Bunting

- Sacrifice Bunt
  - Why do it?
    - Trying to advance runner(s)
    - Can sacrifice the batter and an out in order to get batters in scoring position
  - Mechanics
    - Be at the very front of the batters box
    - Pivot both feet so that your shoulders are facing the pitcher but your feet are still in the staggered hitting position
    - On the ball of our back foot
    - Bent knees and elbows
    - Bat at eye level - top of strike zone so you know when to pull the bat back.
    - Top hand has slid up to the base of the barrel
    - Fingers behind the bat with a thumb grip for bat control
    - Make contact with ball on the last 3 inches of the bat to "dead" the ball

- Push Bunt
  - Why do it?
    - Notice SS and 2nd base are playing deep
    - Trying to get a hit and pressure the defense
  - Mechanics
    - Bunt hard enough so it gets by the pitcher but soft enough to keep it short of infielders
    - Same pivot stance of sacrifice bunt, but extend arms at contact instead of absorbing the pitch.

- Drag Bunt
  - Why do it?
    - Surprise the defense
    - Fast runner
    - Trying to get a base hit
    - Best is 1st or 3rd base are playing deep and place it there
  - Mechanics
    - Wait to show bunt until last minute
    - When ready to bunt, right-handed people bend left knee and drop the right leg back just as you are about to hit the ball. Left handed people take a small step with front foot toward 1B to open hips. Cross over the front foot while you are making contact.

        - Bat angle is up more than sac bunt
        - Hold the bat closer to the body but be sure not to chop at the ball.
        - Place it up the line, as close to foul line as possible.

- Run and Bunt
    - Why do it?
        - Trying to advance a runner from 1st to 3rd.
        - Quick base runner and to pressure defense
    - Mechanics
        - Regardless runner takes off for 2nd on pitch
        - Hitter squares to bunt, but ONLY bunts if strike, otherwise lets it go.
        - If strike, bunt down 3B line, runner should be looking to advance to 3rd, if the play is at one.
        - If not strike, and bunt is not down, runner must treat this like a steal.

- Suicide Squeeze
    - Why do it?
        - Fewer than 2 outs
        - Runner at 3rd base
        - Late innings/close game
        - Very good bunter at bat that can make contact with any pitch.
    - Mechanics
        - On the pitch the runner breaks for home
        - Batter MUST bunt ball and MUST get the ball on the ground
        - Batter pivots into a bunting stance at the release of the pitch
        - Placement is most typically 1st base