

A modified game that develops striking, catching, fielding and throwing skills as a lead up to baseball or softball.

Learning Intention

To practice and refine striking, catching and throwing skills in a game situation.



Skill Focus

Catching, fielding, shot placement, striking, throwing.



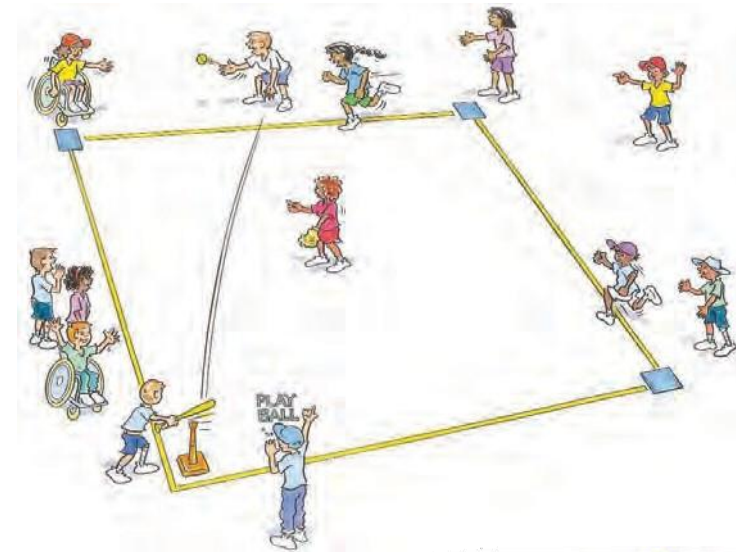
What you need

- Suitable indoor or outdoor playing area
- Tee-ball bat and ball or alternatives (see Equipment)
- Batting tee
- **Base markers—these should be flat strips or discs**

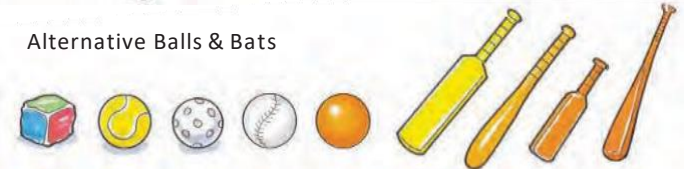


What to do

- Divide into teams of 6–9 players.
- Allow one 'good' hit for each batter, i.e. **hit between the angle of home, first and third base.**
- **One fielder is allowed inside the bases.**
- **If a fielder in possession of the ball touches the base a batter is moving to then the batter is 'out'.**
- No 'tagging' of players.
- Players on a base can move to the next base when a 'good' hit is made.
- The '3 out, all out' rule does not apply. Each team bats for 5 minutes, then swap over.
- Umpire calls each batter to the home plate and calls 'play ball' and raises a hand to start play.



Alternative Balls & Bats





TREE

Teaching Style · Rules · Equipment · Environment

Use the TREE model to modify the game. Below are some suggestions or try your own!

Teaching style

- **Encourage fielders to develop teamwork** and think about which base to throw the ball to.
- Fielders should move towards the ball, not wait for the ball to come to them.
- Batters should look and decide the best place to hit the ball depending on the positions of **fielders**.

Rules

- Assistance to batters can be provided by:
 - Wheelchair players having someone help push them around the bases
 - A support person shadows or guides them around the bases
 - A 'runner' who runs the bases after the ball has been hit.
- **Create a zone in the 'in field' (in front of batting tee)**. Fielders are not allowed into this area and must wait until the ball stops or passes through the zone. This will allow more time for players to **reach first base**.

Equipment

- Include a variety of bats e.g. **different sized tee-ball bats**, plastic bats, paddle bats.
- Use larger, slower balls to reduce speed of the game or smaller, faster balls to speed it up.
- Introduce softball gloves **if available**.

Environment

- A second set of bases can be set up inside the diamond to allow players with less mobility to achieve success.
- Increase or decrease the playing area. Increasing the size gives **fielders a bigger area to cover**, decreasing will reduce scoring options.

Safety

- Bats must be dropped and not thrown.
- Umpire to remove tee after batter has hit the ball.
- Backstop must not stand too close to the batter.
- Waiting batters remain in 'safety zone' to the rear of the batter.

Ask the players

Batters

- How did you position your body to hit **the ball into the outfield?**
- Where did you aim to give you the most time to run around the bases?
- How can you make sure you do not get out running between bases?

Fielders

- How did you work together to stop the batters from scoring?
- Where are the best places to stand to limit the number of runs the batters get?
- What will you do to ensure the ball gets passed quickly along the line?