

GAME SITUATION QUIZ

ANSWERS

Answer #1: *Make your play to first.* If the runner on third scores, our team will still be ahead by one. If the batter gets on base and you don't get the man out at home, however, the home team will have the winning run at the plate.

Answer #2: *Make your play to second, unless you're absolutely certain you can get the runner at third.* The key thing is getting the second out. If you do, the runner will only score from third on a hit or error. By throwing out the runner at second you keep the force play alive there and the runner on first will score only on an extra base hit.

Answer #3: *Make your play to second.* Early in a game you should be willing to go down one run if it will stop a big inning. You have as good a chance of turning the double play as you do of keeping the runner on third from scoring. And if you don't get two you keep the double play alive for the next batter, with no one in scoring position.

Answer #4: *Cover second base.* Since you can't get into position to be the relay man on a throw to the plate, the third baseman will have to take the relay. The shortstop will then go over to cover third. You don't want the batter to get into scoring position. Cover second base so that he's held at first.

Answer #5: *Play up, expecting a bunt.* Since the home team will win the game if the runner on second scores, they will do everything they can to help him score. With the number eight hitter up, the correct play is to bunt the runner to third, where he can score on a hit, a fly ball, and possibly a grounder.

Answer #6: *Follow the runner to second base.* When it is clear that the runner will make second easily, the second baseman will go out into the outfield and back up the shortstop. If you follow the runner to second base, it may be possible to surprise him with a throw behind him.

Answer #7: *Tag the runner, quickly.* Tag the runner in the rundown as soon as you can. When you do, the game ends and your team wins. But do it quickly. If the man on third scores before you make the tag, the run will count, the game will be tied, and your team will be coming up to bat. Still that's a better situation than if you throw home and don't get the runner out there. Even if you drive him back to third, the other runner will end up at second. You don't want the winning run to be in scoring position.

Answer #8: *Move to a spot in front of second base, a few steps toward first base.* Though it rarely happens, the batter is allowed to attempt to take an extra base on a walk. In the case of a wild pitch he may try to do so. When the catcher fields the ball he will throw it to the pitcher, who is covering home. The pitcher will be able to throw to second if the runner tries to take two. More likely, the batter won't try, because you're in the proper position, ready to make the play.

Answer #9: *Position yourself next to the mound between the spot where the catcher is catching the ball and second base.* On this play the pitcher will cover home plate. The second baseman acts as cutoff/relay man if the runner on first tries to go to second.

Answer #10: *Make the play to third base.* With the momentum of your dive carrying you away from second there is little chance of turning the double play. By getting the lead runner you can still get a force at any base (except home) and keep the chance of a double play alive.

Answer #11: *Unless you can stay in bounds, let the ball drop.* Even if your best hitters are coming up in the bottom half of the inning, the out is not worth letting the go ahead run score. In fact, the rules agree. If there's a chance a runner will score from third on the play, you will not be charged with an error if you let a foul ball drop.

Answer #12: *Throw to first.* Early in the game one out is more important than one extra base.

Answer #13: *Throw home.* That way you keep the force in effect there (if you step on third the catcher will have to tag the runner at home), save the run, and perhaps start a double play. If you step on third, then throw to first and the batter beats the throw, you'll be in a difficult situation: down a run late in the game.

Answer #14: *Run back to third base.* The pitcher should the ball roll. If it goes foul he should touch it in foul territory to end the play. If the ball stays fair and you're at third, the runner who advanced from second will have to stay close to third base. If he doesn't, you may be able to tag him out on a throw from the pitcher.

Answer #15: *Watch the runners as they round third base.* The umpire will also watch, but if one of the runners doesn't touch the umpire will do nothing unless your team appeals. Initiate an appeal play after the batter crosses the plate, and if the appeal is upheld by the umpire, your team will win the game, or, if it was the batter who missed third, the score will be tied and you'll play extra innings.

Answer #16: *Throw to second.* Even though you may be able to throw the runner trying to score. Your team can afford to give up one run, but the batter represents the tying run. Keep him at first and there's much less chance he'll score.

Answer #17: *Throw home, but keep the ball low and hit the cutoff man.* If there's a chance of throwing out the runner at home, the infielder will relay it or let it go through. If not, the catcher will yell for the cutoff and your team will be able to keep the winning run (the batter) at first and out of scoring position.

Answer #18: *Position yourself just beyond the infield, about halfway between where you normally play and where the infielders play.* The reason? If the batter hits a fly ball to your regular position, the runner on third will score on a sacrifice fly and the game will be over. By playing in close you may catch a line drive that would normally fall in for a hit. Once there are two outs, return to normal depth.