

Tee ball -Everyone active

Tee ball - This game keeps everyone on the move – batters and fielders; no waiting around to bat!

Age Range

School-age

What you need

- Any suitable indoor or outdoor surface can be used; base markers should be discs or marks on the ground that will not impede players.
- Tee ball bat, ball and tee; other types of bat and ball may be needed to provide options for players who have different abilities.

How to play – game basics

- Divide group into 2 equal teams.
- Place a marker disc inside the bases level with 1st and 3rd bases.

Batting team

- Batter takes position on the home base.
- Rest of batting team line up in single file near to the batter (at a safe distance).
- When the batter hits the ball off the tee the entire batting team runs around the bases; one run scored for each base passed by the last player in the line.
- When this play is over, the batting team return to their starting positions and the second batter goes in to bat.

Fielding team

- Whoever fields the ball moves quickly to the marker disc; all other fielders line up behind the player with the ball.
- Each fielder passes the ball over their head to the player behind, and so-on.
- The last player in line holds the ball in the air and shouts 'stop!'

- Check the position of the batting team when 'stop!' is called; the number of bases passed by the last player in the line determines the number of runs scored.
- After everyone has batted, or an agreed number of 'innings', the batting and fielding teams change places.



Something to think about

Where to position less mobile fielders in order to get to the marker disc quickly.

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BESO can be applied to adapt or modify the activity as in these examples.

tegeBar (Task)

- Vary the fielding task; for example, instead of standing in single file and passing the ball overhead, fielders can get in a circle outside the bases area and pass the ball around the group; shout 'stop!' when the last player has fielded the ball.

hEzebe (People)

- Some wheelchair users can have someone to help push them around the bases; alternatively, mobility impaired players can travel a shorter distance; for example, reduce the number of bases they visit.

quSaquse (Equipment)

- Use larger, slower balls to reduce speed of the game or smaller, faster balls to speed it up.
- Players who can hit a moving ball can play without a tee; a larger ball can be used initially.

bOta (Space)

- Increase or reduce the distance to be covered by the batting team; for example, increase the distance between bases.

Safety

- Vulnerable fielders or those whose reaction time may be impaired should be a safe distance from the batter.
- Batting team should run outside the bases and fielders line up inside the bases.

How to improve

- When batting, where are the best places to hit the ball to give the team more time to get round?

Extension game - Tee Ball Relay

- When the batter strikes the ball, the team run in relay fashion to a nearby marker, set away from the fielding team.
- The number of batters who complete the run before the fielders shout 'stop!' determines the number of runs scored.
- The distance to the marker and back can be adjusted depending on mobility.
- Play until everyone has batted or an agreed number of 'innings' (goes).