



# BASEBALLS



Special collaboration



# BASEBALL5



## WHAT IS BASEBALL5?

Baseball5 is a new sport of short duration for kids. It is derived from traditional baseball, but is played with no bats and no gloves.



### VALUES

- Inclusion
- Fair play
- Fun

### MATERIAL

- A ball that bounces on the ground and can be hit by hand
- Material that can be used to make nets (traditional netting, a hoop, other)

### OPTIONAL MATERIAL

- Chalk in various colours to mark off the playing area on the ground
- Hoops in different colours
- Bins or containers
- Hyperlink to order a ball: <http://bit.ly/boutiquebaseball5>

### DURATION

Five innings, each lasting about five minutes (total time of 25 to 30 minutes)

### AGE GROUP

Multiple age groups

### LOCATION

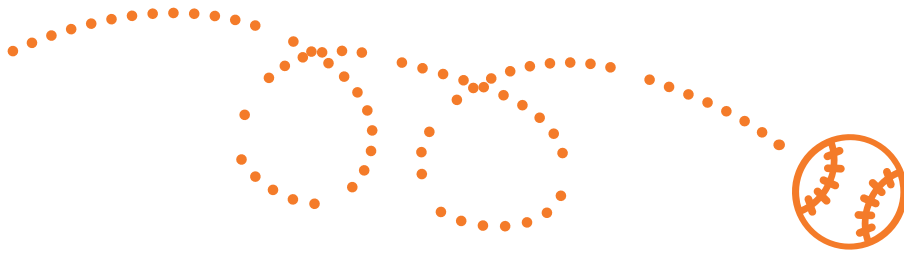
- The game can be played **on any surface** (ex. natural or synthetic grass, concrete, asphalt, gymnasium)
- The dimensions of the playing **surface can be changed** without difficulty; the objective is to have fun with kids in your age group within the available space.

### GLOSSARY

- **Inning:** Basic unit of play, completed when all players on offence and defence have played and switched places.
- **Home plate:** The fourth base and the place where the hitter stands.
- **Run:** When a camper crosses the plate after touring the bases without being retired.
- **Relay:** Throwing the ball to a teammate.
- **Out:** When a player on offence is retired.



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## PREPARATION

- 1 PREPARE THE PLAYING AREA.**  
(see the appendix to view a plan of the playing area).
- 2 FORM TWO TEAMS OF FIVE.**  
(You can also vary the size of the teams based on the skill level of your campers: for example, six against six, or forming three teams of four players and alternating between the teams).
- 3 POSITION THE CAMPERS ON THE PLAYING SURFACE, BASED ON THEIR ROLES.**  
(You can view the plan to position the players).

## HOW THE GAME IS PLAYED

A game consists of **FIVE INNINGS**. In each inning, the teams take turns playing on **OFFENCE** and on **DEFENCE**, with the roles switched when the team on defence records three outs or when all the players on a team have had a chance to hit.

DEFENCE	OFFENCE
The campers take up their positions on the playing surface.	The hitters take turns trying to hit the ball. If the hitter puts the ball into play, he or she runs the first base.

## DESCRIPTION OF A PLAY

- 1** A player on the offensive team hits the ball with his or her hand. The hitter can strike the ball with a hand, fist, wrist or arm.  
(There are no pitchers in Baseball5.)
  - Once hit, the ball must fall within the playing area to be in play.
  - The ball **CANNOT** leave the playing area. There are **NO** home runs in Baseball5.
- 2** Once the hitter puts the ball in play, he or she must run to first base.
  - During the game, the runners can leave their base only when the ball is put into play (hit) by a teammate.
  - There can be no more than one player on a base at any time. If there is, the last player to arrive at the base is retired.
  - A run is scored when the camper circles the bases to home plate without being retired.

### Tricks

To speed up the game, the campers are allowed to hit the ball only once. The objective is to have the game played at a fast pace with no down time.

But remember to err on the side of fun and to use your judgment with your group.

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## HOW TO RECORD AN OUT

A player is retired in any of the following instances:

- A player on defence catches the ball and touches the base before the runner gets there.
- A player on defence has the ball in hand and touches a player on offence with the ball when the latter player is not on a base.
- A player on defence catches the ball that is hit before it touches the ground.
- There is more than one player on a base at any time.
- The hitter strikes the ball and it lands outside of the playing area.
- The hitter does not use 100% of his or her power (bunt attempt)
- The hitter fails to make contact with the ball.

## VARIATIONS

- 1 **PLACE A HOOP IN THE MIDDLE OF THE PLAYING AREA. (see the variation in the appendix) (P.6)**

The hoop in the middle becomes the focal point, as though all the bases were one. Regardless of where the camper is placed defensively, he or she must throw the ball to the player in the middle hoop to retire a player on offence.

Once the relay is made, the players on offence who have not reached a base are retired.

This simplifies your game, given that the campers throw to one place only and don't have to decide where to throw the ball (to which base).



- 2 **DO NOT COUNT THREE OUTS BEFORE SWITCHING THE TEAMS FROM OFFENCE TO DEFENCE.**

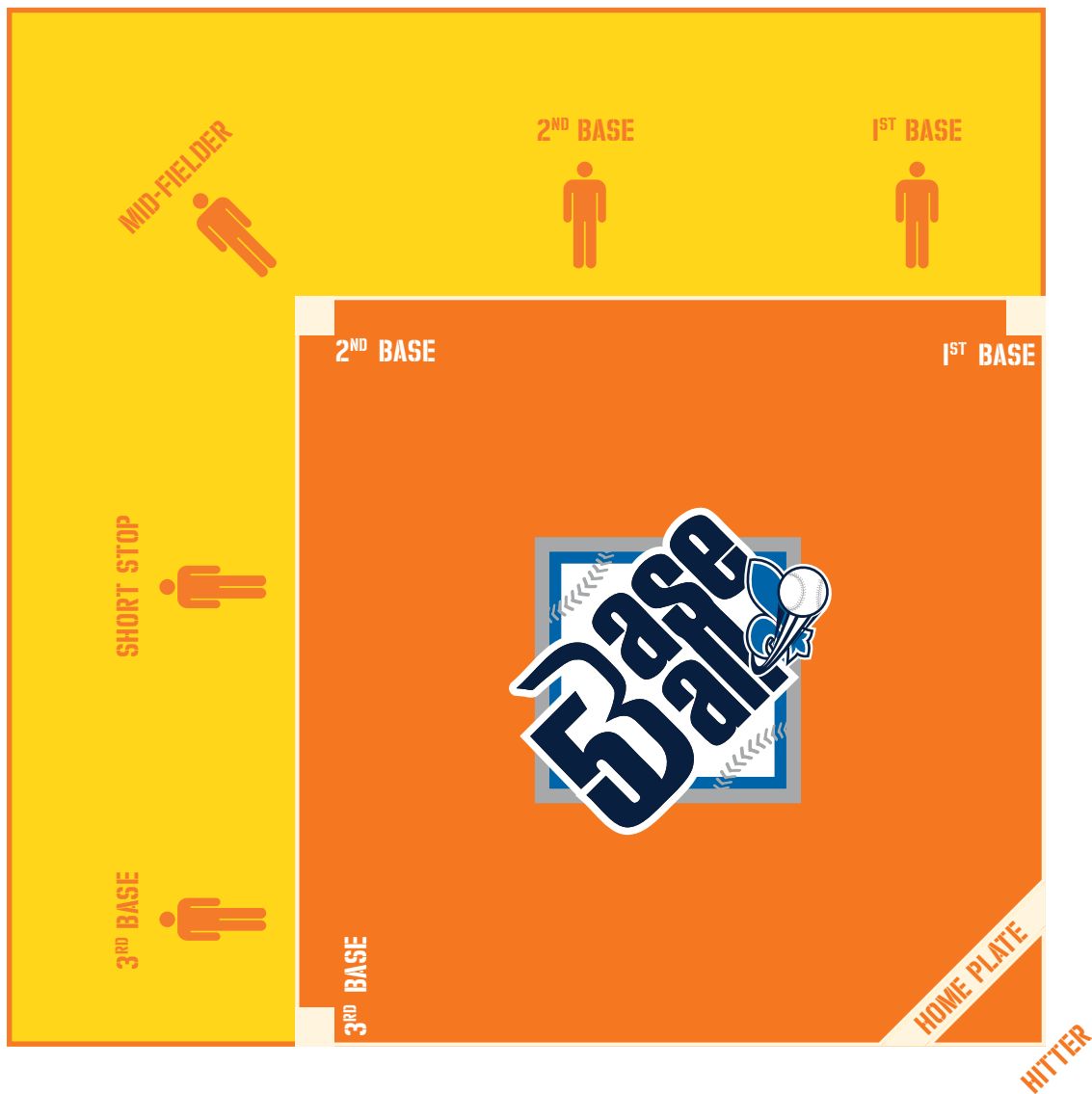
All the offensive players will hit the ball once. When the last player has hit, the teams switch places.



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## DIAGRAM OF THE PLAYING AREA



# BASEBALL5



## DRAWING OF THE PLAYING AREA [VARIATION]

