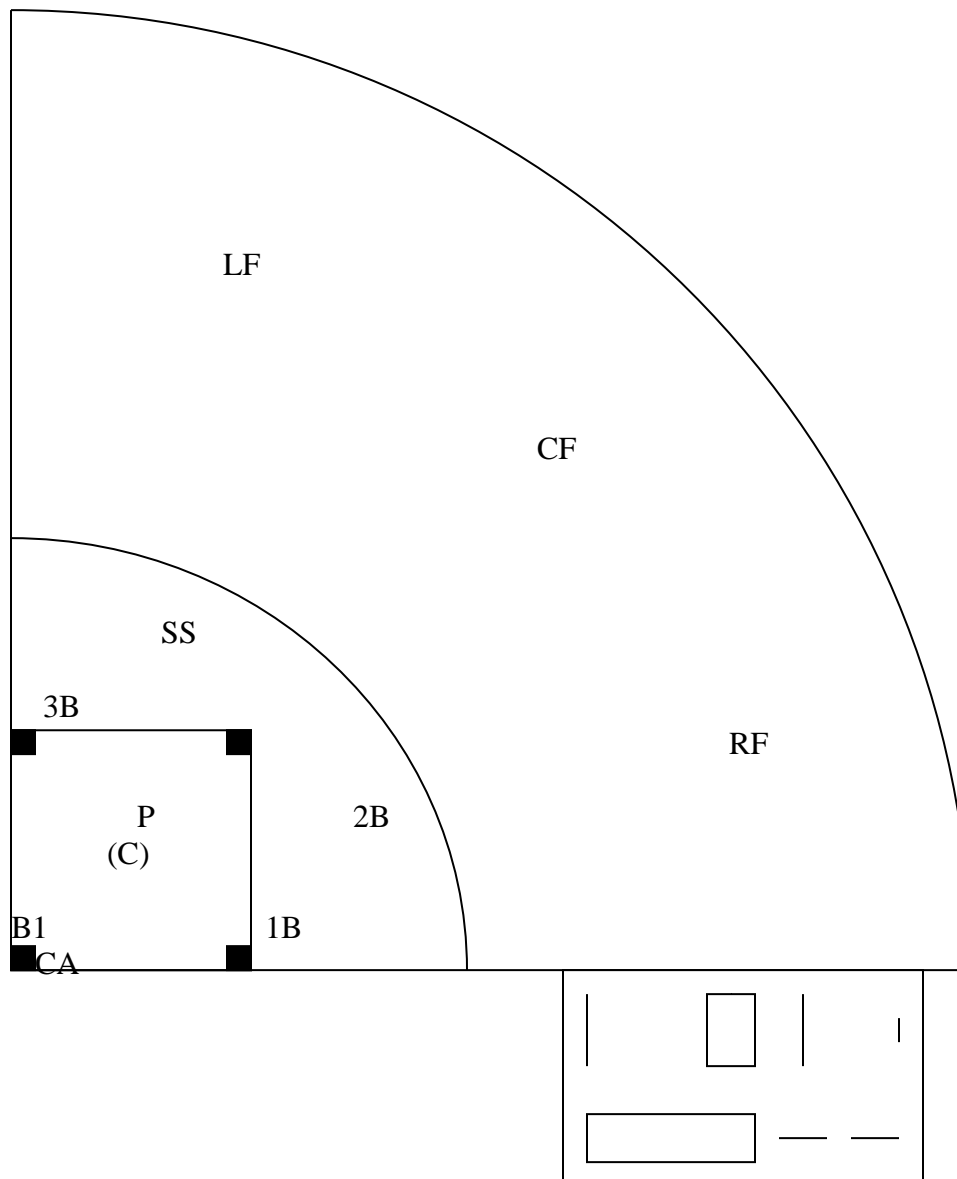


## BUNTING SCRIMMAGE



### OFFENSIVE RULES

- Every Hitter Must Bunt (Drag, Push, Sac, Squeeze)
- Hitter Starts With 0-1 Count
- Offense is Rewarded Points Equal to the Base in which Runner Reaches Safely
- 1<sup>st</sup>=1, 2<sup>nd</sup>=2, 3<sup>rd</sup>=3, H=4

### DEFENSIVE RULES

- Defense Executes Appropriate Bunt Defense According to the Situation
- Corner Men can't Cheat Beyond Baseline
- Defense is Rewarded Number of Outs Equal to the Base in which Out is Recorded
- 1<sup>st</sup>=1, 2<sup>nd</sup>=2, 3<sup>rd</sup>=3, H=4

### OBJECTIVES

- Execution of the Bunting Game
- Encourage Defense to Record Lead Out

\*\* May play double or triple innings to speed up game.