

Basic Rules For Baseball



BAT

Start with number of times player has thrown bat to ground after a strikeout

HEAD

Is this used for anything other than baseball? If so, subtract 100

HEART

Add number of times player has cried after a loss

HANDS

Add number of times player has clapped for teammates

BUTT

Subtract number of times player was seen sitting in dugout rather than standing and yelling at things

BODY

Add by 1 million if player is a skinny infielder with limited range and power

LEGS

Multiply by number of times player has run into a wall (Add two bonus points for each time it was unnecessary)

FEET

Add number of times player chose to run instead of walk (includes grocery store aisles)

CONGRATULATIONS!

You have the ultimate baseball player! (Um. Why does he look exactly like Ryan Theriot?)

Baseball's Signals Corps Is Rarely at Ease

During the seemingly routine situations of a baseball game, like the one shown below, a flurry of covert activity takes place in the seconds before every pitch.

Players and coaches signal each other for pitches, plays and positioning, all the while trying to deceive the opposition and steal from them.

THE SITUATION:

The game is tied. There is a runner on 1st base, there are less than two outs and a right-handed hitter is at bat.

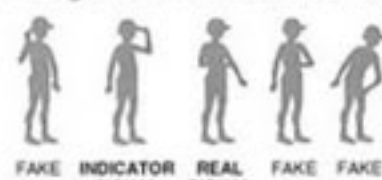
● OFFENSE → OFFENSIVE SIGNALS ○ DEFENSE - - - - -→ DEFENSIVE SIGNALS

1 MANAGER: The brains

Chooses the best play for the situation — a sacrifice bunt, a steal, a hit and run — and relays a sign to the 3d base coach.

2 3D BASE COACH: The transmitter

Relays messages from the manager to the hitter and the runner. **Signals:** Before every pitch, he gives a series of signals. Most are fake, meant to conceal the real signal from the other team. The "indicator" signal means the real sign will follow.

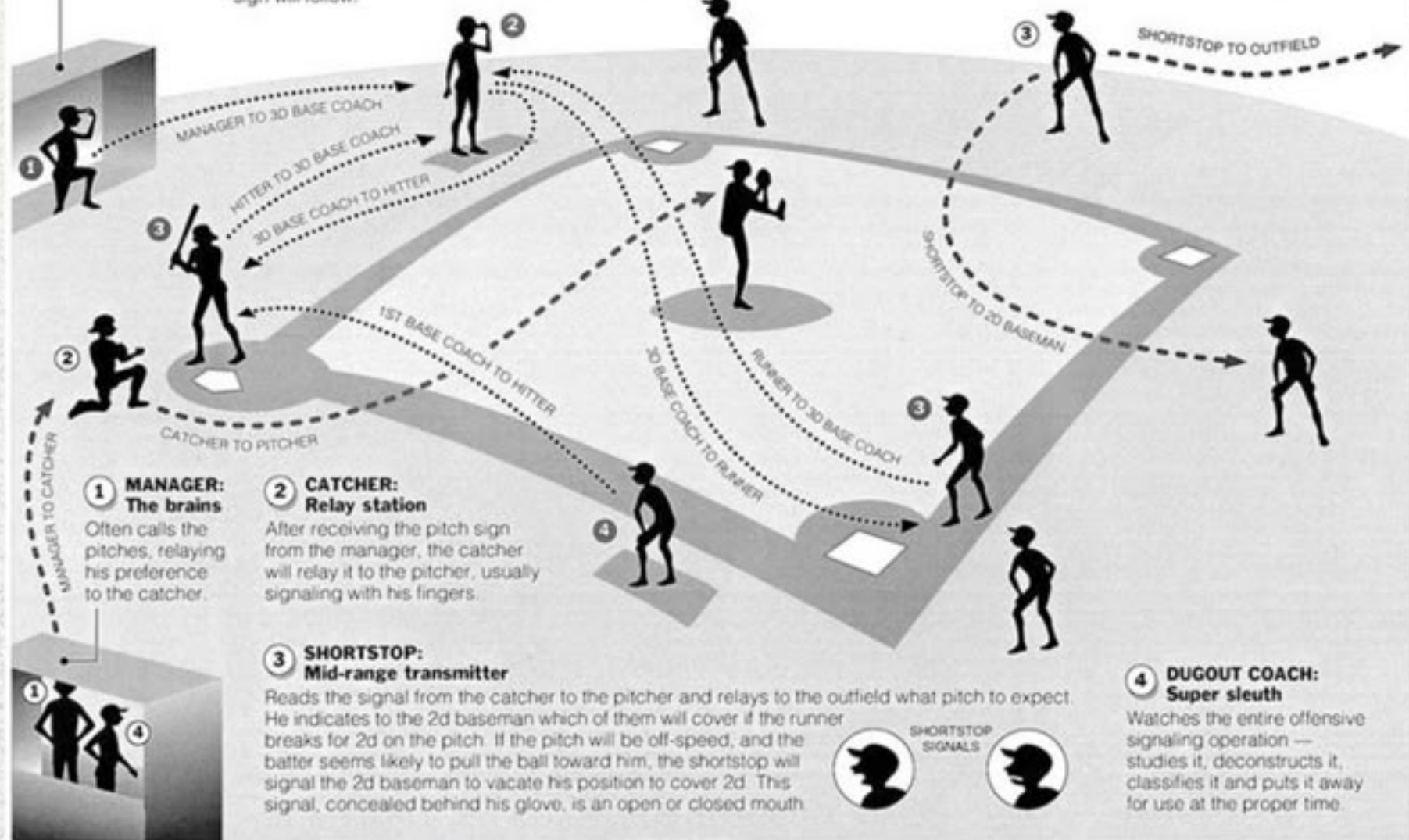


3 RUNNER AND HITTER: The receivers

Once the sign is given, the batter and base runner relay a sign back to the coach to confirm the sign has been received.

4 1ST BASE COACH: Stealer and decoder

Watches the catcher and pitcher for moves that may tip off the next pitch. He also watches the fielders change position — a slight move to a hitter's opposite field may indicate a fastball. If he has the pitch, he will send the hitter a subtle signal, like putting his hands on his knees for a fastball.



1 MANAGER: The brains

Often calls the pitches, relaying his preference to the catcher.

2 CATCHER: Relay station

After receiving the pitch sign from the manager, the catcher will relay it to the pitcher, usually signaling with his fingers.

3 SHORTSTOP: Mid-range transmitter

Reads the signal from the catcher to the pitcher and relays to the outfield what pitch to expect. He indicates to the 2d baseman which of them will cover if the runner breaks for 2d on the pitch. If the pitch will be off-speed, and the batter seems likely to pull the ball toward him, the shortstop will signal the 2d baseman to vacate his position to cover 2d. This signal, concealed behind his glove, is an open or closed mouth.

4 DUGOUT COACH: Super sleuth

Watches the entire offensive signaling operation — studies it, deconstructs it, classifies it and puts it away for use at the proper time.

BASEBALL POSITIONS

