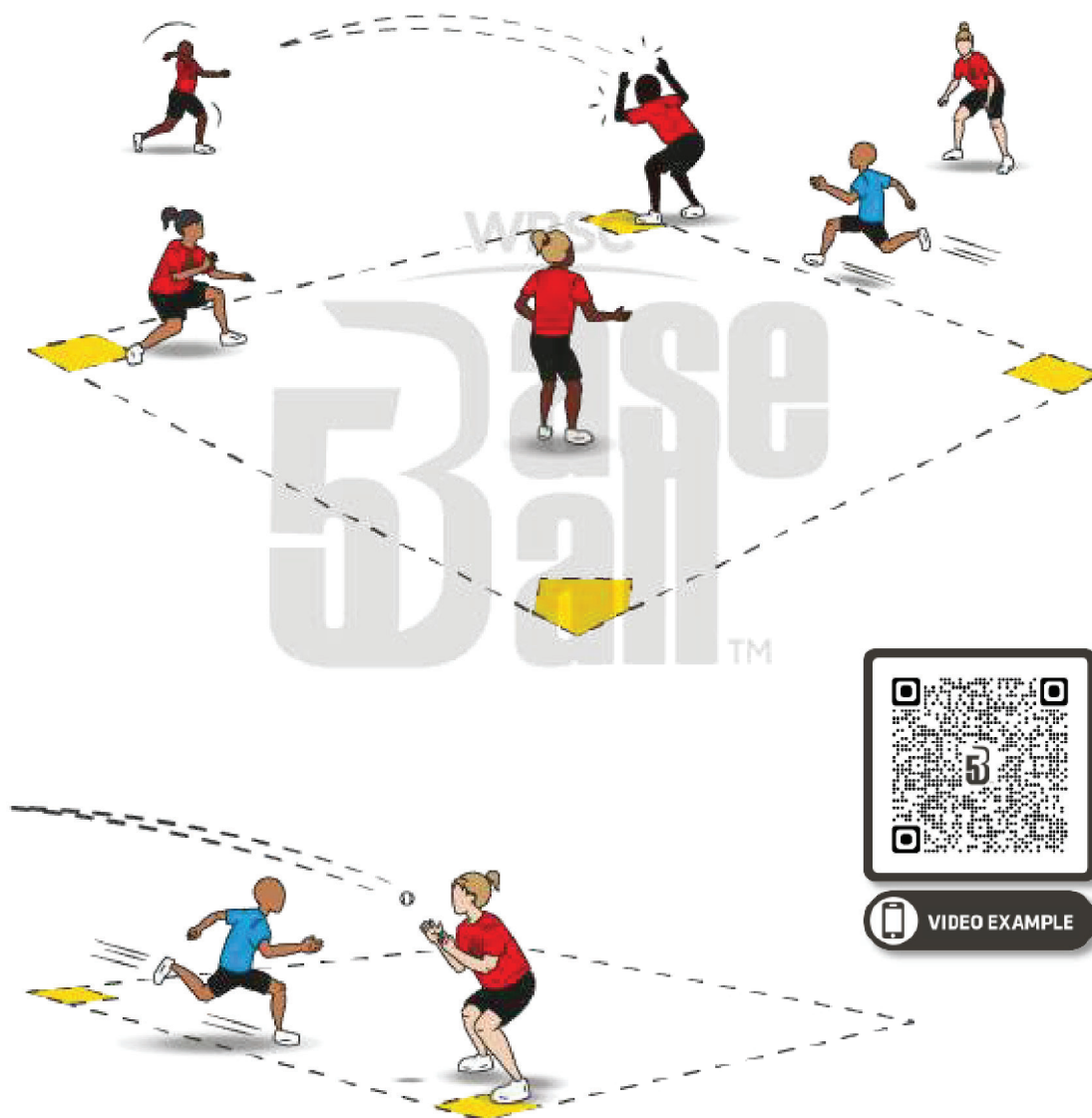


## Phase #2 (Stop &amp; Go)



## Preparation

Similar as previous games, but "increasing" the distance between bases (6–8 meters). One of the defenders has to run to cover home plate and the second base role to the one that will be positioned at the second base (around half way).

**NOTE:** Runners' running lanes (straight line between two bases) must be avoided by all defenders.

### The Role of Offensive Players

- Option 1: The batter on duty has the bases in front (as per drawing on page 27) and will have to try to hit the ball away from the defenders that he or she can complete the lap around the bases (i.e. he or she will have to touch them counter clockwise from the first base to the home plate) and return to the home plate to score a run, before the defenders manage to get the ball back to home plate. The batter in this case will be safe.
- Option 2: The batter (in case the ball did not end so far away from the defenders that it allowed him to complete the lap around the bases) can decide to stop at the second base (but only after touching the first base) and wait for the next batter's hit from the batter's box to try to complete the lap and thus score the run.

### The Role of Defensive Players

The defence will have three possibilities at their disposal:

- Option 1: defenders can choose to get the batter/runner out by throwing the ball to a teammate (second baseman) who will touch the second base before the runner is able to reach it (thus, getting the runner out when he or she is still only approaching the base, but not contacting it).
- Option 2: In case the runner has already touched second base, therefore he or she is safe, they can try to get him or her out by bringing or throwing the ball to home plate during the next hit.
- Option 3: If a batter is already safe at the second base (he or she must complete only the second half of the bases), defenders can immediately return the ball to the home plate to prevent the player previously safe on the second base from advancing to the home plate, therefore scoring a run.

### Rules

1. If the batter can complete the lap around the bases and return safely to home plate before the defenders throw the ball to home plate, they will have scored a run.
2. If the defenders throw the ball to the second baseman before the batter reaches it, the batter/runner will be out.
3. The batter/runner, safe on second base, must wait for the next batter to hit the ball from the batter's box before departing towards home plate, otherwise the batter will have to repeat the hit.
4. If the defence catches the ball in the air, the batter will be called out.
5. At the end of each offensive turn every accomplished run will be counted.
6. The game ends when the two teams have alternated 5 times in offense and defence.
7. After three outs made by the defence, the two teams change positions (offense-defence) and, at the following offensive turn (that is, when the team defending returns to offense), the batting resumes from the number after the last player who has been called out.