Coach Steve's Softball Training Modules
for
Primary & Middle School Players

February 2018

Softball Training Modules for Primary & Middle School Players

7.1 Situational Play – Base Running

This Module 7.1 describes Play Situation Knowledge and Decision Making Skills Senior 1st Team Players should master to become effective Base Runners. Module 3, which describes Base Running techniques used in the game of Softball should be reviewed in conjunction with this Module 7.1.

Play Situations;

15 Base Running Play Situations are described in this module.

- Batter's Plays: the Batter initiates a Base Running Play by hitting the ball (8)

- Base Runner Plays: Runner initiated Plays when the ball is not hit by a Batter (4)

- Base Runner advances due to Umpire Decisions (3)

Base Runner decisions are influenced by the number and configuration of Base Runners on base and the **Number of Outs (0, 1, or 2)**

Base Runners on Base;   8 Base Runner combinations

Base Runner decisions are influenced by the number and configuration of Base Runners on base and the **Number of Outs (0, 1, or 2)**

- Batter (Only) No Runners on Base   (1)

- Batter with Runner on 1st only (1), and, on 1st plus Runners on 2nd & 3rd   (3)

- Batter with no Runner on 1st but Runners on 2nd & 3rd   (3)

In addition to the guidelines set out in the pages that follow, Base Runners also need to be aware of the following rules.

- Runners may take a Lead only after a Pitch has left the Pitcher's hand
- A Trailing Runner is not allowed to pass the Leading Runner on base
- Two Base Runners cannot occupy the same base

Further details of these and other general aspects related to base running can be found in Section 9 at the end of this Module.

Goals: (to be developed)

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1   No Runners on Base   *(Batter at Home Plate only)*

No Runners on Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	Batter <u>Must</u> RUN to be "Safe on 1st Base" by avoiding a "Tag-Out" or a Force-Out at 1st Base Batter Runner can also elect to continue to RUN to 2nd Base through to Home Plate (a "Home Run") If he thinks he can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)			
Fly Ball or Line Drive Dropped (Outfield)			
Dropped 3rd Strike	Batter <u>Must</u> RUN to be "Safe on 1st Base" by avoiding a Tag-Out between Home Plate & 1st Base or a Force-Out at 1st		
Fly Ball or Line Drive Caught (Infield)	Batter is Out		**Batter is Out End of Inning**
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			

Batter Runner Plays	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	This Play does not apply to Batter-Runners		**Batter is Out End of Inning**
Passed Ball/Wild Pitch	These Plays do not apply to Batter-Runners		
Stolen Base			
Overthrows in Field of Play	If Batter has Hit the Ball into Fair Territory he can advance to 2nd Base at risk of being "Tagged-Out"		
Batter- Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Batter-Runner awarded an Extra Base		
Batter hit by Pitch	Batter-Runner awarded 1st Base when he is "Hit by Pitch" or a "Walk"		
Batter awarded a "Walk"			

Notes:
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2 Runner on 1st Base; *(No Runners on 2nd or 3rd Base)*

Runner on 1st Base - Forced Base Running Situations:

Batter's Play	0 Out	1 Out	2 Out
Ground Ball hit to Infield			
Ground Ball hit to Outfield	Runner on 1st Base		
Fly Ball or Line Drive Dropped (Infield)	<u>Must</u> RUN to be "Safe on" 2nd Base to avoid Force-Out at 2nd Runner can also elect to RUN to 3rd Base through to Home Plate		
Fly Ball or Line Drive Dropped (Outfield)	if he thinks he can make it before being "Tagged-Out"		
Dropped 3rd Strike	<u>Batter is "Out" (because 1st Base is Occupied)</u> Runner can REMAIN "Safe on 1st Base" or may advance at risk of being Tagged-Out		<u>Batter is NOT "Out"</u> & Runner on 1st <u>Must</u> RUN to avoid Force-Out at 2nd Base
Fly Ball or Line Drive Caught (Infield)			
Fly Ball or Line Drive Caught (Outfield)	Runner on 1st Base <u>Must RETURN to be "Safe on 1st"</u> to avoid Double Play Tag-Out at 1st Base		**Batter is Out End of Inning**
Fly Ball or Line Drive Caught in Foul Territory			

Elective (Non-Forced) Base Runner Situations:

Plays with a Runner on 1st Base	0 Out	1 Out	2 Out
Tag-Up to advance on caught Fly Balls or Line Drives	<u>Runner at 1st can "Tag-Up"</u> and RUN to 2nd Base if he thinks he can make it before being "Tagged-Out"		**Batter is Out End of Inning**
Passed Ball/Wild Pitch			
Stolen Base	Runner on 1st can advance at risk of being "Tagged-Out"		
Overthrows in Field of Play			

Runner on 1st Base advances due to Umpire Decisions

Overthrow out of Field of Play	Runner awarded an Extra Base		
Batter hit by Pitch	Runner awarded 2nd Base		
Batter awarded a "Walk"	when the Batter is "Hit by Pitch" or a "Walk"		

Notes:

3   Runners on 1ˢᵗ & 2ⁿᵈ Base; *(No Runner on 3ʳᵈ Base)*

Runners on 1ˢᵗ & 2ⁿᵈ Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	Both Runners on 1ˢᵗ & 2ⁿᵈ Base: Must RUN to be "Safe on" 2ⁿᵈ & 3ʳᵈ Base to avoid a Force-Out Runners can also elect to RUN to 3ʳᵈ Base and Home If they think they can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)	If Umpire declares "Infield Fly", Batter is Out Both Runners can stay "Safe on Base" or advance at risk of being Tagged-Out		Both Runners Must RUN to avoid Force-Out at 2ⁿᵈ & 3rd
Fly Ball or Line Drive Dropped (Outfield)	Both Runners Must RUN to avoid Force-Out at 2ⁿᵈ & 3ʳᵈ		
Dropped 3ʳᵈ Strike	Batter is "Out" (Because 1ˢᵗ Base is Occupied) Both Runners can REMAIN "Safe on Base" or may advance at risk of being Tagged-Out		Batter is NOT "Out" & Both Runners Must RUN to avoid Force-Out at 2ⁿᵈ & 3ʳᵈ Base
Fly Ball or Line Drive Caught (Infield)	Both Runners Must RETURN to be "Safe on Base" to avoid Double Play Tag-Out at 1ˢᵗ & 2ⁿᵈ Base		Batter is Out End of Inning
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			
Plays with Runners on 1ˢᵗ & 2ⁿᵈ Base	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	Runners at 1ˢᵗ & 2ⁿᵈ can "Tag-Up" and RUN to 2ⁿᵈ & 3ʳᵈ Bases if they think they can make it before being "Tagged-Out"		Batter is Out End of Inning
Passed Ball/Wild Pitch	Runners on 1ˢᵗ & 2ⁿᵈ can advance at risk of being "Tagged-Out"		
Stolen Base			
0533333Overthrows in Field of Play			
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Both Runners awarded an Extra Base		
Batter hit by Pitch	Both Runners are awarded one Base when the Batter is "Hit by Pitch" or a "Walk"		
Batter awarded a "Walk"			

Notes:

4 Runners on 1ˢᵗ, 2ⁿᵈ & 3ʳᵈ Base; *(Bases Full)*

Runners on 1ˢᵗ, 2ⁿᵈ & 3ʳᵈ Base (Bases Full) - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	All three Base Runners Must RUN to be "Safe on" 2ⁿᵈ & 3ʳᵈ and "Home Plate" to avoid a Force-Out Runners from 1ˢᵗ & 2ⁿᵈ Base can elect to RUN to 3ʳᵈ Base and Home If they think they can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)	If Umpire declares "Infield Fly" Rule, Batter is Out All three Runners can stay "Safe on Base" or advance at risk of being Tagged-Out		All three Runners Must RUN to avoid Force-Out at 2ⁿᵈ, 3ʳᵈ and Home
Fly Ball or Line Drive Dropped (Outfield)	All three Runners Must RUN to avoid Force-Out at 2ⁿᵈ, 3ʳᵈ & Home		
Dropped 3ʳᵈ Strike	Batter is "Out" (because 1ˢᵗ Base is Occupied) All three Runners can REMAIN "Safe on Base" or may advance at risk of being Tagged-Out		Batter is NOT "Out" & All Three Runners Must RUN to avoid Force-Out at 2ⁿᵈ, 3ʳᵈ and Home
Fly Ball or Line Drive Caught (Infield)	All three Base Runners Must RETURN to be "Safe on Base" to avoid Double Play Tag-Out at 1ˢᵗ, 2ⁿᵈ or 3ʳᵈ Base		Batter is Out End of Inning
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			

Base Runner Plays with Bases Full	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	If Ball hit to the deep Outfield, Runner on 3ʳᵈ Base "Tags-Up" and runs to Home Plate Runners at 1ˢᵗ & 2ⁿᵈ can also "Tag-Up" and RUN to 2ⁿᵈ & 3ʳᵈ Bases if they think they can make it before being "Tagged-Out"		Batter is Out End of Inning
Passed Ball/Wild Pitch	All Three Runners RETURN to REMAIN "Safe on Base"		
Stolen Base			
Overthrows in Field of Play	All Base Runner can advance at risk of being "Tagged-Out"		
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	All Runners awarded an Extra Base		
Batter hit by Pitch	All three Runners awarded one Base when the Batter is "Hit by Pitch" or a "Walk"		
Batter awarded a "Walk"			

Notes:

5   Runners on 1st & 3rd Base; *(no Runner on 2nd Base)*

Runners on 1st & 3rd Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	Runner on 1st Must RUN to be "Safe on 2nd Base" to avoid Force-Out Runner on 3rd is NOT Forced to Run and can remain "Safe on 3rd Base" but he can elect to RUN to Home Plate if he thinks he can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)			
Fly Ball or Line Drive Dropped (Outfield)			
Dropped 3rd Strike	Batter is "Out" (because 1st Base is Occupied) Runners on Base can REMAIN "Safe on Base" or may advance at risk of being "Tagged-Out"		Batter Not Out Runner on 1st Must RUN to 2nd Base Runner on 3rd is NOT Forced to Run
Fly Ball or Line Drive Caught (Infield)	Both Runners Must RETURN to be "Safe on Base" to avoid a Double Play Tag-Out at 1st or 3rd Base		Batter is Out End of Inning
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			

Plays with Runners on 1st & 3rd	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	If Ball hit to the deep Outfield, Runner on 3rd Base "Tags-Up" and RUNS to Home Plate Runner at 1st can also "Tag-Up" & RUN to 2nd if he thinks he can make it before being "Tagged-Out"		Batter is Out End of Inning
Passed Ball/Wild Pitch	Runner on 1st can RUN to 2nd if he thinks he can make it Runner on 3rd Returns to be "Safe on 3rd Base" but advances to Home Plate if Fielding Team Catcher throws to 2nd Base		
Stolen Base			
Overthrows in Field of Play	All Base Runners can advance at risk of being "Tagged-Out"		
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Both Runners awarded an Extra Base		
Batter hit by Pitch	Runner on 1st awarded 2nd Base when a Batter is "Hit by Pitch" or a "Walk" Runner on 3rd remains on 3rd Base (no advance awarded) However, Runner on 3rd can "Steal" Home if he thinks he can reach Home Plate before being "Tagged-Out"		
Batter awarded a "Walk"			

Notes:

6 Runner on 2nd Base; *(no Runners on 1st or 3rd Base)*

Runners on 2nd Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	There is no Force-Out Play for the Runner at 2nd Base when 1st Base is Empty Runner on 2nd is NOT Forced to Run and can remain "Safe on 2nd Base" but he can elect to RUN to 3rd Base if he thinks he can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)			
Fly Ball or Line Drive Dropped (Outfield)			
Dropped 3rd Strike	Batter is "Not Out" (1st Base is Empty) & Batter can RUN to 1st Base Runner on 2nd is NOT Forced to Run & can REMAIN "Safe on 2nd Base" or may advance to 3rd Base at risk of being "Tagged-Out"		
Fly Ball or Line Drive Caught (Infield)	Runner on 2nd Base Must RETURN to be "Safe on 2nd Base" to avoid a Double Play Tag-Out at 2nd Base		**Batter is Out End of Inning**
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			

Plays with Runner on 2nd Base	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	Runner on 2nd Base can "Tag-Up" and RUN to 3rd Base if he thinks he can make it before being "Tagged-Out"		**Batter is Out End of Inning**
Passed Ball/Wild Pitch	Runner at 2nd can advance to 3rd Base at risk of being "Tagged-Out"		
Stolen Base			
Overthrows in Field of Play			
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Runner at 2nd awarded an Extra Base		
Batter hit by Pitch	Runner on 2nd remains on 2nd Base (no advance awarded) However, Runner on can "Steal" 3rd Base if he thinks he can reach 3rd Base before being "Tagged-Out"		
Batter awarded a "Walk"			

Notes:

7 Runner on 3rd Base; *(no Runners on 1st or 2nd Base)*

Runners on 3rd Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield **Ground Ball hit to Outfield** **Fly Ball or Line Drive Dropped (Infield)** **Fly Ball or Line Drive Dropped (Outfield)**	There is no Force-Out Play for the Runner at 3rd Base when 1st Base is Empty Runner on 3rd is NOT Forced to Run and can remain "Safe on 3rd Base" but he can elect to RUN to Home Plate if he thinks he can make it before being "Tagged-Out"		
Dropped 3rd Strike	Batter is "Not Out" (1st Base is Empty) & Batter can RUN to 1st Base Runner on 3rd is NOT Forced to Run & can REMAIN "Safe on 3rd Base" or may advance to Home Plate at risk of being "Tagged-Out"		
Fly Ball or Line Drive Caught (Infield) **Fly Ball or Line Drive Caught (Outfield)** **Fly Ball or Line Drive Caught in Foul Territory**	Runner on 3rd Base Must RETURN to be "Safe on 3rd Base " to avoid a Double Play Tag-Out at 2nd Base		**Batter is Out End of Inning**

Plays with Runner on 3rd Base	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	If Ball hit to the deep Outfield, Runner on 3rd Base can "Tag-Up" and RUN to Home Plate if he thinks he can make it before being "Tagged-Out"		**Batter is Out End of Inning**
Passed Ball/Wild Pitch **Stolen Base** **Overthrows in Field of Play**	Runner can advance to Home Plate at risk of being "Tagged-Out"		
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Runner at 3rd awarded an Extra Base		
Batter hit by Pitch **Batter awarded a "Walk"**	Runner on 3rd remains on 3rd Base (no advance awarded) However, Runner on 3rd can "Steal" Home if he thinks he can reach Home Plate before being "Tagged-Out"		

Notes:

8   Runners on 2nd & 3rd Base; *(no Runners on 1st Base)*

Runner on 2nd & 3rd Base - Forced Base Running Situations:			
Batter's Play	**0 Out**	**1 Out**	**2 Out**
Ground Ball hit to Infield	There are no Force-Out Plays for the Runners at 2nd & 3rd Base when 1st Base is Empty Runners on 2nd & 3rd are NOT Forced to Run and can remain "Safe on Base" but they can also elect to RUN to Home Plate and 3rd Base if they think they can make it before being "Tagged-Out"		
Ground Ball hit to Outfield			
Fly Ball or Line Drive Dropped (Infield)			
Fly Ball or Line Drive Dropped (Outfield)			
Dropped 3rd Strike	Batter is "Not Out" (1st Base is Empty) & Batter can RUN to 1st Base Runners on 2nd & 3rd are NOT Forced to Run & can REMAIN "Safe on Base" or may advance to Home Plate & 3rd Base at risk of being "Tagged-Out"		
Fly Ball or Line Drive Caught (Infield)	Both Runners Must RETURN to be "Safe on Base" to avoid a Double Play Tag-Out at 2nd & 3rd Bases		**Batter is Out End of Inning**
Fly Ball or Line Drive Caught (Outfield)			
Fly Ball or Line Drive Caught in Foul Territory			

Plays with Runner on 3rd Base	Elective (Non-Forced) Base Runner Situations:		
	0 Out	**1 Out**	**2 Out**
Tag-Up to advance on caught Fly Balls or Line Drives	If Ball hit to the deep Outfield, Both Runners can "Tag-Up" and RUN to Home Plate and 3rd Base if they think they can make it before being "Tagged-Out"		**Batter is Out End of Inning**
Passed Ball/Wild Pitch	Both Runners can advance to Home Plate or 3rd Base at risk of being "Tagged-Out"		
Stolen Base			
Overthrows in Field of Play			
Base Runner advances due to Umpire Decisions			
Overthrow out of Field of Play	Both Runners awarded an Extra Base		
Batter hit by Pitch	Runners remain on 2nd & 3rd Base (no advance awarded) However, Runners can "Steal" Home and 3rd Base respectively if they think they can reach Home Plate or 3rd before being "Tagged-Out"		
Batter awarded a "Walk"			

Notes:

9   Base Running - General Rules & Information

Various Base Running topics are reviewed below with references to other Module text as appropriate.

Dropped 3rd Strike:

On a **"Dropped 3rd Strike"**, a Batter may run to be **"Safe on 1st"** if 1st Base is unoccupied and there are less than two Outs - or - there are 2 Outs & 1st Base is occupied: *(see Module 1.9)*

Extra Base (Two Base) awards by Umpire Decision

Ground Rule Double (Fair Ball bounds **out of play**), Ground or Fly ball deflected **out of play** by a Fielder - or - Overthrow **out of play** by Pitcher to 1st or 3rd Base (pick-off attempt) or Infielder to any base:

– Batter and all base runners awarded two bases from their location at the **Time of Pitch**

Second Throw by an Infielder (2nd leg of an attempted Double Play) - or - all Throws from the Outfield:

– Batter and all base runners awarded two bases from their location at the **Time of Throw**

Infield Fly

Batter is Out by Umpire Decision: *(see Module 1.9 and "The Infield Fly Rule" video on page 10 of Module 1)*

Over-taking another Base Runner & Two Runners on Same Base

A Trailing Runner overtakes a Preceding (or Lead) Runner on the base paths, **the Trailing Runner is Out** by Umpire Decision.

The Trailing Runner is Out (must be Tagged-Out) if the trailing base is unoccupied
- or –
The Leading Runner is Out (must be Tagged-Out) if he is "Forced" to run, i.e., Trailing bases are occupied

Runner Passing another Runner	**Two Runners on the Same Base**

Running on the Base Paths

Base Path is the direct line towards the next base but Runners may "Round" a base when advancing an extra base. The Umpire can decide to call a Batter Out if the batter deviates more than 0.9 metres from his straight or rounded Base Path. *(see Module 1.9)*

The Base Runner can also be called out by Umpire Decision if he runs outside the 1st Base Running Lane. *(see Module 1.8)*

Scoring a Run on a 3rd Out

A Runner does not score a Run on a play where:

- **The 3rd Out is the result of Force-Out** of any Runner including the second Runner on a ground-ball double-play **OUT**
- **The Batter is the 3rd Out by failing to safely reach 1st Base** including being given the 3rd Out on an appeal play for failing to touch 1st Base.
- **A proceeding Runner is called Out** on an appeal play for failing to legally touch Home Plate or any proceeding Base
- **A Fly Ball or Line Drive is caught for the 3rd Out**

Otherwise, Any Runner who touches Home Plate before a 3rd Out is recorded scores a Run. For example, if a runner from 3rd Base touches Home before a Tag-Out is made on a Batter - Runner who is caught in Run-down between 1st & 2nd Base, the Run is counts as a Run Scored.