



# Over the pit

Batters hit a pitched ball from a team-mate and try to direct the ball over a marked area called the 'pit'. Fielders try to catch the ball. Play 4 v 4.

## What you need

- > Ball suitable for striking with the hand or a paddle bat
- > 8 markers to define a playing area and a 'pit'

- > If 3 outs are not reached after each batter has 2 hits, the innings automatically stops.

## Fielders

- > Attempt to catch the ball.
- > A fielded ball is passed back to the pitcher via other fielders. The ball is rolled to the pitcher.

## Scoring

- > Batters score a point if the ball goes over the pit and into the playing area without being caught.
- > **Extra point** – the ball crosses the pit and the ball continues to run through or past fielders.
- > Tally points for the innings.

## What to do

### Setting up

- > Batters and fielders move to positions as shown.
- > Fielders stand behind the front line of the pit. A batter and pitcher from the batting team stand in place.

### Batters

- > One of the batting team lobs a ball to the batter – change pitchers for each new batter. Alternatively, the batter bounces a ball and hits it.
- > The batter hits the ball with a hand or paddle bat – this will depend on the ability of the group. It's easier with a bat.
- > The ball must pass over the pit.
- > Batter is out if the ball does not go over the pit, or is caught on the full.
- > Batting team bats until there are 3 outs (vary if required, e.g. 5 outs).



## LEARNING INTENTION

*Over the pit* is a fielding and striking game that emphasises accurate ball placement. A variation provides a rolling challenge for fielders.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION  
REACTION TIME

SELF-PERCEPTION

CONTENT KNOWLEDGE  
STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMPO43  
ACPMPO45  
ACPMPO61  
ACPMPO63

# change it...

## Change it

- > **Rapid fire over the pit** – the batters have 5 balls and the batter is fed balls as quickly as can be hit. Fielders return balls by rolling them down one side through a gate to a collector from the batting team.
- > If the ball misses the gate, the batters get an extra point. Fielders are not allowed to hold on to balls.



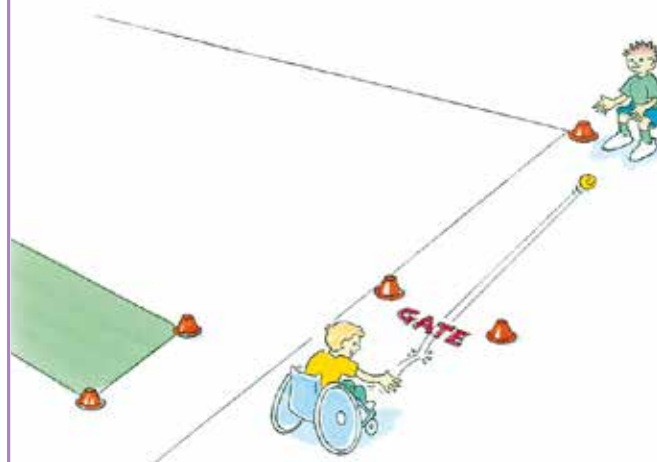
## Coaching

- > After some initial play use role models to highlight effective striking actions (e.g. swing of arm and what part of hand is used to hit the ball).
- > Conduct remedial batting practice on the side if required.
- > At the end of the innings, ask students to think about their own performance and how they could improve to better contribute to the team performance.
- > Allow students the opportunity to provide peer feedback to improve skill performance.
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## Game rules

- > Change the number of fielders (e.g. more fielders than strikers).
- > **Fielders** – all fielders must touch the ball before it goes back to the batters.
- > **Fielders** – in the rapid fire variation, a fielder might be placed close to the gate.



## Equipment

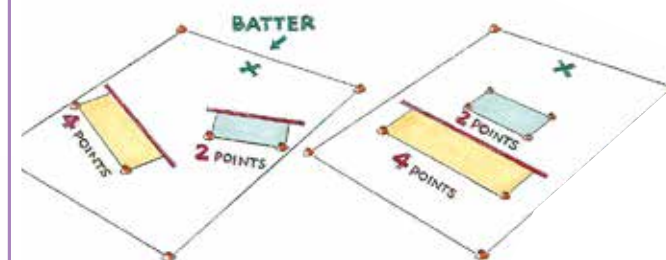
Use a variety of balls:

- > **Easier for fielders** – slower ball
- > **Harder for fielders** – strikers use a paddle bat and tennis ball to hit a lobbed ball
- > **Use a tee and softball bat/ball.**

# Over the pit

## Playing area

- > **Strikers** – a second special pit close to the batter may be set out.
- > Establish a variety of pits with different scoring values.
- > Make the playing area bigger/smaller.



## Safety

- > Select appropriate balls and bat (if used) to match the ability of the players.
- > Ensure that the fielder who sends the ball back to the hitting area rolls the ball.
- > Give fielders space awareness reminders. Fielders should call out 'mine!' when fielding a ball.
- > Ensure sufficient space between groups.

## Ask the players

### Fielders

- > How can you cover the most area/stop the batters scoring points?

### Batters

- > How can you score the most points?