

## **BASE MECHANICS**

- WHERE'S THE BALL?
- INSIDE /OUTSIDE THEORY
- BUTTON-HOOK
  - > **PROPER DISTANCE**
  - > PROPER ANGLE
  - > MOVE PARALLEL TO BASELINE!

#### BASE MECHANICS

- POSITIONING IS ABOUT ANGLES AND UNDERSTANDING WHERE YOU NEED TO BE TO SEE THE PLAY
- LEARN TO ADAPT TO THE PLAY--HUSTLE

• THE ELEMENTS OF THE PLAY WILL DICTATE YOUR POSITION

# PLAÝS AT 1B "FAIR GROUND THEORY"

- 90 DEGREES TO THE THROW
- MAINTAIN DISTANCE
- WATCH THE FIELDER FIELD THE BALL
- SQUARE TO THE PLAY
- WATCH THE BALL LET THE BALL TAKE YOU INTO THE PLAY
- LISTEN FOR SOUNDS

# PL&YS &T 1B "FOUL GROUND THEORY"

- WHEN CAN YOU GO?
- PROPER POSITIONING?
- WHAT HAPPENS NEXT?
- WHEN THERE IS DEVIATION ..... THERE MUST BE COMMUNICATION !

#### > IN TWO-UMPIRE MECHANICS...... THE BASE UMPIRE NEVER ROTATES HOME

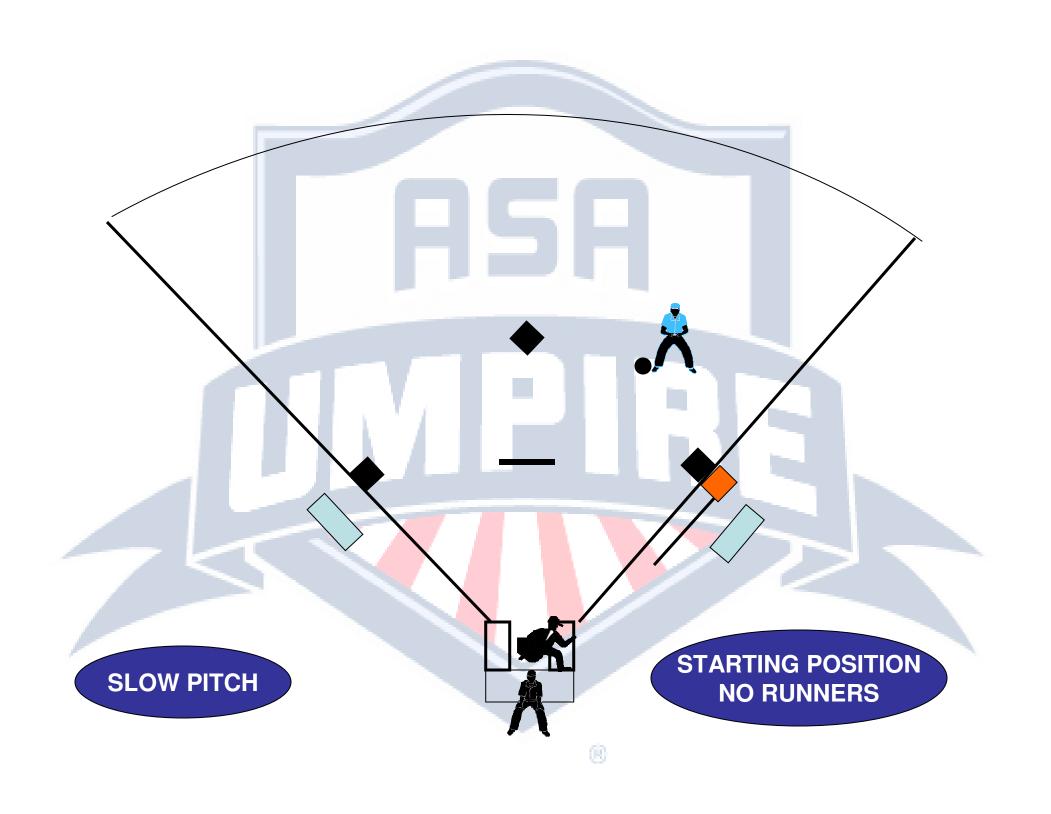
REMEMBER

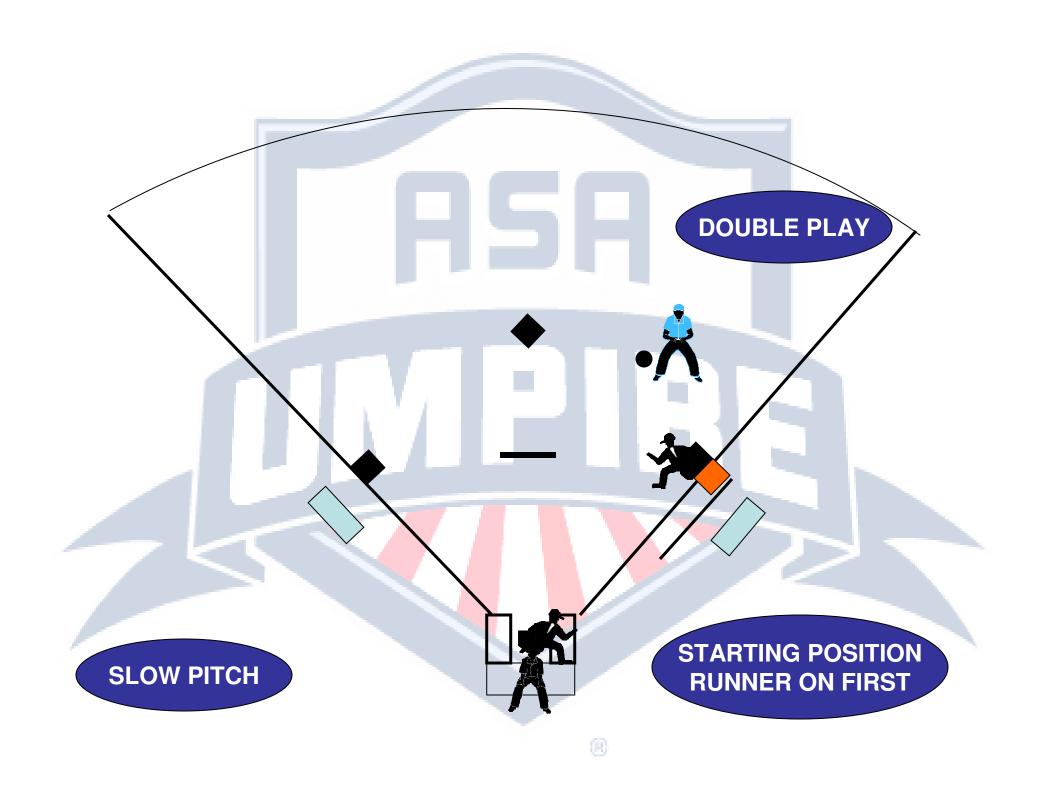
> CALLS SHOULD BE FROM FAIR GROUND

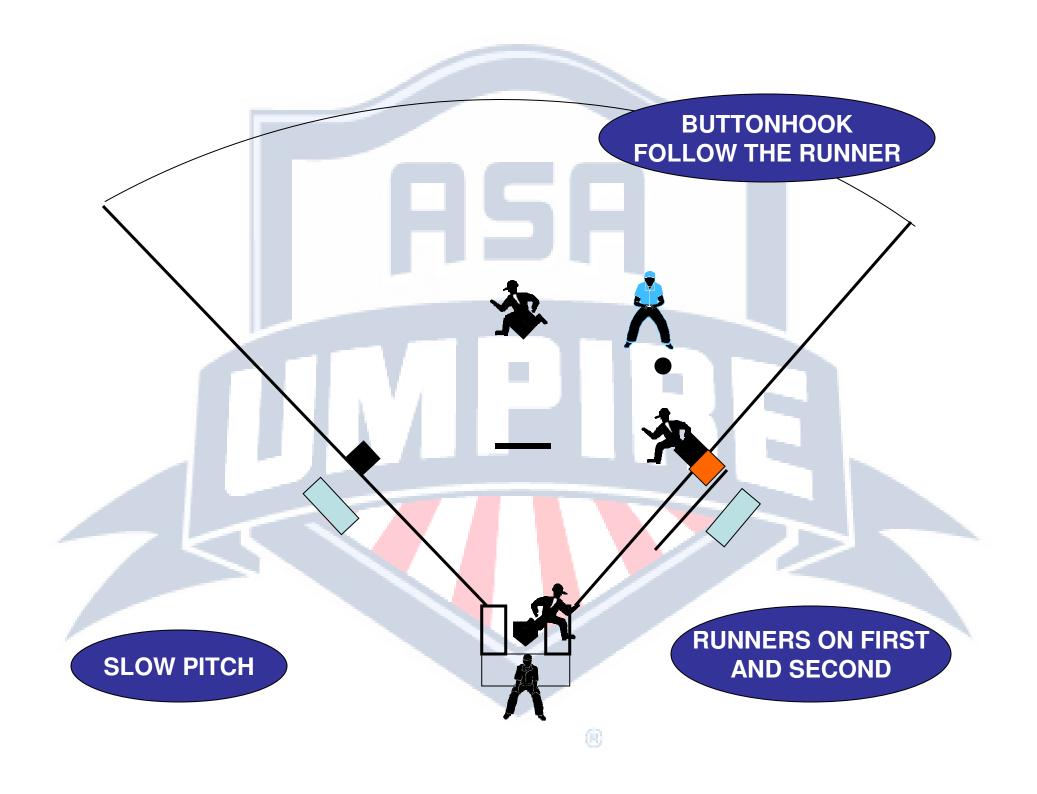
### PRINCIPLES - TAG PLAYS

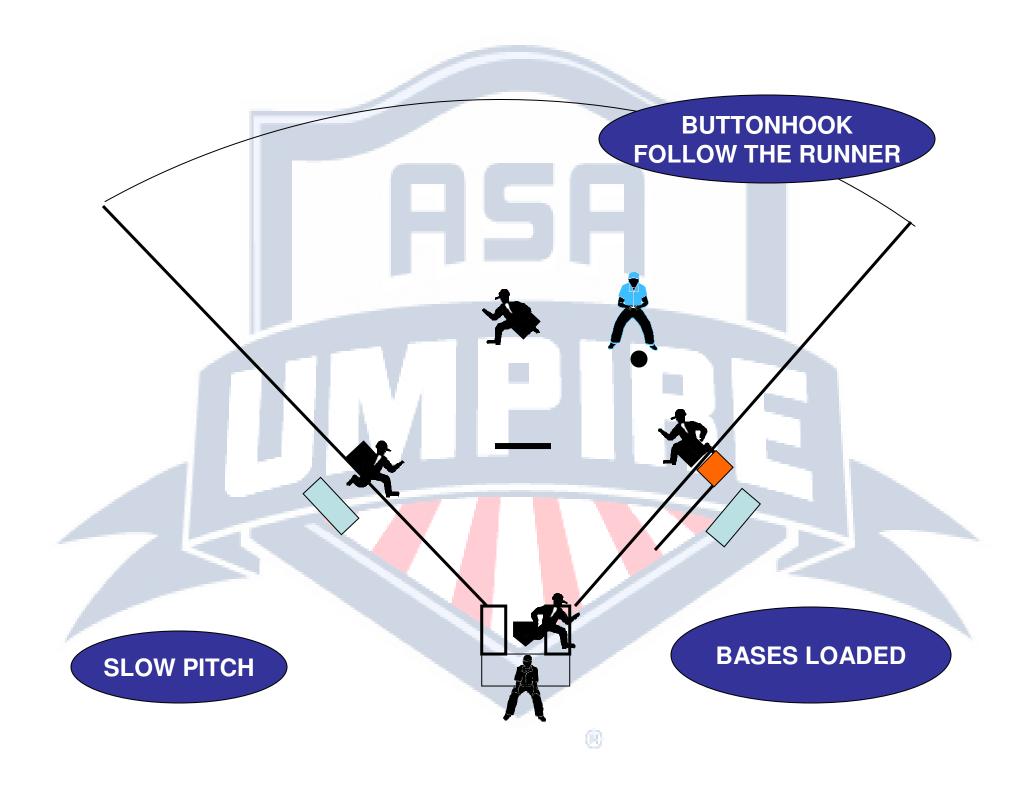
90 DEGREE ANGLE FROM THE PATH OF RUNNER JUST SHORT OF THE BASE THEY ARE TRYING TO REACH



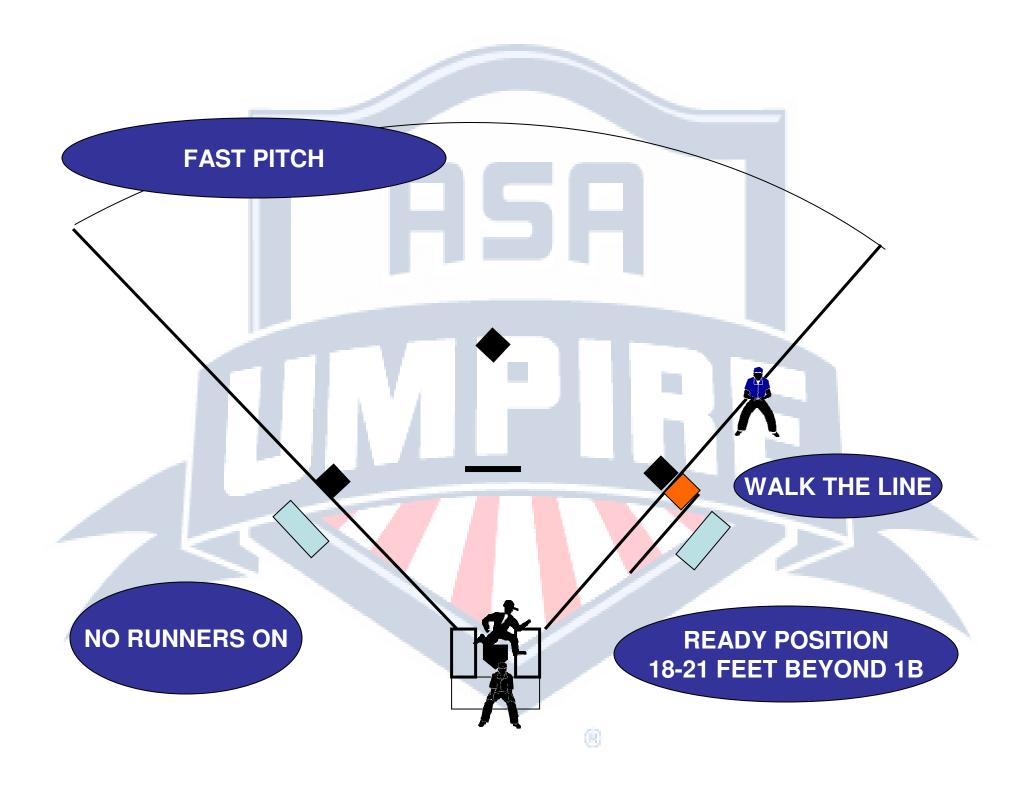


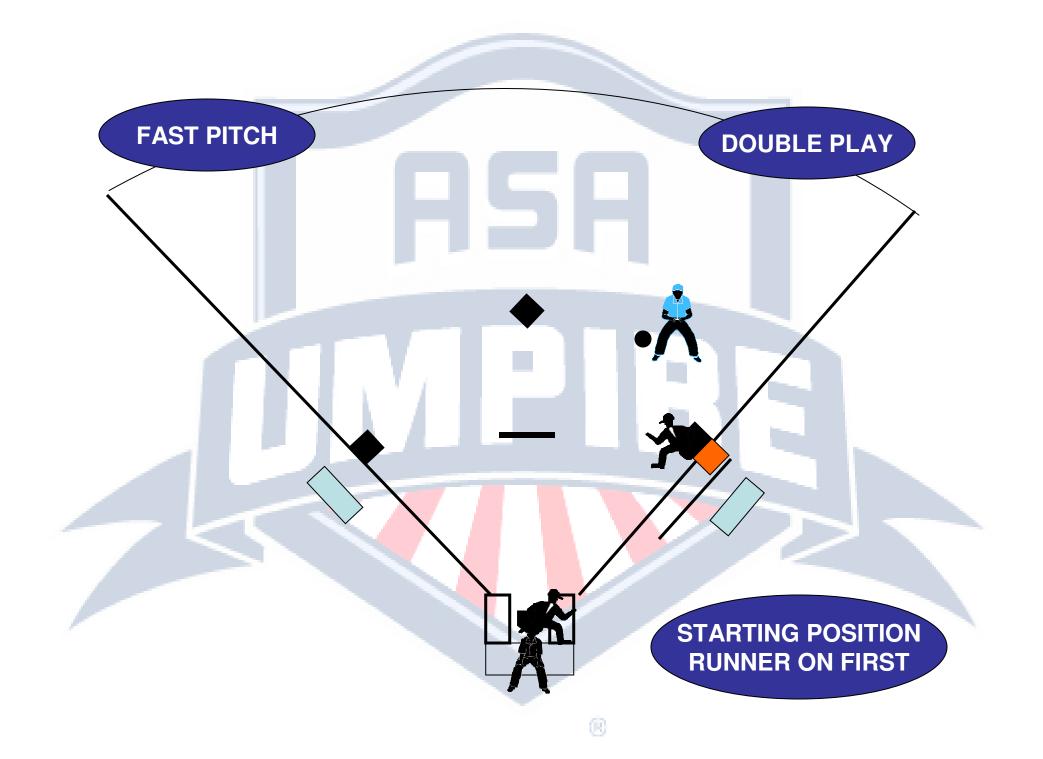


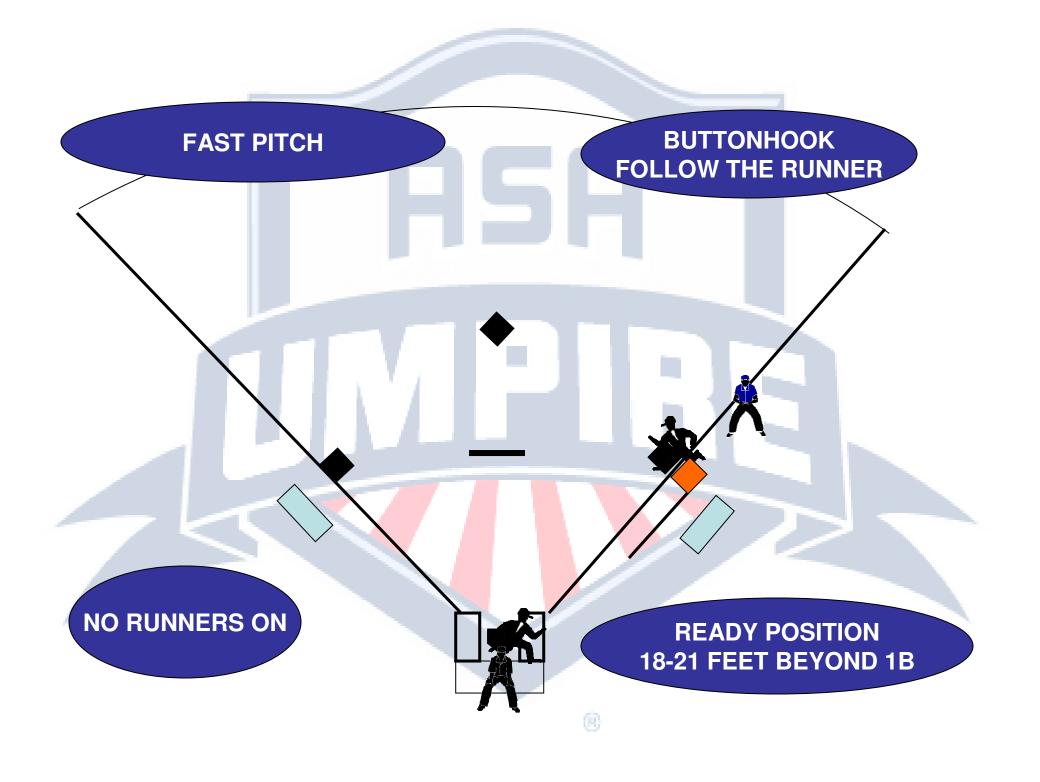


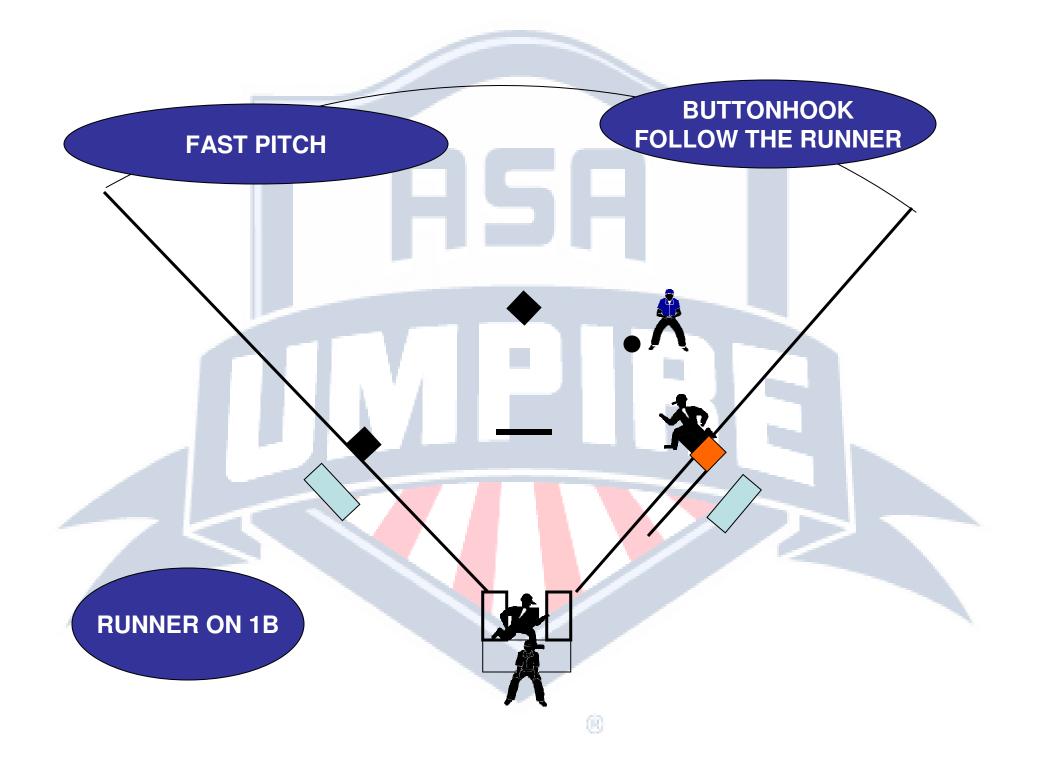


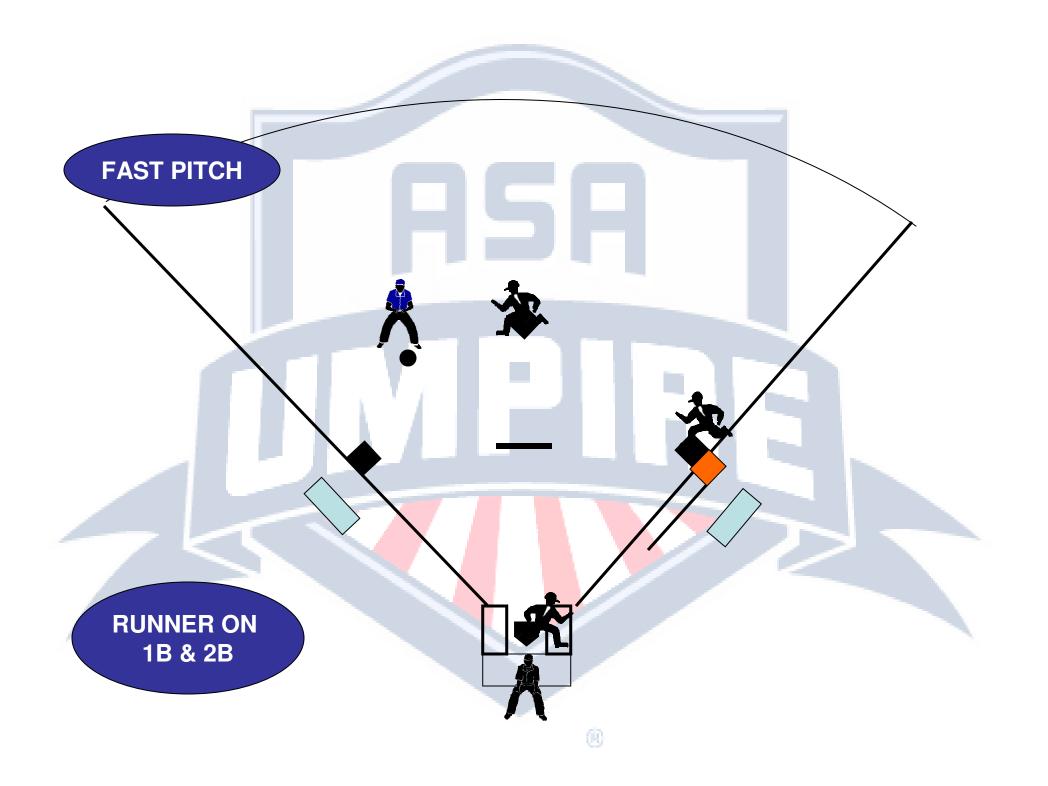


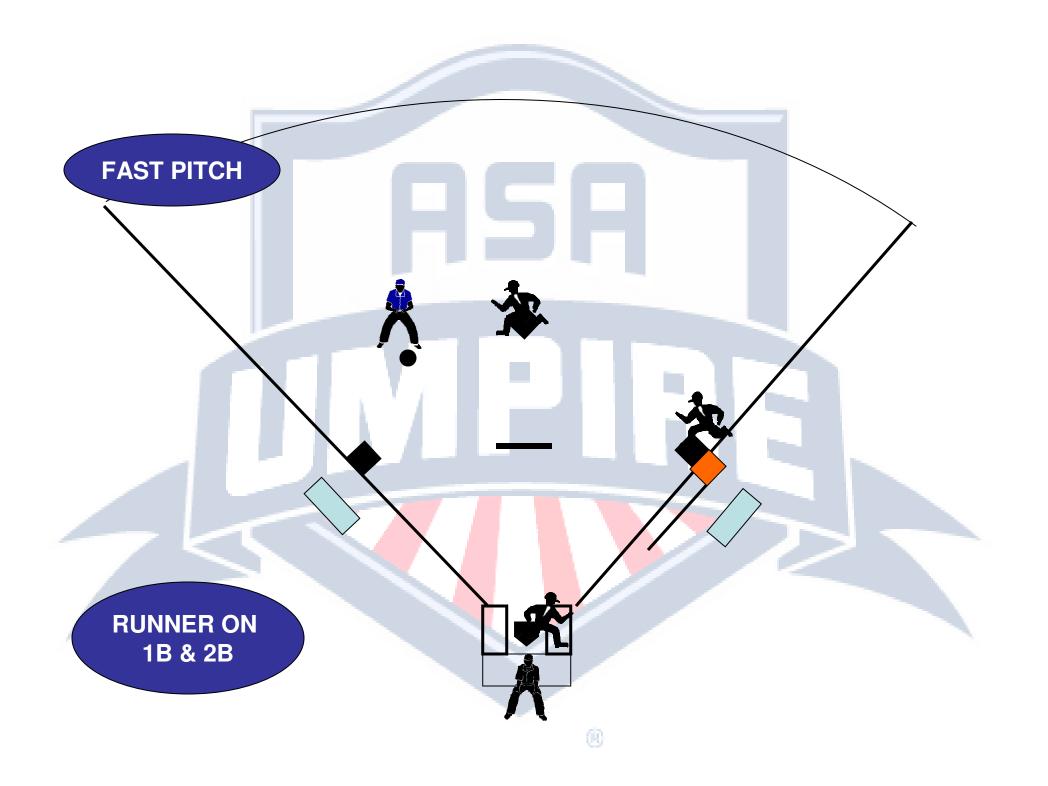


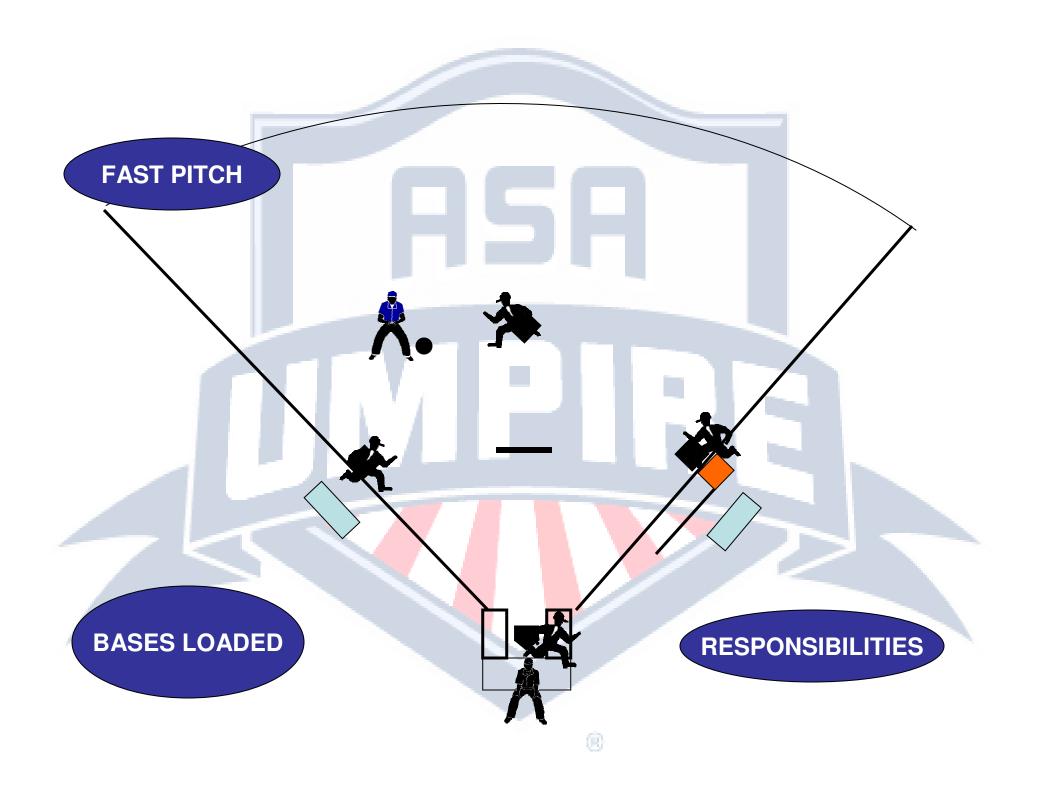


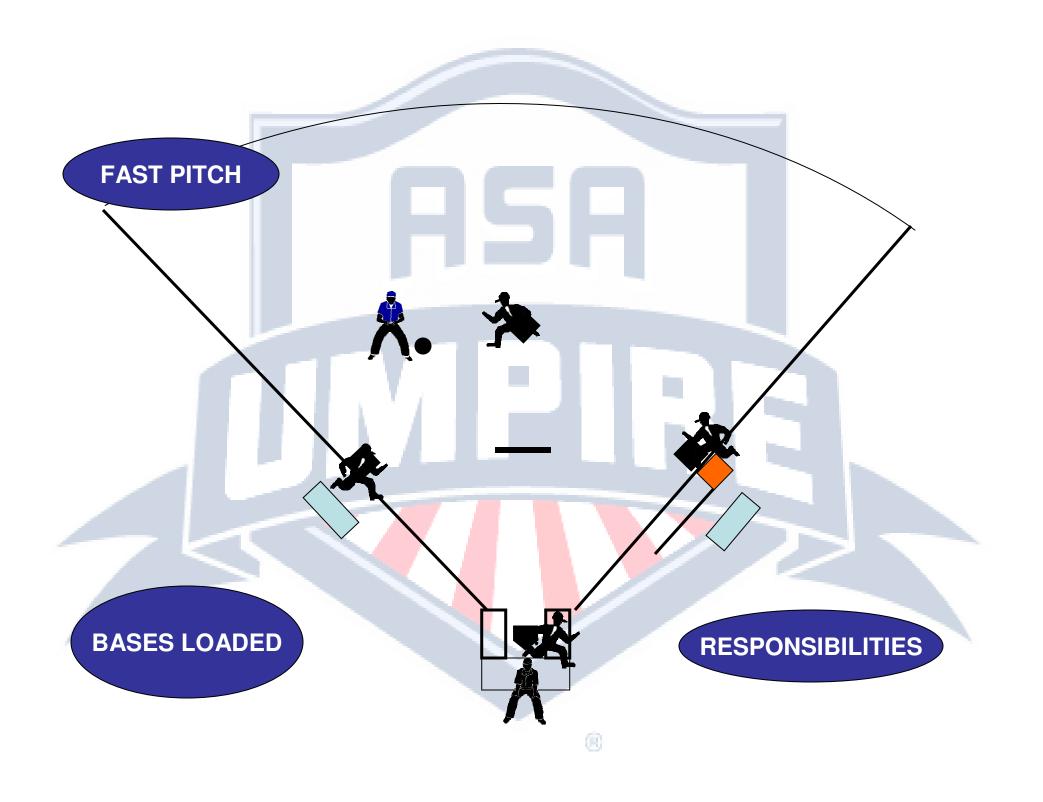












# **BASE MECHANICS DECISIONS ON THE BASES ARE ALL ABOUT TIMING** HOW'S YOURS?