

MICRO LEAGUE

Baseball

IN THE FIELD DEFENSE STRATEGIES

COMPUTER KEY

- 0 VISIT THE MOUND
(To check on your pitcher, warm-up or bring
in a relief pitcher)
- 1 FASTBALL
(“RETURN” key also)
- 2 CURVE
- 3 SLIDER
- 4 CHANGEUP/SPECIALTY PITCH
- 5 PITCHOUT
- 6 IN AT THE CORNERS
(1st & 3rd basemen play in)
- 7 INFIELD IN
(All four infielders)
- 8 INTENTIONAL WALK
- 9 SEE LINEUP OR ROSTER

(OVER)

MICRO LEAGUE

Baseball

AT BAT STRATEGIES OFFENSE

COMPUTER KEY

WHEN NO ONE IS ON BASE,
YOU MAY USE 0 AND 6.

- 0 SWING AWAY (Batter is on his own)
(“RETURN” key also)
- 6 SURPRISE BUNT

WITH RUNNERS ON BASE, YOU MAY
USE 0 AND 6 PLUS THESE STRATEGIES:

- 1 SWING AWAY, with AGGRESSIVE RUNNING
(Runner(s) try to take extra base, if possible)
- 2 SWING AWAY, with “SAFE” RUNNING
(Runner(s) don't take any chances)
- 3 STEAL
- 4 HIT & RUN
(Runner moves on the pitch, batter swings away)
- 5 SACRIFICE BUNT

LINEUP KEYS

- 7 PINCH HITTER
- 8 PINCH RUNNER
- 9 SEE LINEUP OR ROSTER

(OVER)