



Mini tee-ball

Play with a batting team, a fielding team and 4 bases. Each batter hits the ball into the field from a batting tee, then tries to run around the bases while the fielders field the ball. Play in teams of 4.

What you need

- > An area approximately 50m x 50m per group of 8
- > 4 bases
- > Boundary markers
- > 1 bat and ball
- > 1 batting tee
- > 1 glove per player
- > Batting helmets
- > Optional: a fun base (a base with a horn inside, used at first base)

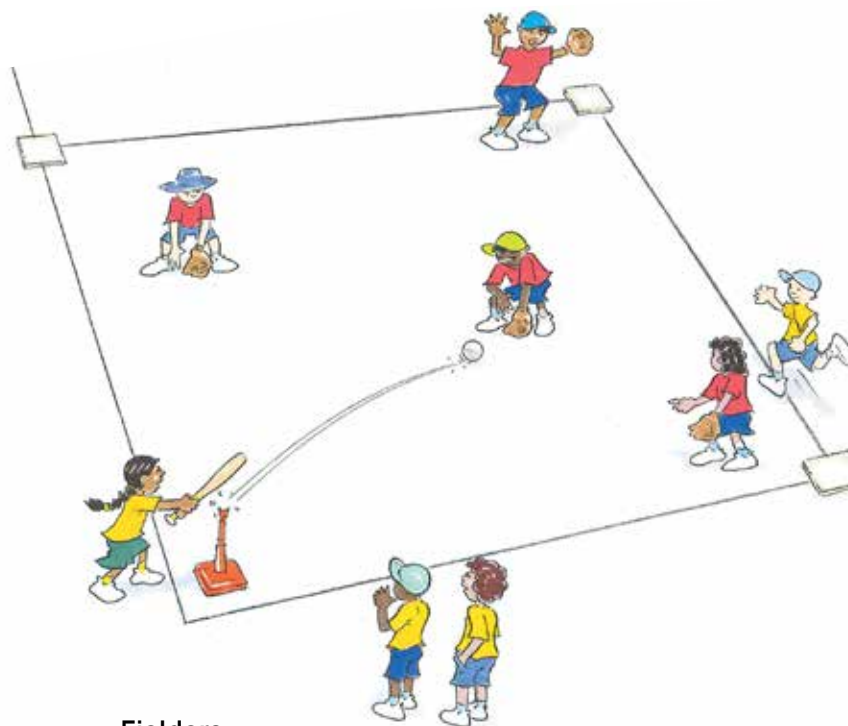
What to do

Batters

- > The goal is to run around all 3 bases to the home-plate to score a run.
- > Using a tee, hit the ball into the playing area.
- > Batters have 3 attempts at hitting the ball off the tee.
- > The ball must be hit into the fair area (i.e. inside the extended boundaries of first and third base).

Fielders

- > The teacher fields at the home plate and batters cannot get 'out' at home.
- > Players in the field rotate positions after each batter.
- > Play stops after the ball is fielded and thrown to a base (the player does not have to catch the ball properly).
- > The '3 out, all out' rule does not apply.
- > Each team will bat for 5 minutes, then swap over.



Game rules

A batter is out when:

- > a fielder catches a batted ball on the full
- > a batted ball is fielded and thrown to the first base player, who touches the base before the batter arrives
- > a fielder with the ball touches a base before a runner reaches the base, or
- > a fielder tags a runner with the ball (whether the ball is held in the tag play or dropped).

Scoring

- > Batting teams score 1 point for each base touched.
- > Fielding teams score 1 point for each person they get out.

LEARNING INTENTION

Mini tee-ball is a modified softball game that builds on striking and fielding skills and encourages teamwork and thoughtful ball placement. It provides a good introduction to softball and baseball.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION
SPEED

CONFIDENCE
COLLABORATION

TACTICS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43

ACPMPO45

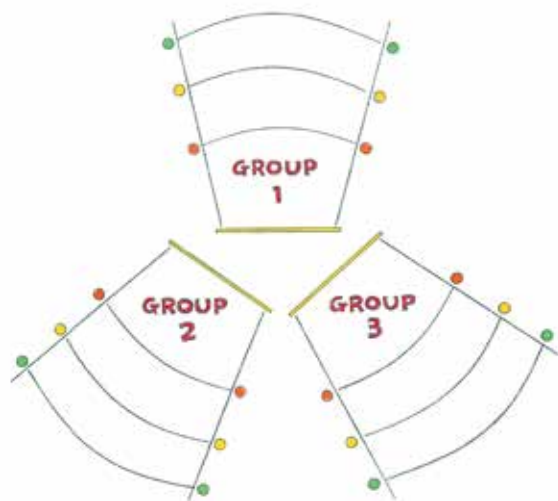
ACPMPO61

ACPMPO63

change it...

Safety

- > Make sure there is a safe distance between groups.



- > Batters must drop the bat, not throw it.
- > Batters must wear helmets.
- > No fielder can stand in front of the pitching plate/marker at the start of each play.
- > Make sure there is a safe distance (at least 10 metres) between the batter and other batters and fielders.
- > Batters should aim to hit the ball so it travels below head height.
- > Fielders call 'MINE!' or their own name if they are fielding the ball.
- > Batters should avoid contact with fielders while running the bases.

Coaching

- > Use role models to demonstrate good technique. Follow up with individual coaching to one side if necessary.
- > Encourage players to use positive comments/feedback and strategies for inclusion to boost the confidence of individual players and the team.

Game rules

- > Vary the innings length according to player ability and time constraints.
- > Allow batters to have a runner if needed or vary the method of travel according to ability.
- > The coach could pitch to the batters, rather than hitting off a tee.

Playing area

- > Vary the playing area size or surface according to player ability/mobility. A smaller playing area makes the activity easier, and a hard surface is easier for wheelchair users.

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Equipment

- > Vary the bat and ball used according to player ability/mobility. Sponge balls, softcore balls and foam bats are easier at the beginning.
- > Use a fun base instead of a marker at first.



Ask the players

Batters

- > Where do you need to hit the ball to give yourself the best chance of making first base? How can you make sure you do not get out running between bases?

Fielders

- > How can you limit the number of runs the batters get? Where should you all stand?