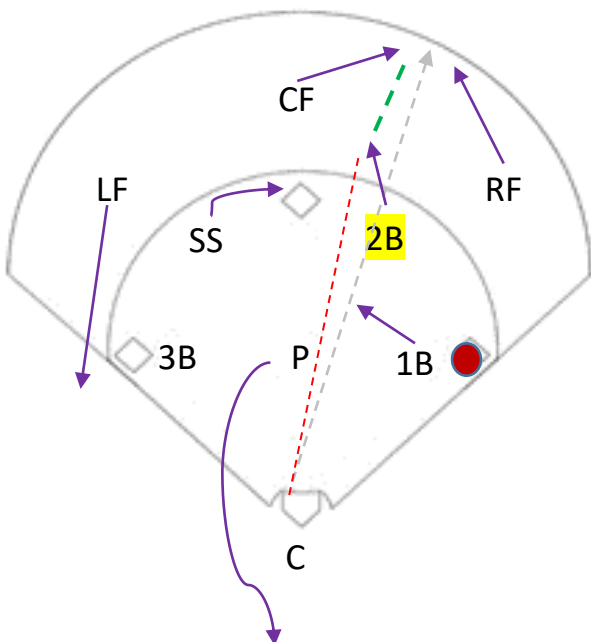
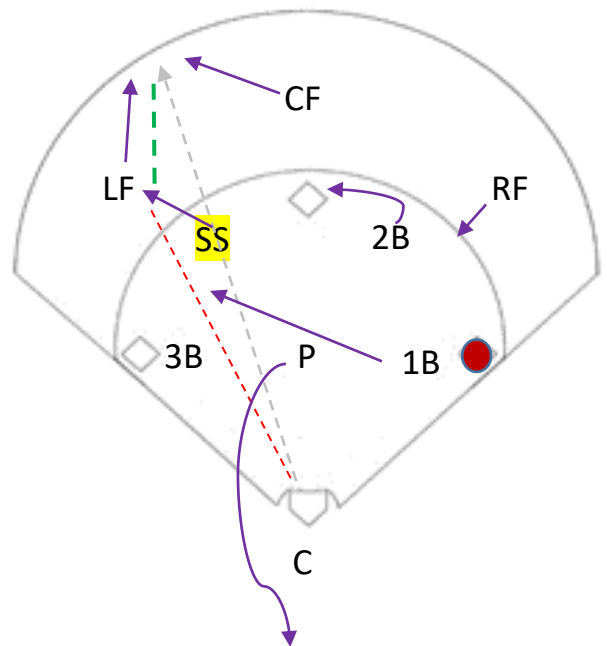
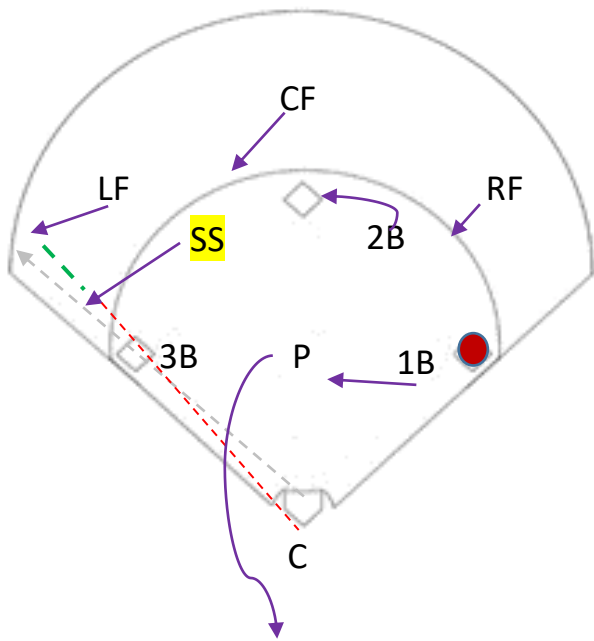
*3B takes anything
at the LFER or
toward the line. 1B
must communicate.*

Base Hit to OF = 2 bases ahead / Runner on 3B only, throw goes to 2B

**Ball hit to OF down the line or into the gap
and gets past the OFers = 3 bases ahead
Nobody on, throw goes to 3B**

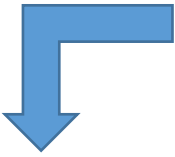


**Ball hit to OF down the line or into the gap
and gets past the OFers = 3 bases ahead
Lead runner on 1B, throw goes to 4**

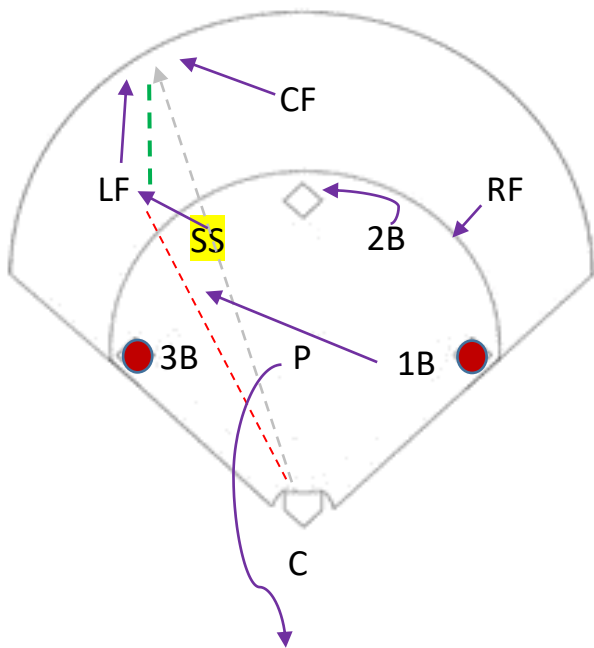


**Ball hit to OF down the line or into the gap
and gets past the OFers = 3 bases ahead**

**Lead runner on 2B or 3B,
throw goes to 4 if there is a runner on 1B,
or throw goes to 3B to get the hitter**



*Runners on 1B and 3B,
Throw goes to 4*



*Runners on 2B and 3B,
Throw goes to 3*

