

# **PATRIOTS SOFTBALL TERMINOLOGY**

**Angle Down – Anytime runner sees ball in dirt, they attempt to advance**

**Base on Balls – Also known as Walk, intentional or not, or HBP – Hit by Pitch**

**Bunt – Slide hands down barrel, put ball into play on the ground**

**Bunt & Run – Automatic Steal, Batter must get bunt down**

**Chop – Hard slap with bat angled straight down into ground**

**Delayed Dead Ball – Umpire will extend arm out, but play continues!**

**Delayed Steal – Take large lead, Force throw behind runner, Advance to Base**

**Drag – Bunt towards the first baseman, often straight down foul line**

**Drop – Late bunt attempt to put ball down right in front of plate**

**Dropped 3<sup>rd</sup> Strike – Always Run to First on any Strike Out**

**Hit Away – Batter has option to find best pitch to use to get on base**

**Hit & Run – Automatic Steal**

**-Hit at SS if SS covers 2<sup>nd</sup> on Steal Attempt**

**-Hit behind runner if 2<sup>nd</sup> covers 2<sup>nd</sup> Base on Steal Attempt**

**Interference – Called on Runner when they are hit with the ball, or they attempt to intentionally get in the way of a player attempting to make a play on the ball**

**Lead Runner – Player on Base that is closest to Home Plate**

**Obstruction – Any time a player on defense interferes with a runner attempt to run to the next base. If defensive player is ever standing on base or in base path without the ball, WE MAKE CONTACT IMMEDIATELY & ADVANCE TO NEXT BAG!**

**Pistol – Grip used on Bat when attempting to Bunt**

**Protected Steal – Immediately take base, Batter protects by late swing**

**Push – Show bunt, drop step, crossover step, bunt towards 2<sup>nd</sup> Base**

**Red Sea – Opening on Left Side during Slash, SS vacates to 2<sup>nd</sup> Base, 3<sup>rd</sup> Charges**

**Run & Bunt – Automatic Steal, Batter has option to bunt or take pitch**

**Run & Hit – Automatic Steal, Batter has option to hit or take pitch**

**Sacrifice – Bunt or Hit which automatically moves run to next base**

**Slap – Running while hitting the ball from the left-side**

**Slash – Show bunt, pull back, slap (Can be from either side of plate)**

**South Texas Steal – R2 & R3, R2 steals 3<sup>rd</sup>, Heads back to 2<sup>nd</sup>, Run Down will score R3 if used correctly**

**Squeeze – Runner on 3<sup>rd</sup> breaks on pitch, Batter must bunt ball**

**Steal – Be Safe or Be Called Out Early! (Never get thrown out!)**

**Suicide Hit & Run – Runners on 2<sup>nd</sup> & 3<sup>rd</sup>, Both attempt steal on pitch**

**-Hitter must put ball into dirt with hit or chop!**

### **DEFENSIVE POSITIONS**

**1 – Pitcher**

**2 – Catcher**

**3 – First Base**

**4 – Second Base**

**5 – Third Base**

**6 – Shortstop**

**7 – Left Field**

**8 – Center Field**

**9 – Right Field**

### **DEFENSIVE THROWS**

**First Base – 1 Second Base – 2 Third Base – 3 Home Plate – “ICE” or 4**

**UP – Attempt to get Lead Runner**

**DOWN – Attempt to get Runner going to 1<sup>st</sup> Base**

**REGULAR – Attempt to get easiest out possible**

### **HITTING ATTACK AREAS**

**3/4 Hole – Between First and Second Baseman**

**5/6 Hole – Between Shortstop and Third Baseman**

**Texas Leaguer – Anything over the Infield, but too short for Outfield to Catch**

**LCF Gap – The Area between the Left Fielder and Center Fielder**

**RCF Gap – The Area between the Right Fielder and Center Fielder**