



RALEIGH A's *Defensive Responsibilities*



Please review these points with your player before each game. Cover each position your player is assigned to play for that game (line up card will be sent via e-mail before each game).

If players know and follow these responsibility assignments, every player will touch the ball with an opportunity to contribute to the team's success (thereby enjoying the game more and being more excited about their baseball experience).

How do the A's play baseball?

- **Hard** – we swing and throw with everything we've got every opportunity we get!
- **Fast** – we always run full speed to the ball, around the bases, and on/off the field!
- **Smart** – we have our eye on the ball and know what to do in every situation!
- **Fun** – we enjoy every minute we're on the field and celebrate everything our team does well!

Pitcher (P, 1)

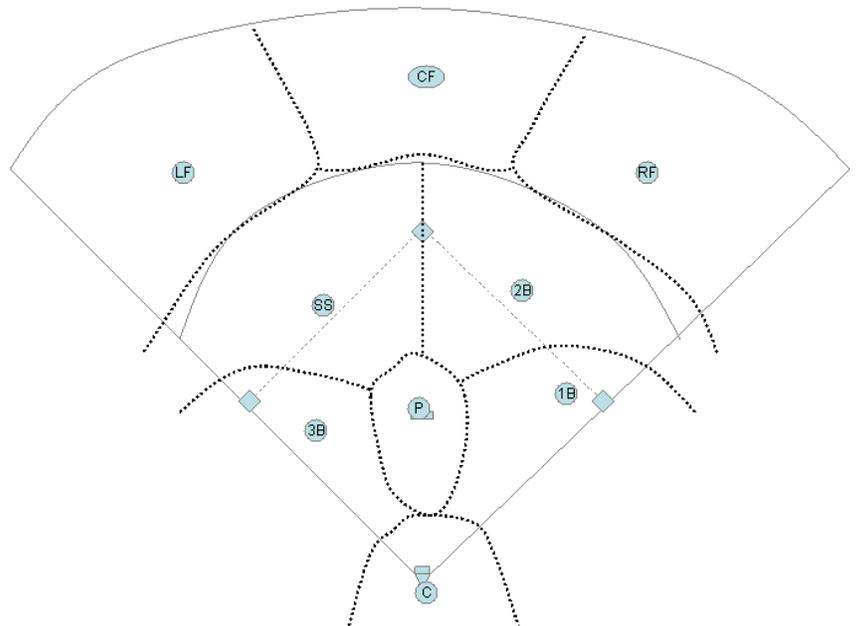
1. Repeat your delivery and throw strikes.
2. Field any ball hit directly to you or in front of you.
3. Cover first base on any ball hit to first baseman.
4. Back up the catcher on any play at the plate.

Catcher (C, 2)

1. Catch or block each pitch – passed balls allow runners to advance.
2. Throw out runners attempting to steal second or third base.
3. Field balls hit directly in front of home plate.
4. Cover home to receive throw if a runner is attempting to score.
5. Catch any pop up foul ball behind or around home plate.

First Base (1B, 3)

1. Field any ball hit to the first base area. Step on first base to get an out.
2. Receive throw from other infielders to get an out. Keep your throwing-side foot on first base.
3. Catch any pop up foul ball on the first baseline.
4. Never let a ball get by you. Catch it **before** you throw it!



Second Base (2B, 4)

1. Field any ball hit to the second base area. Throw to first or (if runner on 1B) step on second to get an out.
2. Cover second base on any ball hit to 3B, SS, CF, or LF.
3. Serve as the cut off man for any ball hit to RF. Listen to coach for where to throw the ball.
4. Cover second base when a runner tries to steal second and a right handed hitter is at the plate.
5. Never let a ball get by you. Catch it **before** you throw it!

Third Base (3B, 5)

1. Field balls hit to the third base area. Throw to first or (if runner on 1B and 2B) step on third to get an out.
2. Cover third base to receive throw if a runner is advancing to third.
3. Catch any pop up foul ball on the third baseline.
4. Never let a ball get by you. Catch it **before** you throw it!

Short Stop (SS, 6)

1. Field any ball hit to the short stop area. Throw to first or (if runner on 1B step) on second to get an out.
2. Cover second base on any ball hit to 2B, 1B, or RF.
3. Serve as the cut off man for any ball hit to LF or CF. Listen to coach for where to throw the ball.
4. Cover second base when a runner tries to steal second and a left handed hitter is at the plate.
5. Never let a ball get by you. Catch it **before** you throw it!

Left Field (LF, 7)

1. Field any ball hit in the left field area. Stop the ball at all costs.
2. Throw into the SS (cut off man) immediately unless coach is calling for you to throw it to 3B.
3. Charge in to back up any ground ball hit to SS or 3B.
4. Back up 3B on any play where the ball is not hit to you. If there is an overthrow, get the ball and throw out the runner going home.

Center Field (CF, 8)

1. Field any ball hit in the center field area. Stop the ball at all costs.
2. Throw into the SS (cut off man) immediately unless coach is calling for you to throw it directly to 2B.
3. Charge in to back up any ground ball hit to SS or 2B.
4. Back up 2B on any play where the ball is not hit to you. If there is an overthrow, get the ball and throw out the runner going to third base.

Right Field (RF, 9)

1. Field any ball hit in the right field area. Stop the ball at all costs.
2. Throw into the cut off man immediately unless coach is calling for you to throw it to 2B (SS covering).
3. Charge in to back up any ground ball hit to 2B or 1B.
4. Back up 1B on any play where the ball is not hit to you. If there is an overthrow, get the ball and throw out the runner going to second base.