

# MICRO LEAGUE

*Baseball*

## AT BAT STRATEGIES OFFENSE

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### 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)

# MICRO LEAGUE

*Baseball*

## IN THE FIELD DEFENSE STRATEGIES

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### 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)