



SPORTS ABILITY

Tee Ball

Tee Ball

A modified game that develops striking, catching, fielding and throwing skills as a lead up to baseball or softball.



Learning Intention

To practice and refine striking, catching and throwing skills in a game situation.



Skill Focus

Catching, fielding, shot placement, striking, throwing.



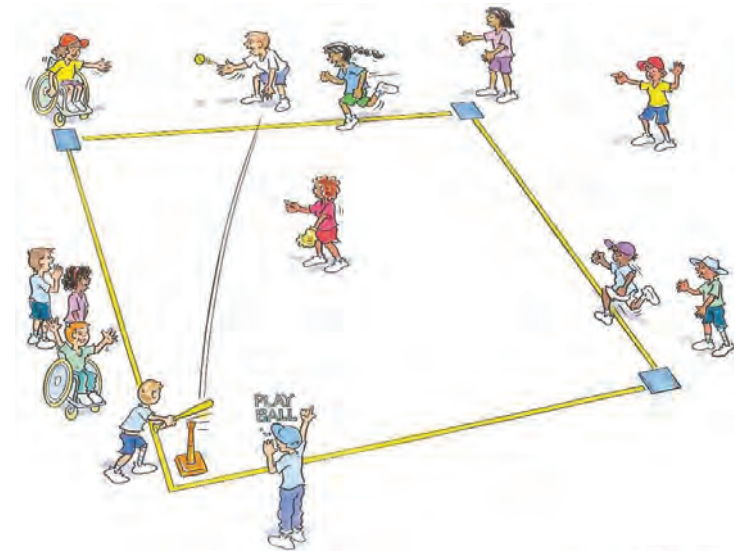
What you need

- Suitable indoor or outdoor playing area
- Tee-ball bat and ball or alternatives (see Equipment)
- Batting tee
- Base markers—these should be flat strips or discs



What to do

- Divide into teams of 6–9 players.
- Allow one 'good' hit for each batter, i.e. hit between the angle of home, first and third base.
- One fielder is allowed inside the bases.
- If a fielder in possession of the ball touches the base a batter is moving to then the batter is 'out'.
- No 'tagging' of players.
- Players on a base can move to the next base when a 'good' hit is made.
- The '3 out, all out' rule does not apply. Each team bats for 5 minutes, then swap over.
- Umpire calls each batter to the home plate and calls 'play ball' and raises a hand to start play.



Alternative Balls & Bats



Curriculum links

ACPMPO43, ACPMP045, ACPMP061, ACPMP063, ACPMP080, ACPMP082





Teaching Style · Rules · Equipment · Environment

Use the TREE model to modify the game. Below are some suggestions or try your own!

Teaching style

- Encourage fielders to develop teamwork and think about which base to throw the ball to.
- Fielders should move towards the ball, not wait for the ball to come to them.
- Batters should look and decide the best place to hit the ball depending on the positions of fielders.

Rules

- Assistance to batters can be provided by:
 - Wheelchair players having someone help push them around the bases
 - A support person shadows or guides them around the bases
 - A 'runner' who runs the bases after the ball has been hit.
- Create a zone in the 'in field' (in front of batting tee). Fielders are not allowed into this area and must wait until the ball stops or passes through the zone. This will allow more time for players to reach first base.

Equipment

- Include a variety of bats e.g. different sized tee-ball bats, plastic bats, paddle bats.
- Use larger, slower balls to reduce speed of the game or smaller, faster balls to speed it up.
- Introduce softball gloves if available.

Environment

- A second set of bases can be set up inside the diamond to allow players with less mobility to achieve success.
- Increase or decrease the playing area. Increasing the size gives fielders a bigger area to cover, decreasing will reduce scoring options.

Safety

- Bats must be dropped and not thrown.
- Umpire to remove tee after batter has hit the ball.
- Backstop must not stand too close to the batter.
- Waiting batters remain in 'safety zone' to the rear of the batter.

Ask the players

Batters

- How did you position your body to hit the ball into the outfield?
- Where did you aim to give you the most time to run around the bases?
- How can you make sure you do not get out running between bases?

Fielders

- How did you work together to stop the batters from scoring?
- Where are the best places to stand to limit the number of runs the batters get?
- What will you do to ensure the ball gets passed quickly along the line?