

# Multi-Ball Baseball

*Activity*

**Resource:** PlaySport

**Division(s):** Intermediate Senior

**TGFU Category:** Striking/Fielding Games

**Locations:** gymnasium, outdoor space (e.g., field, tarmac, baseball diamond)

## Game/Sport Connections

Striking/Fielding games are activities in which players score points by striking an object and move to designated playing areas or prevent opponents from scoring by retrieving the object and returning it to stop the play. By playing these games, participants develop skills and tactics to play other striking/fielding games or games that require the application of similar skills, concepts, and strategies (e.g., baseball, cricket, rounders, softball).

## Activity Overview

Participants learn about and practise sending objects while attempting to score runs and fielding objects to prevent an opponent from scoring runs.

# Key Movement Skills, Concepts, and Strategies

Throughout the activity, consider highlighting the following skills, concepts, and strategies batters can use to strike an object in order to score runs against the fielding group and strategies fielders can use to prevent batters from scoring. Note that this list is not exhaustive and further learning opportunities may arise during the task.

## Movement Skills and Concepts

- Manipulation skills and effort awareness: applying a controlled force while using your body or an implement to strike the object into a designated area (e.g., as a batter, sending the objects to different locations on the field to make it challenging for the fielders to return the objects); applying manipulation skills to successfully field the object (e.g., being in a ready position with arms out ready to receive the object)
- Applying appropriate skills to be proficient at sending objects using the hand to score a run (e.g., using an overhand throw to send the object far)

## Movement Strategies

Understanding and developing tactics to quickly field the objects to prevent the opponent from scoring runs (e.g., working as a group to send the object from one person to the next when fielding objects for large distances).

## Considerations

- Incorporate some or all of the variations listed in the “Variations” section while planning the activity. This will help to best meet the diverse backgrounds, identities, needs, and interests of participants and maximize the fun, inclusion, participation, and success of everyone.
- To elevate participant voice and choice, periodically pause the activity and share the variations with participants. Ask them to determine how they would like to change the activity to maximize the fun, inclusion, meaningful participation, and success for everyone. Encourage participants to add any variations of their own.

## Equipment

- 1 receptacle per game (e.g., bucket, garbage can, hula hoop, recycling bin)
- 2 – 3 implements for striking per game (e.g., bats, racquets, paddles) (optional)
- 4 markers per game (e.g., bases, pylons, cones, rubber/vinyl spots)
- 6 objects to send per game (e.g., various sizes and textures of balls, discs, rubber chickens)

## Safety

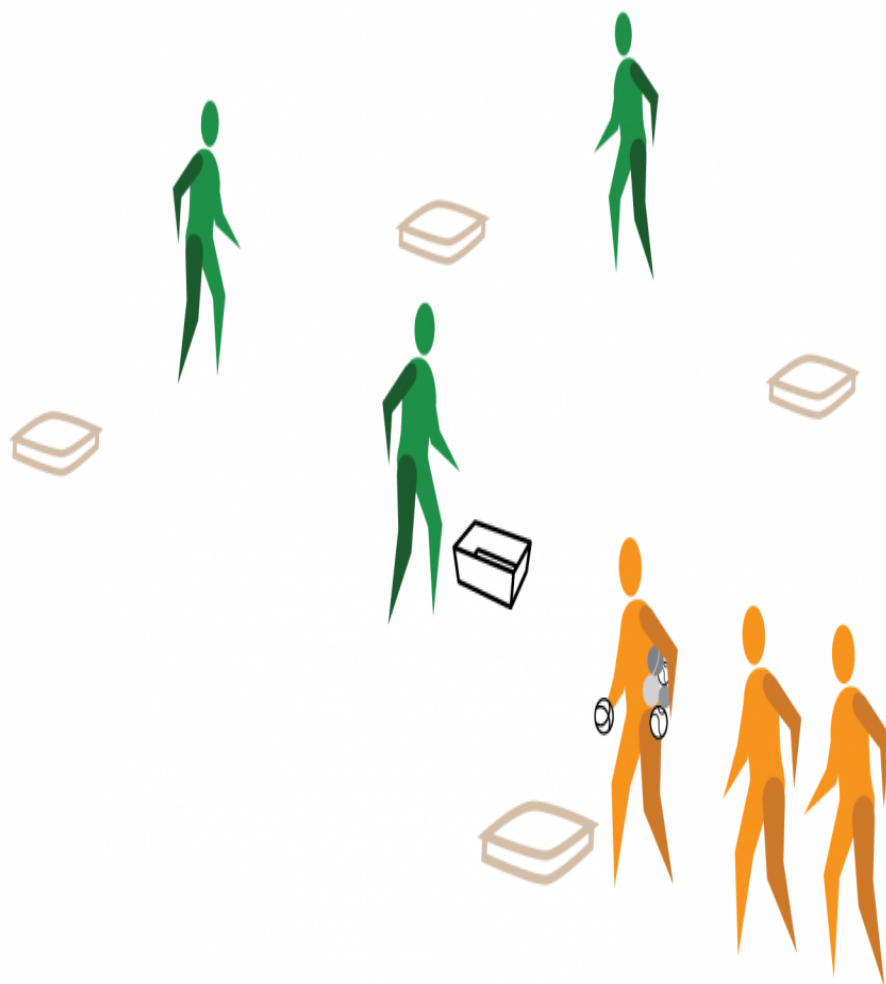
- Inspect the equipment and activity area to identify and remove hazards. Check that the activity surface provides sufficient traction.
- Establish the boundaries for the designated playing area at a safe distance from walls and obstacles. Share the boundaries with participants.
- Review the safety rules and activity instructions with participants prior to the activity.
- Instruct participants to be aware of their surroundings, including the locations of other participants during play.

## How to Play

- Divide participants into 4 equal groups. Two groups play in each game.
- For each game, participants set up 4 bases in a diamond shape and place the receptacle (e.g., bucket, garbage can, hula hoop, recycling bin) where the “pitcher” is normally positioned.
- Groups select 6 objects to send (e.g., various sizes and textures of balls, discs, rubber chickens) and place in their receptacle.
- One group begins as the “batting” group while the other group begins in the field.
- Participants in the batting group establish a batting order.
- The batter retrieves the objects from the receptacle, returns to home base, and then sends (e.g., throws, rolls, or kicks or uses an implement) their 6 chosen objects at the same time into the field.

- The fielding group works together to retrieve the 6 objects as quickly as possible and place them into the receptacle.
- The batter tries to move to as many bases as possible before all 6 objects are placed into the receptacle.
- The batter can choose to stop at any base and continue to move from that base when the next batter sends their objects into the field.
- When a batter returns home safely, they receive 1 point for their group.
- If a batter is in between bases when all 6 objects are in the receptacle, they are out, and their group does not earn a point. If the fielding group gets a batter out, they receive 1 point.
- When all participants in the batting group have had a turn at sending the objects, groups switch positions so batters become fielders and fielders are at-bat.
- At the end of the inning, groups add up the number of runs scored. Groups try to beat their score each time they are at-bat.
- After a period of play, provide participants with some or all of the variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.
- Consider having groups share their variations and select another variation to try with their group.

## Image: Visual Depiction of the Activity Instructions



## Pause for Learning

Throughout the activity, ask open-ended questions to help participants refine their movement skills, strategies, and tactical solutions. Examples include:

- How do you use verbal and non-verbal communication with your group when sending and receiving the objects, fielding the objects, or moving between bases?
- How do you apply force to effectively send the object for distance or accuracy?
- How does the sending of multiple objects affect how you play the game?
- What do you consider to be successful at advancing bases?
- How do you use good decision making to determine when to keep moving and when to stay at the base?
- What tactic do you use to quickly field the objects in order to prevent a participant from scoring?
- Which games or sports have you played or know about that use similar rules and strategies to the ones used in this game?

## Variations

- Increase or decrease the distance between the bases.
- Batters remain in the game if all the objects are returned to the receptacle and the batter is between 2 bases. They return to the base they just passed rather than advancing to the next base.
- Increase the number of receptacles in the field.
- Fielders must pass the object to every person in their group before the objects are placed in the receptacle.
- Use an implement to field the objects (e.g., an upside down pylon, bucket).