



# HOT BOX “PICKLE”

At least two players must occupy each base as fielders. One base runner starts with a lead at a base where the ball is present with the fielder. The base runner will now attempt to steal the lead base without getting tagged out.

The game is over when the base runner steals a base, becomes safe at the base where he left, or is tagged out.

## KEY POINTS

- Utilize all players in youth leagues
- Upper levels – utilize outfielders as base runners
- Elbow must be up – throw with wrist, not arm
  - The throw must be something that the other fielder can handle
  - Hit target – chest
- Fielders should catch the ball with momentum towards the base runner or ball
- Fielders must run to their right after they throw the ball and then run to the base that they were running towards
- Throw is completed on the flash of glove (close the glove and then open), not on the verbal command
- Use a swipe tag, use the back side of the baseball glove
- On a contact play, place your hand over the ball and glove – tag with both hands