

# SECTION

EXTRA LEAD-UP GAMES

5

## EXTRA LEAD-UP GAMES

### INTRODUCTION

The Lead-Up games in this section were created to give the children an opportunity to use the skills they have learned in the lesson plans in a **FUN** environment. The Lead-Up games allow young children to experience success in low competitive situations. The skills needed to be successful in a game of Softball are very complex and take time to learn. The Lead-Up games simulate the real game and allow the children the opportunity to develop a base of skills necessary to successfully play the game. It will take time for the children to develop enough of a skill base to play the game of Softball successfully.

### WHACK - O

#### SKILLS

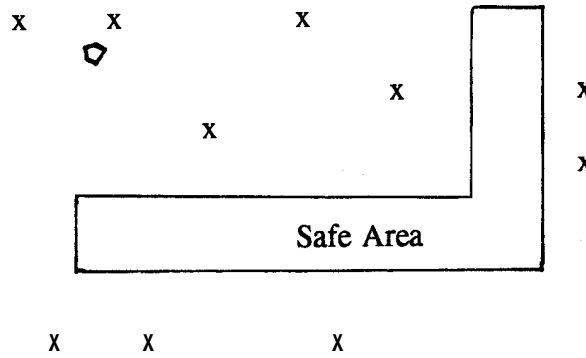
hitting, fielding, running, catching

#### EQUIPMENT

1 bat, 1 whiffle ball or safety ball, 1 Home plate, markers

#### ORGANIZATION

2 teams of 6: 1 on offence and 1 on defence. Mark off playing area as shown in diagram. Each defensive team has a catcher and the rest of the players are fielders.



#### ACTIVITY

- ▶ batter can hit off a T or adult pitch
- ▶ batter hits and runs to safety area. If possible, the player returns Home before a fielder retrieves the ball and tags them or hits them with the ball
- ▶ if tagged, the batter is out. If they reach Home without being tagged or hit, the batting team gets a run. If it is not safe to return Home, they can remain in the safety area
- ▶ the batter may hit the ball in ANY direction. If the ball is missed 3 times or a hit fly ball is caught, the batter is out. They are also out if the bat is thrown
- ▶ as soon as there are 3 in the safety area, the 1st runner there MUST run Home. Others may run or stay. Runners can run only after the ball is hit, but not on a caught fly
- ▶ switch offence and defence after every player has a bat

## BERSERK

- SKILLS** hitting, fielding, catching, throwing, baserunning
- EQUIPMENT** 1 bat, 1 ball, 1 Home plate, 1 base, helmet, catcher gear
- ORGANIZATION** 2 teams of 6. A base is placed a distance from Home plate according to ability (30' - 55'). Players not batting stand safely in dugout area or outside corner of backstop.
- ACTIVITY**
- ▶ one batter at a time bats off a T, or adult pitcher
  - ▶ there is NO out of bounds so the batter will run to 1B as soon as the bat touches the ball. It is fair no matter where it is hit, even behind the batter
  - ▶ the batter can stay at 1B until the next batter hits if (s)he can't make it Home
  - ▶ batters get only 1 swing (remember there are no foul balls)
  - ▶ fielding team plays wherever they think the ball might be hit, except for the 1st Baseman and Catcher
    - \*Outs can be made:
      - by missed swing
      - caught fly ball
      - force at Home
      - being tagged by fielder
  - ▶ all players bat before switching to defence
  - ▶ score points by counting runs at Home

## CRAZY BALL

- SKILLS** hitting, fielding, catching, throwing, running
- EQUIPMENT** 3 bats, 3 balls, 3 bases, 3 Home plates, 3 helmets
- ORGANIZATION** 3 teams of 4: 1 batter and 3 fielders. There will be 3 separate groups doing this drill at the same time so they should be spaced a safe distance from each other. Set up a base 30' - 55' from where the batter is standing.
- ACTIVITY**
- ▶ one batter at a time bats off a T or adult pitch
  - ▶ after hitting, the batter tries to run to the base and back before the fielders can get the ball to Home
  - ▶ fielders can either retrieve the ball and run and touch Home themselves or one can retrieve the ball while another runs to Home to receive the throw

**500**

<b>SKILLS</b>	hitting, fielding, catching, throwing
<b>EQUIPMENT</b>	2 bats, 4 balls
<b>ORGANIZATION</b>	2 groups of 6 each with their own activity area. 1 bats, while the other 5 field. The other group does the same.
<b>ACTIVITY</b>	<ul style="list-style-type: none"> <li>▶ batter will bat off a T or adult pitcher</li> <li>▶ each batter gets 10 swings or hits</li> <li>▶ fielder can get points by fielding the ball <ul style="list-style-type: none"> <li>• 100 for caught fly</li> <li>• 50 for one bouncer</li> <li>• 25 for a grounder</li> </ul> </li> </ul>

**TWENTY-ONE**

<b>SKILLS</b>	hitting, fielding, catching, throwing
<b>EQUIPMENT</b>	1 bat, 1 ball, 4 bases
<b>ORGANIZATION</b>	2 groups of 6: 1 on defence and 1 on offence. Set up bases in diamond formation. Defensive team is set up with a player close to each base and extras at appropriate positions.
<b>ACTIVITY</b>	<ul style="list-style-type: none"> <li>▶ batters can bat off T or adult pitcher</li> <li>▶ when the ball is hit, the batter runs around the bases until put out</li> <li>▶ after fielding the ball, it is thrown to a base <b>IN FRONT</b> of the runner</li> <li>▶ ball must arrive ahead of the runner for an out</li> <li>▶ sides change after every player has batted</li> <li>▶ score 1 point for each base touched</li> <li>▶ first team to score 21 points wins (or has most points when time is up)</li> </ul>

**BLASTBALL**

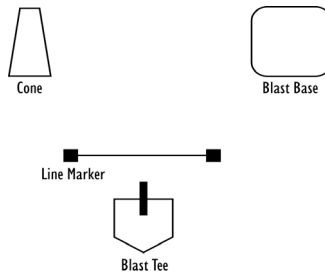
**Note:** BlastBall is a game with equipment that can be purchased from a retail sporting goods store. The BlastBase is audible, emitting a loud **“HONK”** whenever the runner stomps on the base. The kids love it! Additional BlastBall equipment is also available for purchase.

**For more information contact Home Run Sports at 204.255.7687 (local), 800.565.2025 (toll free), or visit [www.homerunsports.com](http://www.homerunsports.com) (see their ad on the back inside cover of this manual).**

**SKILLS** hitting, fielding, catching, throwing

**EQUIPMENT** BlastBase, Blast Tee, BlastBall (2-Pac), BlastBat, Cone, Line Marker

**ORGANIZATION** 2 teams of 6: one team on defence and one team on offence. However, a lower number of players per team is also acceptable. Like a regular Softball diamond, place a BlastBase 30-40 feet to the right of the batting T. This establishes your fair/foul line to the right. To the left of the batting T and perpendicular to your BlastBase, place a cone also 30-40 feet from the batting T. This establishes your fair/foul line to the left. Now place a line marker 10 feet directly in front of the batting T running between the imaginary first and third base foul lines. This becomes the fair/foul line for play.



- ACTIVITY**
- ▶ The defensive players take an infield or outfield position.
  - ▶ The Offensive team hits off the batting T. If a ball is hit inside of that line, it is foul and should be re-teed for another try. If it goes beyond the line, either in the air or on a roll it is considered in play and the batter runs to the BlastBase.
  - ▶ If the batter reaches the BlastBase (the only base used) before the defensive team either catches the BlastBall in the air (an automatic out) or fields it and yells “**BLAST**”, a run is scored. If the ball is caught or fielded and “**BLAST**” is yelled before the runner gets to the BlastBase, then the runner does not score a run.
  - ▶ Everyone on the Offensive teams bats every inning. After every player on the Offensive team bats, the teams switch (Offensive team becomes Defensive team and vice versa).
  - ▶ When the ball is fielded by the Defensive team, the player can throw the ball back to an Adult or another player (depending on skill level) who is positioned near Home plate (but safely away from the batting T).

**VARIATION** Add a 2<sup>nd</sup> and/or a 3<sup>rd</sup> base.