

Qualities of Corners

- Reaction Time
- Movement Time
- Size
- Backhand



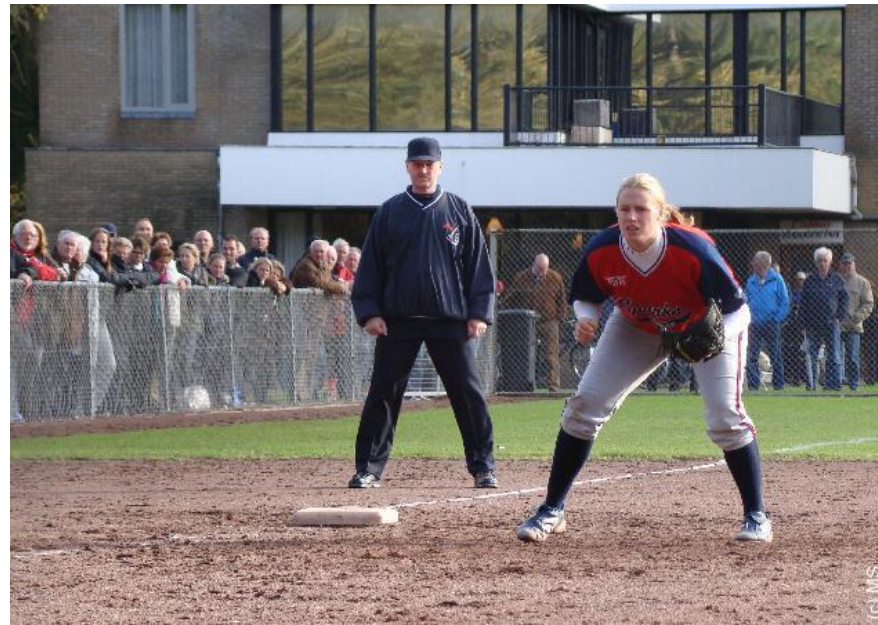
Qualities of Middles

- Arm
- Footwork
- Range
- Backhand/Forehand



Alignment/Spacing

- All have disadvantages and advantages
- Start deep and adjust in
- Use shifts



Corners Back

- 2 Outs
- Slow batter at bat
- Pull Hitter who is strong
- 2 strikes on batter
- To set up a bunt
- Large lead

Corners In

- Discourage a bunt
- Encourage Slapper to swing away
- Slow, wet or soft dirt
- To intimidate a hitter
- Catch a popped up bunt

On the Line

- Close Game
- Batter in the back of box

Off the Line

- Allow SS/2B to play up the middle
- Batter in the front of box
- 2B/SS Lacks range

Angles Ball/Runner

- Take a couple steps in, to shorten the distance to cover the hit ball or the base



Trick Bunt D

- **With a Runner on 1B**
- Have the 2B break early to 1st, most coaches will yell “back” to the runner. The pitcher gives a good pitch to bunt then your defense has a great chance to get the lead out.

Situations

