

## WILD PITCH

### PURPOSE

To develop tactics for handling a wild pitch with a runner on third base

### EQUIPMENT

A baseball, gloves

### TIME

6 to 8 minutes

### PROCEDURE

1. Situate the fielding team in their regular positions.
2. Put a base runner on third.
3. The coach places a baseball somewhere behind the catcher without the catcher knowing where.
4. On the "go" command the base runner sprints for home plate.
5. The catcher turns to locate the baseball, and the pitcher runs to cover home plate.
6. When the catcher locates the ball, he turns and tosses it to the pitcher covering home. The pitcher tags the sliding runner with the ball.

### KEY POINTS

This situation occurs in almost every youth baseball game and is very rarely practiced. This is an easy drill to set up, and if practiced correctly, can prepare players for real game situations.

1. While running to cover home plate, the pitcher should yell to the catcher where the ball is if the catcher has trouble locating it.
2. The catcher should concentrate only on locating the ball. After doing so, he should turn and toss the ball underhand and low to the pitcher so that the pitcher's glove will be in a good position to tag the sliding base runner.

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3. The pitcher should concentrate on catching the ball before turning toward the base runner.
4. Because this is practice, the base runner should, at first, slow up a few feet before reaching home plate so that fielders can effectively practice the drill.
5. When this play occurs, either in practice or in a game, the second baseman should move to the base of the mound to back up the toss to the pitcher. This backup can prevent additional runs if the catcher overthrows the toss to the pitcher and there is more than one runner on base.
6. Rotate all of the pitchers and catchers in this drill.

