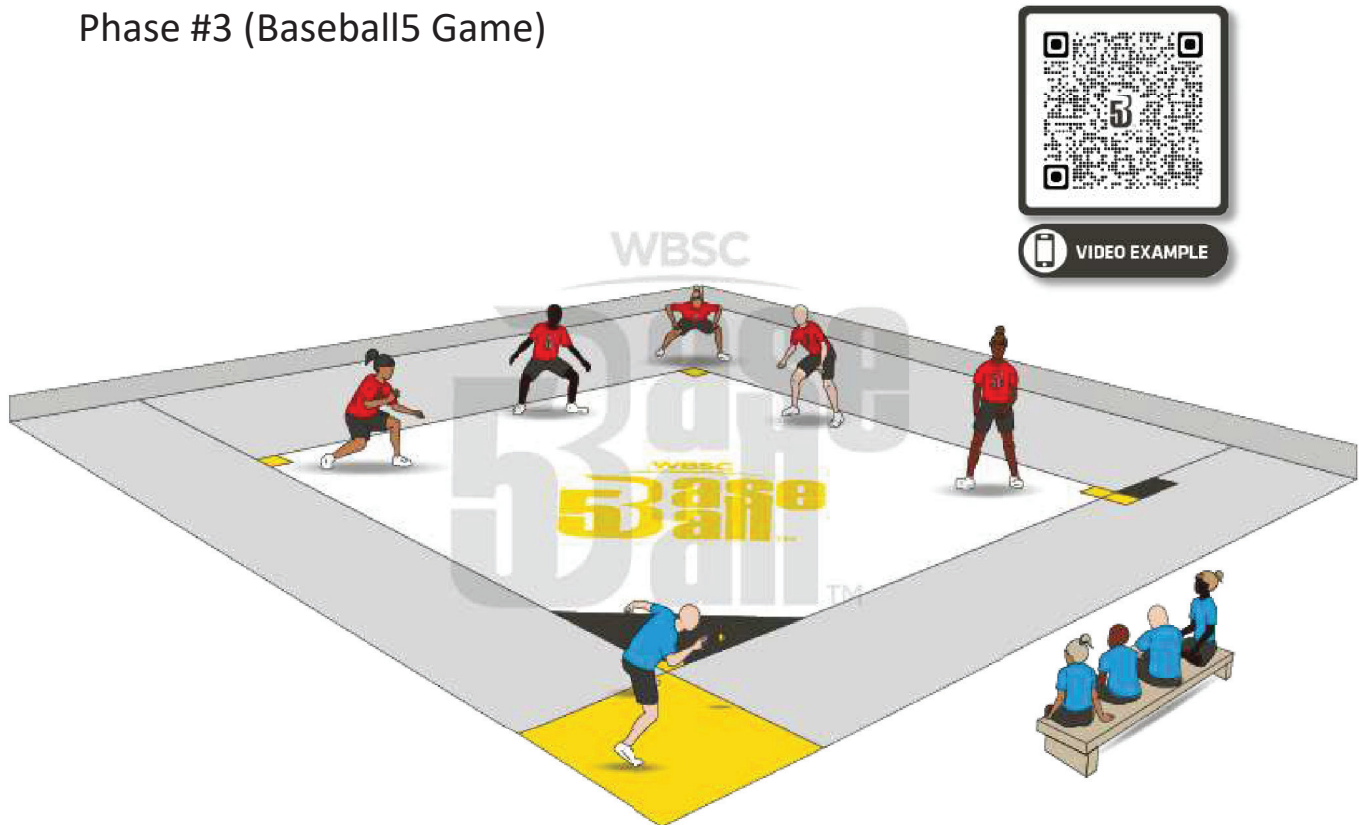


Special Cases

If the batter hits the ball outside the fair territory (foul ball) he or she must repeat the hit.

If a defender (without ball possession) is in the runner's running trajectory, the next base must be assigned to the runner who has been obstructed. (ex. Defensive player is obstructing the way between first and second base, the runner must be announced as 'safe' on second base automatically).

Phase #3 (Baseball5 Game)



Role of the Teacher

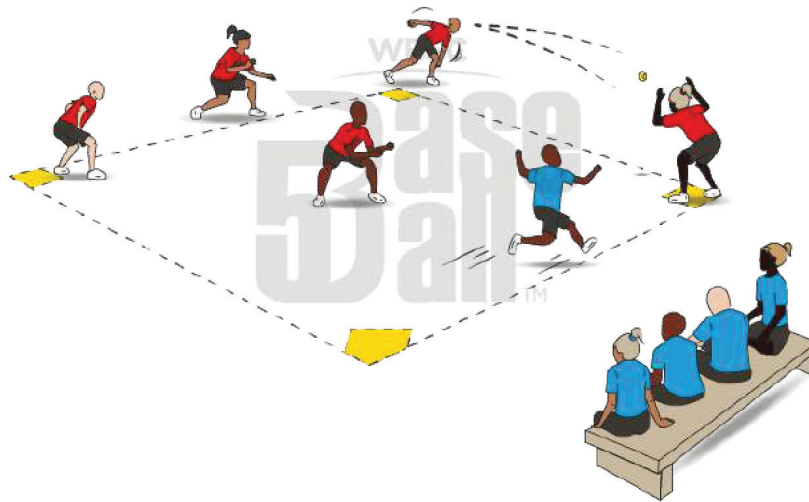
Before moving on to full Baseball5, make sure the kids have understood the basic rules, that they have some confidence with the batting with their hand, and that everyone had enough experience throwing and catching the ball (see game cards for exercises).

Preparation

Divide the class into two teams. The offensive players, numbered in progressive order (1, 2, 3, 4, 5, ...), will sit on the bench to wait for their turn. Inside the playing field, arrange the square with a distance between the bases of about 13 meters per side and the defensive players as indicated on the drawing.

Assign defensive roles making sure that all children fill all roles (it is recommended to rotate defenders to different roles at each defensive turn to ensure continuous learning and constant motivation).

NOTES: Adapt the size of the square to the playing space available at hand (in the gym it might be smaller, while outdoors larger), but the distance between the bases must not exceed 13 meters. If the class consists of twenty or more children, you can add other (external) defenders. Runners' running lanes (straight line between two bases) must be avoided by all defenders.



The Role of Offensive Players

The batter on duty is in the batter's box (see drawing on page 36) and will have to try to hit the ball with his or her hand and reach one of the bases, before the defenders recover the ball back the base where he or she is running to (e.g. towards first base). If the batter/runner arrives safely, he or she can stop at the base and wait for the next teammate's batting to "conquer" the next base. The offensive players waiting on the bases will be called runners and only when a runner has reached the home plate, after touching the others in sequence, will he or she have scored a run.

The Role of Defensive Players

The defence has several solutions at their disposal and may choose the one that will most effectively allow them, from time to time, to get a batter/runner out:

- Out at first base: the defenders, recovered the ball, throw it to the first baseman, who touches the base with his or her feet while having the ball firmly in his or her hands, before the batter/runner reaches the base safely;

- Out at second base: the defenders, recovered the ball hit by the offensive player, throw it to the second baseman who, with the ball firmly in his or her possession, touches the second base before the runner (who comes from first base) manages to get there;
- Out at third base: the defenders, recovered the ball batted by the offensive player, throw it to the third baseman who, with the ball firmly in his or her possession, touches the base before the runner (who comes from second base) manages to get there;
- Out at home plate: the defenders, recovered the ball batted by the offensive player, throw it to one of their teammates who, with the ball firmly in his or her possession, touches the "home plate" before the runner (coming from third base) manages to score the run;
- Tag out: A defender touches (tags) the batter/runner with the ball in his or her hand after he or she has batted it and started his or her run or after a runner has detached from a base and the runner is between two bases (not in safe territory).
- Fly out: if a defensive player catches the ball batted in the air (without the ball touching the ground), the batter/runner is called out and the runners must stay at their bases.

Rules

1. Every time a runner manages to reach the home plate, the offensive team scores a run.
2. If the defenders throw the ball back to a base before the batter/runner reaches it, the runner is out.
3. The batter(s), stationary on the bases (safe), must wait for the next batter before departing towards the next base, otherwise the hit must be repeated.
4. If the defence catches the batted ball in the air, the batter is out and all runners, waiting on the bases, must return to the base where they started; any run scored will not be valid.
5. After three outs made by the defence or after five runs scored by the offensive team, the two teams change positions (offense-defence) and, on the following exchange (i.e. when the team defending returns to offense), the batting order resumes again from the player after the one who got out last.
6. At the end of each offensive turn, the accomplished run are counted.
7. The game ends when the two teams have alternated 5 times between offense and defence.