

TEAM GAMES

There are ten events in Team Games. These games are set up and run like a mini-Olympics. You can add more events, or take some out, but the idea is to have a series of events which allow the players to demonstrate their skills. Divide the players into relatively even teams and keep score by team. Each player should participate in 3-5 events. Award medals to the individual event winners and a prize to the members of the winning team. A good way to run Team Games is to hold two or three events per day one day a week over several weeks.

EVENT: INFIELD THROWS: SS TO 1ST BASE:

Field a ground ball at SS thrown from the pitching machine at home plate. Throw to a target at first base. Each player gets four (4) balls. Direct hit on the target = 5 points, Bounce hit = 3 points, Miss the target or an error fielding = No points

EVENT: RUNNING TIME: HOME TO 1ST BASE:

Bunt a ball pitched by the pitching machine (RH batters box). Run to first base. Each player runs twice. Lowest time = 30 points, Next low = 20 points, Next low = 10 points, Next low = 5 points. The clock starts when the ball is bunted.

EVENT: OUTFIELD THROWS TO HOME PLATE:

Field a fly ball thrown from the pitching machine at home plate. Throw to a target at home plate. Each player gets four (4) balls. Direct hit on the target = 5 points, in the target zone = 3 points, outside the target zone = - 1 point.

EVENT: TEE HIT FOR DISTANCE:

Hit a ball off a tee placed at home plate. The distance is measured to the landing point. Each player gets four (4) hits. Longest hit = 30 points, Next longest = 20 points, Next longest = 10 points, Next longest = 5 points.

EVENT: CATCHER THROWS: HOME TO 2ND BASE:

Catch a pitched ball from the pitching machine. Throw to a target at second base. Direct hit on the target = 5 points, Bounce hit = 3 points, Miss the target or an error fielding = No points

EVENT: PITCHING ACCURACY:

Pitch a ball from the pitching plate towards a target at home plate. Each player pitches ten (10) balls. Hitting inside the box on the target = 3 points, Outside box, on target = 1 point. (The target is a strike zone size box on a towel on the target.)

EVENT: AROUND THE HORN:

Each team has four players participating, one player each at C, 3B, 2B, 1B. The ball is thrown in a specific pattern around the horn. Each team gets two chances. Lowest time = 30 points, Next low = 20 points, Next low = 10 points, Next low = 5 points. The clock starts on the first throw. Pattern: C - 3B - 2B - 1B - C, then reverse.

EVENT: BUNTING TO TARGET:

Bunt a ball at home plate thrown from the pitching machine. Each player gets four (4) balls. Ball stopping in target zone 1 = 5 points, in target zone 2 = 3 points, in pitchers 8' circle = -3 points. See target pattern below.

EVENT: THROWING RELAY:

Each team has five players participating, one each at C, P, LF, CF, RF. The ball is thrown in a specific pattern from the outfield to the infield. . Each team gets two chances. Lowest time = 30 points, Next low = 20 points, Next low = 10 points, Next low = 5 points. The clock starts on the first throw. The throwing pattern is: C- P- LF- P- CF- P- RF- C

EVENT: RUNNING TIME: HOME TO HOME:

Bunt a ball pitched by the pitching machine (RH batters box). Run home to home. Each player runs twice. Lowest time = 30 points, Next low = 20 points, Next low = 10 points, Next low = 5 points. The clock starts when the ball is bunted.

BUNTING TARGET

