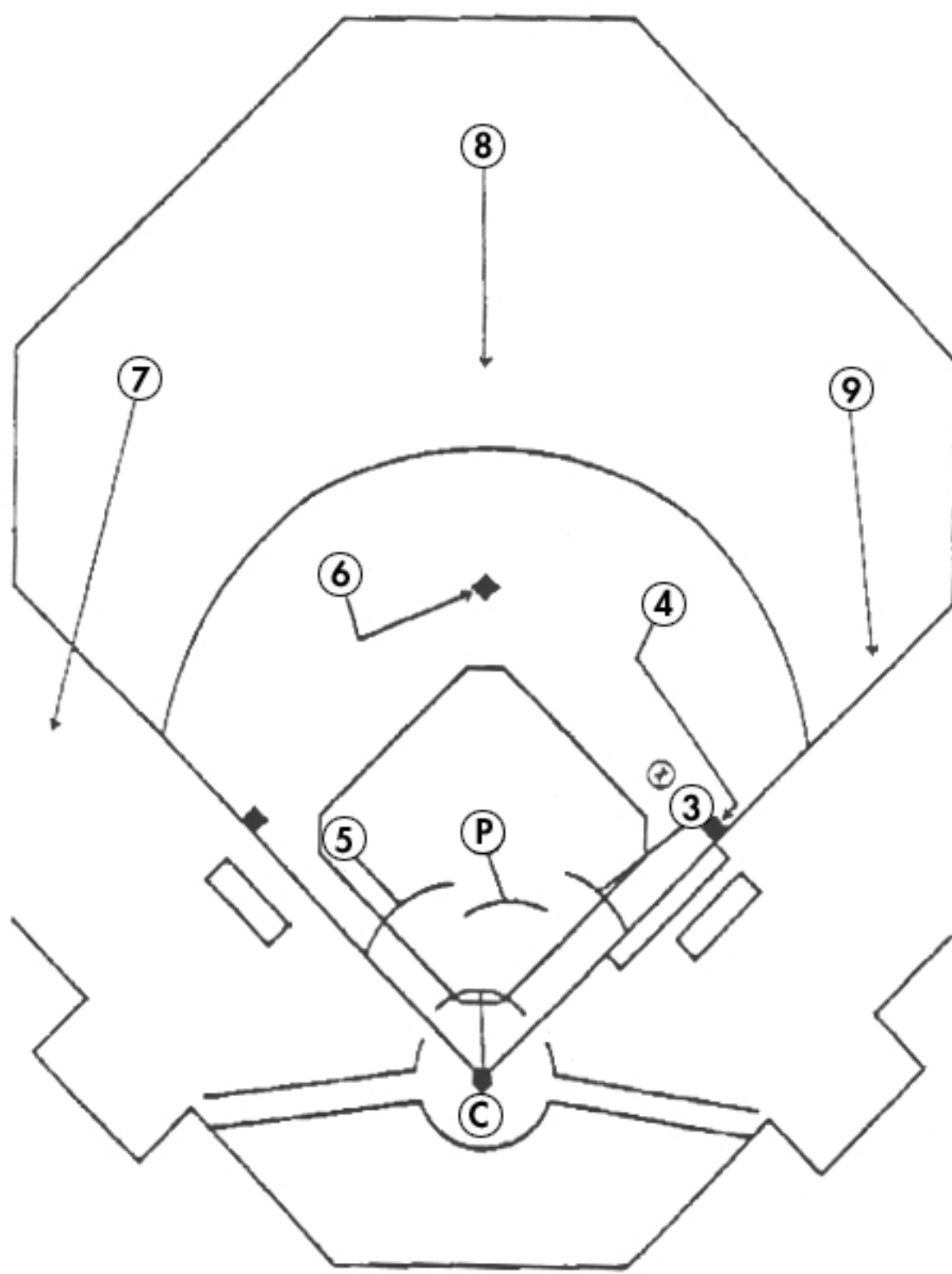


### **BUNT SITUATION: RUNNER ON FIRST, PLAY #1—REGULAR**

- A. Pitcher: throw a strike, preferably on the third base side of the plate. This location will tend to yield more bunts in the middle of the diamond. The pitcher must also take care to hold the runner close to the base. Move toward the plate and slightly towards first base as the hitter shows bunt.
- B. Catcher: has front of the plate responsibility and will call the play if he does not field the bunt. Must cover third base if the third baseman fields the bunt.
- C. First Baseman: charges at a slight angle away from the base line as the pitcher delivers the ball to the plate. Play all bunts along the line which are bunted firmly.
- D. Second Baseman: as the hitter shows bunt, move in toward the base line and the hitter. As the ball is bunted, sprint to first base. Put the left foot on the base and give an inside target to the players fielding the bunt.
- E. Shortstop: as the hitter shows bunt, move in toward the hitter, when the ball is bunted sprint to cover second base. Place both heels against the base and square the chest to the player fielding the bunt.
- F. Third Baseman: charge as the hitter shows bunt. Be careful not to move in too soon if the hitter shows bunt extremely early. This may be a set up for a slash. Has priority on bunts over all but the catcher.
- G. Left Field: back up third base.
- H. Center Field: back up second base.
- I. Right Field: back up first base.

Note: Always think advance base when fielding a bunt. The defensive player will generally have time to re-set his feet and throw to first base. Beware of the slash off the early turn to bunt.

BUNT SITUATION: RUNNER ON FIRST, PLAY #1—REGULAR

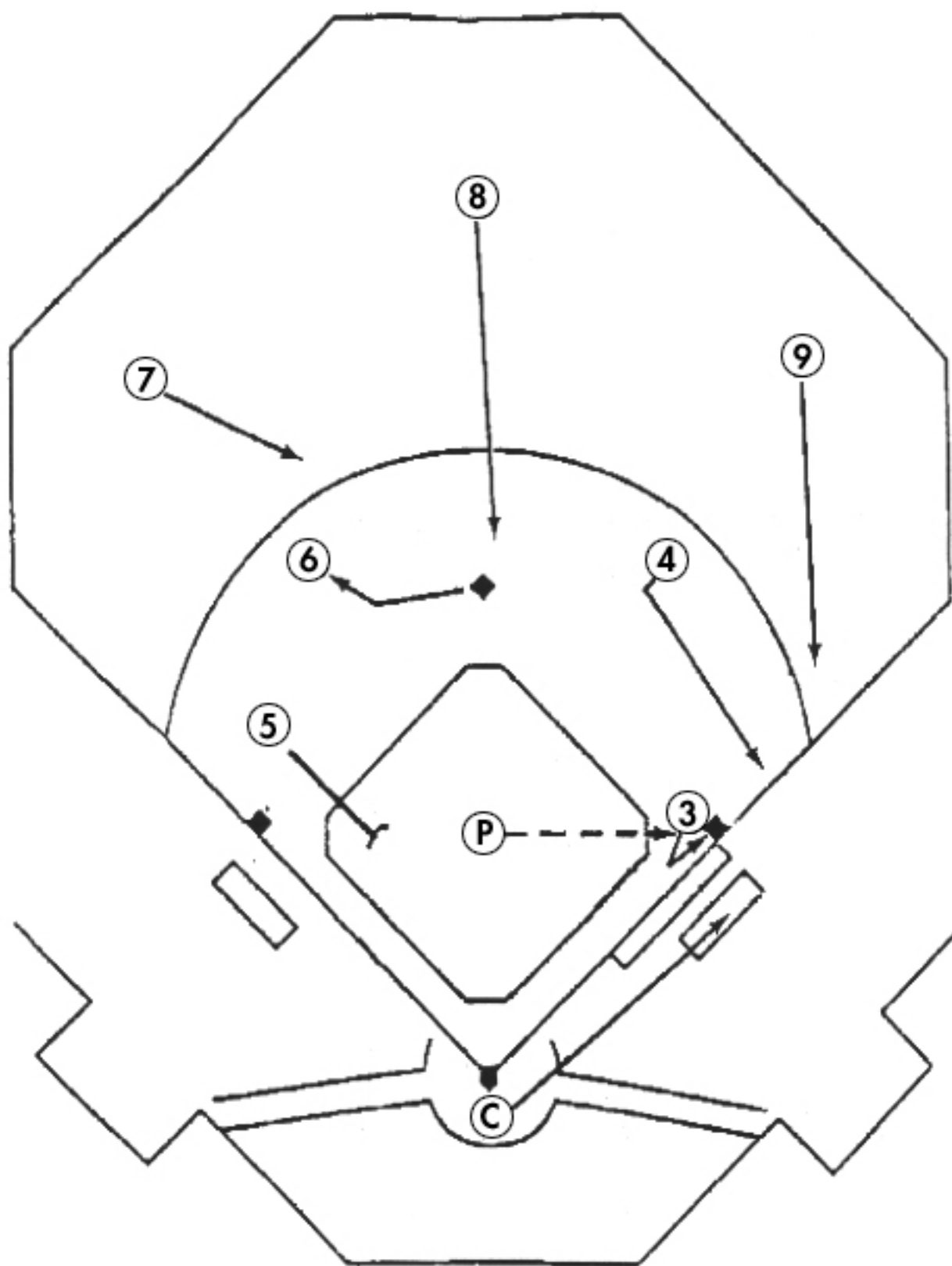


## **BUNT SITUATION: RUNNER AT FIRST, PLAY #2—EARLY LEAVE PICK**

- A. Pitcher:
  - 1. RHP: read the first baseman; after 2 steps he will retreat to first base. Turn to throw as the first baseman starts back to the base. Make the throw chest high.
  - 2. LHP: the first baseman will read the LHP. First base break begins with the leg lift. LHP may need to “hang” a hit longer. The throw should be chest high.

Note: move to first base after the throw.
- B. Catcher: on the pick, the pitcher should move to first base to assist in the possible rundown.
- C. First Baseman: charge two steps and return to first base for the pick throw. (See above for timing with the pitcher).
- D. Second Baseman: move to back up first base on pick throw assist in rundown.
- E. Shortstop: cover second base.
- F. Third Baseman: cover second base.
- G. Left Field: back up third base.
- H. Center Field: back up second base.
- I. Right Field: back up first base.

BUNT SITUATION: RUNNER AT FIRST, PLAY #2—EARLY LEAVE PICK



### **BUNT SITUATION: RUNNER ON FIRST, PLAY #3—EARLY LEAVE—CHARGE PLAY**

- A. Pitcher: throw a fastball for a strike and cover the center of the bunt area. Deliver the pitch as the first baseman charges. (Second stride).
- B. Catcher: give play sign and call for fastball in the middle of the zone. Execute normal bunt responsibilities (see play #1).
- C. First Baseman: position at the base (see play #2). As the pitcher comes to the set position, charge the plate aggressively. The pitcher delivers on the movement of the first baseman. (Second stride).
- D. Second Baseman: normal bunt responsibilities.
- E. Shortstop: normal bunt responsibilities.
- F. Third Baseman: charge hard as the first baseman moves to the plate.
- G. Left Field: normal bunt responsibilities.
- H. Center Field: normal bunt responsibilities.
- I. Right Field: normal bunt responsibilities.

BUNT SITUATION: RUNNER ON FIRST BASE, PLAY #3—EARLY LEAVE—CHARGE PLAY

