

## BUNNTING DRILLS

### 3-Man Bunt

Divide team into groups of three: 2 tossers, each with a ball and one batter. Alternate who pitches and bunter must bunt back to the player that pitched the ball.

### Pressure Bunt

Create zones for your players to bunt into. Using a machine or a pitcher, if player misses or fouls pitch off, they run all the way around the bases. Bunt in zone two, they run a double, bunt in zone 3 they run a triple, bunt in green zone no run. Player gets one pitch, runs, and gets back in line.

### Bunt or Run

Have players line up along third base foul line. First player gets one pitch to lay down a bunt. If the bunt is fair, no one runs. If bunt is foul, pitch is missed, or popped up, entire team sprints across field to the base line between 1<sup>st</sup> & 2<sup>nd</sup> and back. Player who just bunted goes to end of line, next player tries a bunt

Can also start out with a set number of sprints the team needs to run and subtract sprints for every successful bunt or add sprints for unsuccessful ones.