Infield - Game Situations



Skill Set: Infield

Difficulty Level: Easy

Number of Athletes and Coaches: Whole team, 2 coaches

Average Time to Complete: 25 minutes

Equipment Required: Bases, baseballs, gloves, bats

Goal: Focus on infield cooperation in double play and rundown situations.

Infield Stations

The following stations should be set up on field or with throw down bases with coaches hitting groundballs at the Pirate Drill station.

1. Pirate Drill – 15 minutes

- o Infield is at all positions except pitcher, 2 players at each position, catchers in full gear
- o Coaches are set up on either side of home plate to hit ground balls to infield
- Coaches will hit across each other, so that the balls cross paths
 - o Coach 1 Rotation (Make sure players stay out of the way of throws!)
 - Coach 1 hits fungo to third baseman
 - Third baseman turns a double play with the second baseman at second
 - Second baseman throws to the first baseman at the screen
 - First baseman at the screen throws ball back to catcher
 - Coach 2 Rotation (Make sure players stay out of the way of throws!)
 - Coach 2 hits fungo groundball to shortstop (shortstop plays deep)
 - Shortstop throws ball to first baseman at first base o First baseman throws ball back to catcher 2
 - Players rotate at their positions until each coach has gone through a bucket of baseballs

2. Rundown – 10 minutes

- Divide players into pairs. Partners will take turns acting as chaser and receiver
- Place one pair of players at third base. Receiver should be approximately five feet in front of third base
- Place a cone 30 feet from third base, on the foul line toward home plate, to act as a "release point"
- Chaser should stand at home plate, facing third base, approximately 3 feet to their side of the foul line.
- o Chaser holds a ball in the throwing position and runs full speed toward third base
- Receiver asks for the ball when the chaser reaches the cone by stepping forward and yelling "NOW!" with hands held shoulder high in receiving position
- Chaser makes a soft toss to the receiver and rotates right

- o Receiver simulates a tag and flips the ball back to the chaser
- o Chaser returns to home plate to the end of the line
- Second chaser and second receiver wait until after the chaser has gotten the ball back before taking their turn
- Each pair should complete 6 reps total. After each pair has cycled through 3 reps, make sure partners switch roles for the next 3 reps so that all players have been both chasers and receivers