

BUNT COVERAGE

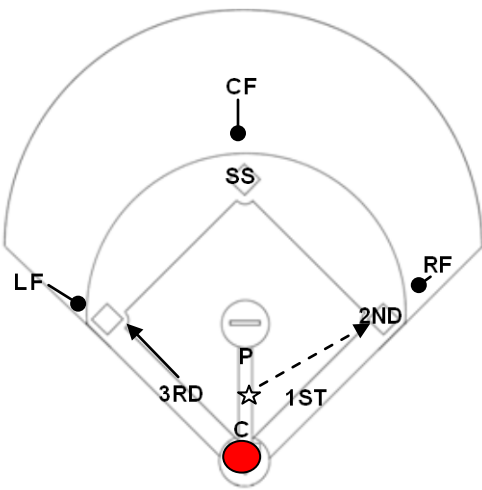


The following pages outline our program's bunt coverage for game situations. All players on the field have a specific role during every play of the game. Study each situation, not only the position you play but the entire scheme.

- No Runners on Base
- Runners on First Base
- Runners on First and Second Base
- Runners on Third or Second and Third Base
- Runners on First and Third Base

Bunt Coverage – No Runners on Base

1st, 3rd, P, or C Fielding

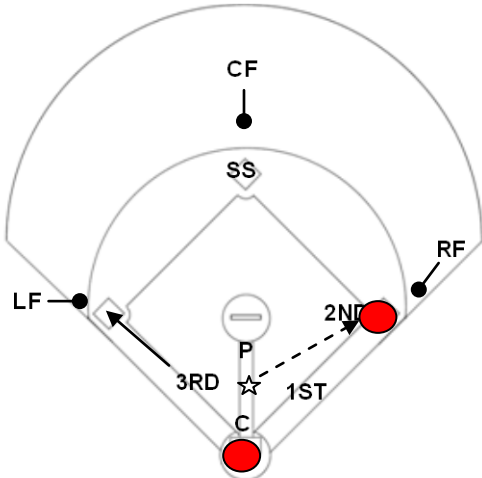


Bunt Coverage Basic ****No runners on base****

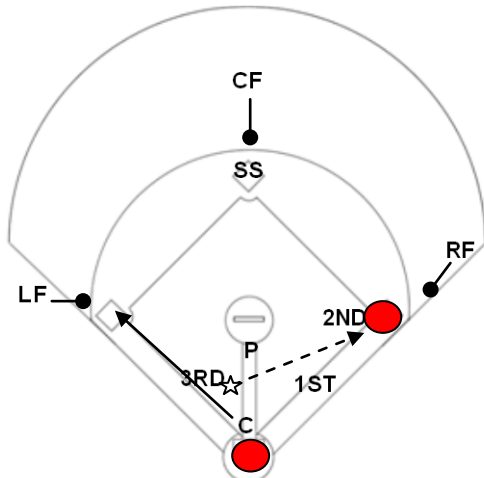
- Every player has an important role.
- Corners, P, and C are the primary fielders.
- 2nd baseman covers 1st base.
- 3rd baseman will crash in on the bunt, and then retreat to cover 3rd base after the ball has been fielded or they throw to first.
- The outfielders are backups to all bases.
- *Defensive positioning will change as the game situation changes, i.e. runners on base, inning, defensive objective, and score.*

Bunt Coverage – Runner on First Base

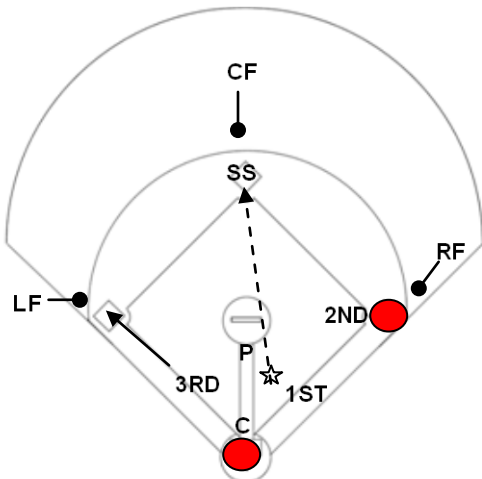
Slow Bunt – 1st, P, or C Fielding



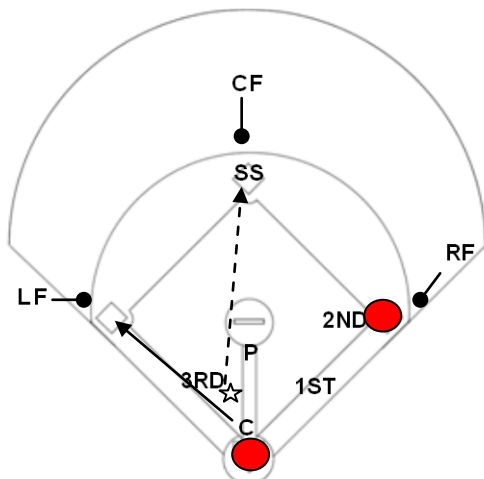
Slow Bunt – 3rd Fielding



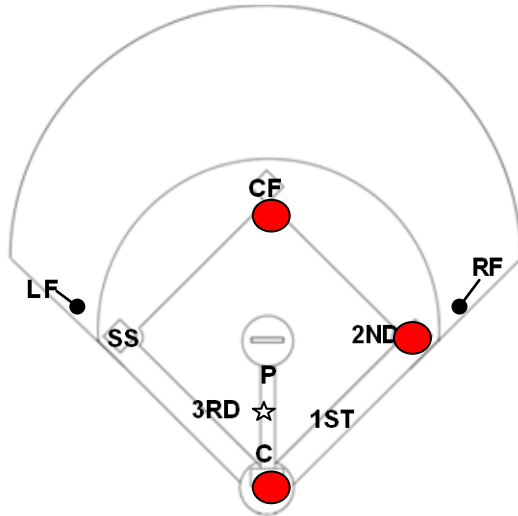
Hard Bunt – 1st, P, or C Fielding



Hard Bunt – 3rd Fielding

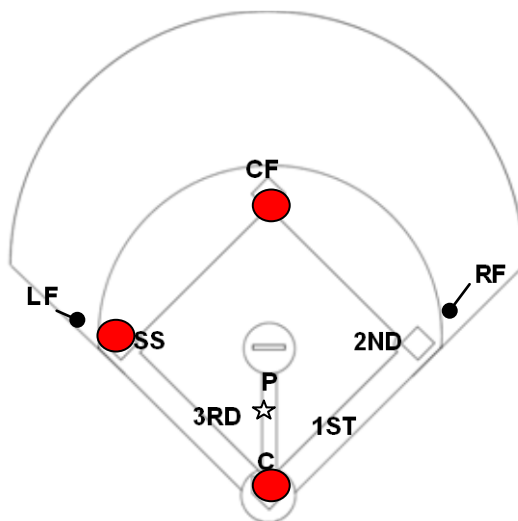


Bunt Coverage – Runners on First and Second Base



- Based on the speed of the bunt, the runners, and game situation; there are options to throw to any base
- Second baseman and SS will split the infield covering the corners, leaving 2nd base covered by center field.
- Be cautious on throws to 2nd base because there is no backup for an over throw.

Bunt Coverage – Runners on Third or Second and Third



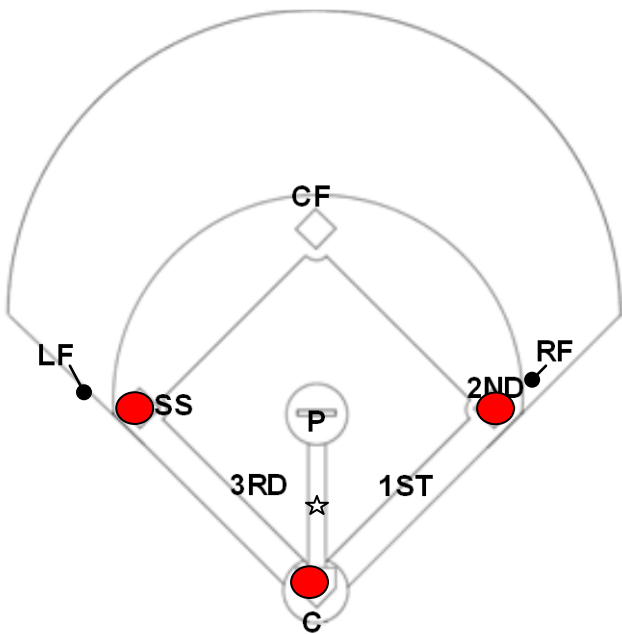
- Possible squeeze situation.
- ***Our priority is to stop the runner from scoring.***
- Second baseman and SS will cover the corners and CF will cover 2nd base.
- If the runner breaks on the pitch, the immediate play is at home.
- If the runner on 3rd does not break home, the fielder will look and hold the runner at 3rd and make the throw to first base.
- After the throw to 1st base, the catcher and 2nd baseman need to anticipate the throw back to the plate.

Bunt Coverage – Runners on First and Third

- We have to assume we are dropping into our normal 1st / 3rd defense until the batter shows bunt.
- If the batter squares around to bunt, corners crash, 2nd baseman covers 1st base, and outfielders move into their backup positions.
- The short stop has to wait to see if the ball is bunted before they commit to a position.

IF THE BALL *IS* BUNTED

- ***Our priority is to stop the runner from scoring.***
- Corners, P, and C crash on the ball.
- SS breaks over to cover 3rd base.
- 2nd baseman covers 1st base.
- CF comes in and covers 2nd base.



IF THE BALL *IS NOT* BUNTED

- SS breaks over to 2nd base.
- 3rd baseman drops back hard to the base.
- ***We run our 1st/3rd play.***

