

# Manufacturing Runs



Producing and Defending Against the Tactics of “Small”  
Ball

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***For the Defense: Greg Frady***

# The First and Third Play



## Offensive Goals:

- 1. Put two runners in scoring position**
- 2. Eliminate the chance for a double play**
- 3. Score a run – without giving up an out**
- 4. Score a run – sacrifice an out**

## The Back Runner (1<sup>st</sup> Base)



- Always run to second looking in
- Get hung up only if the catcher has held the runner at third and has a chance to get the out at second.
- Use a fade away slide – slide to the outside of the base – OR – if about to be tagged run to the right field side of the baseline – lie flat!
- Always try to force more than one throw in a run down.

## The Lead Runner (3<sup>rd</sup> Base)



- **Do not run until the defense is committed to the back runner.**
- **Hold the lead!**

# On the Pitcher's Delivery



- **Back runner should get a good lead!**
  - Break as soon as the pitcher commits to home.
- **Lead runner can break or fake.**
  - Depending on the defensive arms
  - If waiting for a rundown between first and second, extend the lead gradually.
- **If back runner is caught, he should try to make the play happen toward first base.**
- **Lead runner can bluff toward home to allow back runner to get to second.**

# Oh! One more nasty thing



- **Early break play**
- **Break before pitcher comes set**
- **Walk or run**
- **Do it off of a base on balls**

# Suicide Squeeze



- **On Wind up, go on first movement**
- **On Stretch, go when ball reaches pitcher's ear**
- **If runner thinks he can score without the bunt, have a verbal “look out” sign.**
- **Slide to inside of diamond**
- **Batter must bunt the pitch no matter where it is.**

# Delayed Steal



- **Work on consistently taking primary and secondary lead**
- **Primary Lead – 4 metres**
- **Secondary Lead – shuffle, shuffle, back**
  - i Look in on the way back
- **On delay – run on third step of secondary lead**
  - i Shuffle, shuffle, GO!!