

SITUATION PITCHING

Situation pitching means calling pitches according to the circumstances of the game to achieve a desired result for the team.

EXAMPLE: In a close game, in late innings with a runner on 1st and a weak hitter or good bunter at the plate, it would be reasonable to expect a sacrifice bunt. The most difficult pitch to bunt is a high, inside pitch, preferably a rise ball. In this situation, the catcher should call for a rise ball to neutralize the bunt potential.

Here are seven common offensive situations where pitch selection can be used to achieve a desired result. The following chart shows when to expect these plays and indicates the preferred pitch for each situation.

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| 1. Sacrifice Bunt | 2. Bunt for Hit |
| 3. Steal | 4. Delayed Double Steal |
| 5. Hit and Run | 6. Squeeze Play |
| 7. Sacrifice Fly Ball | |

THIS CHART SHOWS COMMON GAME SITUATIONS, WHAT PLAYS CAN BE EXPECTED AND THE PREFERRED PITCH IN EACH CASE.

SITUATION PITCHING

GAME SITUATION	EXPECTED PLAY	PREFERRED PITCH
RUNNER ON 1ST OR 2ND - LESS THAN 2 OUT	SACRIFICE BUNT	RISE BALL, INSIDE
FAST BATTER - GOOD BUNT SKILLS	DRAG BUNT FOR HIT	RISE BALL, INSIDE
RUNNER ON 1ST - 2 OUT	STEAL OF 2ND OR HIT AND RUN PLAY	RISE OR CURVE, HIGH, OUTSIDE
RUNNERS AT 1ST & 3RD - LESS THAN 2 OUT	DELAYED DOUBLE STEAL	RISE OR CURVE, HIGH, OUTSIDE
RUNNER ON 1ST - GOOD CONTACT HITTER	HIT AND RUN PLAY	WASTE PITCH OR PITCHOUT
RUNNER ON 1ST LESS THAN 2 OUT	STEAL OR STRAIGHT HIT- AWAY	HIGH PITCH OFF PLATE LOW PITCH - DROP. FORCE GROUND BALL TO LEFT SIDE.
RUNNER ON 3RD, CLOSE GAME	SACRIFICE FLY OR SQUEEZE ATTEMPT	LOW PITCH - DROP HIGH PITCH - RISE, 3RD BASE SIDE OF PLATE

Once you have learned to read and pitch to these common situations, others will come automatically. .