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BALL GAMES

BALL OVER

Activity Level: High

Needed: Large playing area, odd number of players, blindfold, whistle and playground ball

Draw a line to divide the area. Divide the group into two teams- one on each side of the line. Players must not cross the line. Blindfold one boy and give him a whistle. When he blows the whistle, the ball is put into play by throwing it for side to side. The object of the game is to keep the ball on the opposing team's side. One point is counted against the team that has the ball each time the whistle is blown. The blindfolded player can blow the whistle whenever he wishes. The lowest score wins.

BUCKETBALL

Activity Level: High

Needed: Large room or playing area (30' x 50' minimum); even number of players; ball; two baskets, boxes, buckets, etc. for goals

This basketball-type game can be played with any type of ball that bounces and a couple of large containers such as laundry baskets, bushel baskets or large wastepaper baskets. Place the baskets (goals) about 60-feet apart (less if necessary because of space).

Divide boys into two teams and play using basketball rules. No points are scored in the ball doesn't remain in the basket or if the basket turns over.

CALL SOCCER

Activity Level: Moderate

Needed: Large playing area, even number of players, soccer ball or volleyball

Divide the players into two teams and line them up facing each other about 30 feet apart. Number the players on each team from opposite ends of the line. Place the ball midway between the two lines. The leader calls a number and the two players having that number run to the ball each trying to kick it back to his goal line. The player who kicks it to his goal line scores two points for his team. The leader then call another number and two more players begin. The first team with 10 points wins.



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CHAIN DODGE BALL

Activity Level: High

Needed: Large playing area, two teams of five or six players and a playground ball

Arrange one team in a single file with each player grasping the player in front of him around the waist, forming a chain. The other team forms a circle around the chain and tries to hit the player at the end of the chain with the ball. The players forming the circle may pass the ball around in any manner while those in the chain try to keep the players on the end from being hit. Only the first player in the chain may use his hands to bat the ball away. When the end player is hit, he leaves the game. Continue until all players in the chain are eliminated and then change sides.

CIRCLE BASEBALL

Activity Level: High

Needed: Large open area with defined boundaries, even number of players, plastic flying disk or a large playground ball or beach ball.

Divide players into two equal teams with one team up to bat and the other in the field. Batting team members line up single file. Fielding team members scatter in the field. The first batter throws the disk/ball into the field and runs in a circle around his teammates as many times as he can until the other team yell "Stop!". Each time the batter goes around his team is counted as a "run".

In the meantime, the players in the field go after the disk/ball. After a player gets it, all his teammates quickly line up behind him. The player with the disk/ball passes it over his head to the next player as soon as there is someone behind him. This continues until the last player has the disk/ball. He runs to the front of the line and all members of his team sit down as they yell "Stop!". The batting team can score no more runs now. The second person in the batting team now throws the disk/ball to the fielding team and the action is repeated until everyone on the batting team has had a chance "at bat," adding the score for each "inning."

DODGE BALL

Activity Level: High

Needed: Large playing area, any number of players to form two teams and a playground ball or volleyball

Divide the boys into two groups. One group forms a large circle and the other group scatters inside it. The players in the circle throw the ball at the boys inside, who try to avoid being hit without leaving the circle. Boys who have been hit by the ball join the circle players. The last player in the circle is the winner. When all have been eliminate, the sides change places.



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FIVE HUNDRED

Activity Level: Moderate

Needed: Large playing area, any number of players, a bat and a softball

A batter tosses a softball up and bats it to the other players who try to catch it. A fielder scores 100 points for catching a fly ball, 75 points for catching the ball on one bounce, 50 for two bounces and 25 for fielding a grounder cleanly. When a fielder reaches a score of 500, he exchanges places with the batter. With each new batter, the scoring starts over.

HIT THE BAT

Activity Level: Moderate

Needed: Large paved area or field (the flatter the better), two to 12 players, a softball, a bat and gloves

The object of this game is to hit the bat with the ball- rather than hitting the ball with the bat. A player throws the ball up and hits it into the field, where the other players are waiting to catch it. The batter then places his bat on the ground in front of him. The player who catches the ball or retrieves it from the ground then throws or rolls the ball, trying to strike the bat without moving from the spot where the ball fell. If the fielder succeeds in striking the bat, he trades places with the batter. Otherwise, the batter takes another turn.

KICK BALL

Activity Level: Moderate

Needed: Large playing field, enough players for two teams, playground ball, soccer ball or volleyball and bases

The play area is similar to a baseball field with 45-feet between bases and 30 feet from the pitcher's box to home plate. The pitcher rolls the ball to the "batter" who kick it. Outs are made when a batter kicks three fouls, a fielder catches a fly ball or the runner fails to circle the bases ahead of the ball. The runner must try for a home run. On a fair ball not caught on the fly, the fielder throws the ball to the pitcher, who throws to either the first or third baseman, who then relays it around the bases. Each baseman must be standing on his base before he can pass the ball to the next base. If the batter succeeds in beating the ball around the bases, he scores a run for his team. Three outs make an inning and nine innings are a game.



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LINE-UP BALL

Activity Level: Moderate

Needed: Large playing area, enough players for two teams, playground ball, soccer ball or volleyball and bases

One team takes the field. The pitcher rolls the ball to the first “batter” who kicks it into the field and runs to the far base 80 to 90-feet from home base and the runs back home. The field who retrieves the ball holds it over his head and all other fielders line up behind him in single file. If the runner gets back home before the line is formed, he scores a run for his team. If the line forms before he reaches home base, he is out. Three outs for a team make an inning.

MONKEY IN THE MIDDLE

Activity Level: Moderate

Needed: Medium-sized playing area, three players, playground ball or volleyball

Three players play this game (with more balls and a larger space, more boys can play). Choose one to be the monkey. The other two players stand about 10-feet apart while the monkey stands between them. The two end players toss the ball back and forth, trying to keep it high enough or moving fast enough so the monkey can't catch it. If a player fails to catch the ball, the monkey can scramble for it, or he can intercept it as it thrown back and forth. If the monkey gets the ball, he changes places with the player who threw the ball.

ONE O'CAT

Activity Level: Moderate

Needed: Large playing area, any number of players, a bat, a softball and bases

Set up home plate and a first base. One player is the batter; the others are the catcher, the pitcher and fielders. The batter is out when he makes three strikes or when a fly or foul ball is caught. When he makes a hit, he must run to first base and return home before the ball is returned to the catcher, who must touch home plate to put him out. When the batter is out, all players move up in rotation. The batter moves out to right field. If a player catches a fly ball, he replaces the batter.

ONE-PITCH SOFTBALL

Activity Level: High

Needed: Regular softball diamond, any number of players, a bat and a softball

This is a very fast game that any number of boys can play. Play it on a regular softball diamond. The team in the field has a catcher, four or five infielders and any number of outfielders. The pitcher is a member of the team at bat. He tries to pitch in such a way that his teammates hit the ball. He does not field a batted ball. Each batter gets only one pitch. The batter runs on a fair ball; anything else (foul ball, strike, ball, etc.) is an out. After the third out, the batting team runs to



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its fielding positions, running in a counterclockwise direction to get from “up to bat” position to “in the field” position. Players must run around the outside of first and/or third base and if any player fails to do so, all players must go back and run around the bases. Here’s the catch- as soon as the pitcher and batter are in position, they may start play whether or not the fielders are ready. Each team establishes its own battling order.

PASS BALL

Activity Level: High

Needed: Medium-sized playing area, enough players to form two teams, six playground ball (three for each team)

Two teams form two circles, one inside the other with boys’ back to one another. Give three balls to each circle. The object is to pass these balls around the circles- one circle passing the balls clockwise and the other counterclockwise- and to keep them going as fast as possible. If a player drops a ball, he is out of the game. The team with the most players at the end of an allotted time wins.

REMOVING COCONUTS

Activity Level: Moderate

Needed: Large room or playing area, four players for each group (you may have more than one group), long piece of rope, four hula hoops, five coconuts, oranges or balls per group

This game rarely has a winner- play for the fun of it. With the rope, make a large circle in the middle of the playing area. Place the four hula hoops evenly outside of it. Set five coconuts (or balls) in the center of the large circle. One player starts in each of the four outside circles (hula hoops). The object of the game is for each of the four players to try to get three coconuts into his person hula hoop. He can carry only one coconut at a time. Players can take coconuts from other players. Players cannot guard their coconuts and they must place- not throw or roll- the coconuts in their circle. By being aware of the other players, boys can work together to keep the game going until everyone decides to stop.



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SOAKOUT

Activity Level: High

Needed: Large playing area, enough players for two teams, playground ball, soccer ball or volleyball and bases

This is a variation of kick ball. The pitcher, using an underhand pitch, rolls the ball to the “batter,” who kicks it and runs all four bases while members of the defensive team try to “soak” him by hitting him with a direct throw. Boys may not relay the ball from player to player. The batter is out after three strikes, when a fly ball or foul tip is caught or when he is soaked by a member of the defensive team. After he kicks the ball, he must try a home run, but may run the bases in any order. He may halt, dodge or run any direction on the playing area, but must touch all bases before coming home. If he gets a base on balls, he is not permitted to leave first base until a succeeding batter hits the ball.