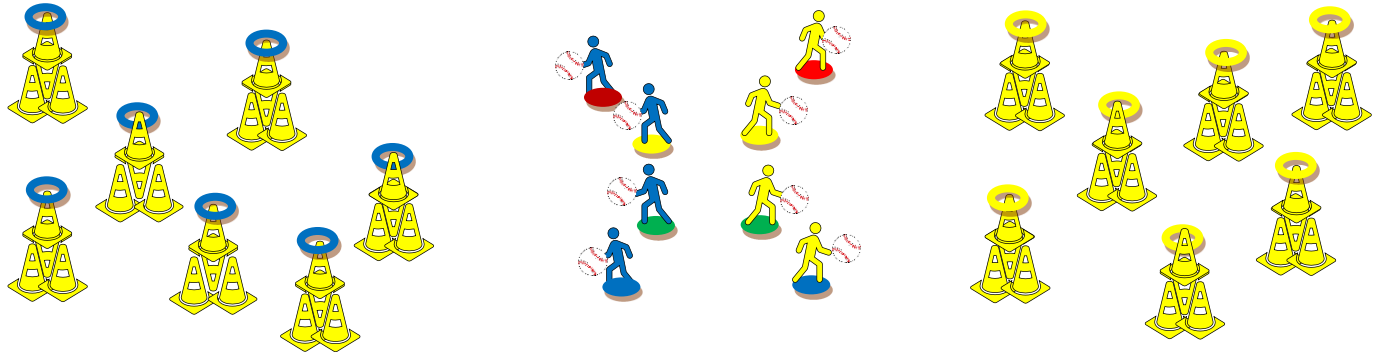


Pirate Ships:

Purpose: Throwing

Equipment: Cones, Colored Disks, Colored Spots, Snag Balls, Buckets (if available)

Set Up: In the middle put two sets of matching colored spots (one for each kid), facing in opposite directions. On either side of the cannon put 6-10 cone towers (12-20 Total) with a colored disk on top to mark the pirate sails.



Execution:

1. Teach proper throwing technique (Breakdown, Demonstrate), and have players practice throwing the ball with a partner. Coach walks around to work on form/technique.
2. Break players into 2-teams and assign each team to one half of the court
3. Nate Pirate Ship Storyline – We are going to see what team can sink the other teams Pirate Fleet first. The baseball is the Cannon Ball, the Cone Towers and the Pirate Ships, and the Colored Spots are the Cannons.
4. Tell each team to make 6-10 pirate ships (3 cones standing up, 1 upside down in the middle, 1 standing on top, colored disk on top of the top cone), and place their pirate ship fleet somewhere on their half of the court. (if you have the buckets, just put the bucket upside down with the cone and disk on top.
5. Let them know the colored circles mark the cannons where the other team will be throwing the ball from so be strategic in your set-up
6. Once each team has set-up their pirate fleet, have them stand on their cannon spot (assign each kid to a color). Players should be standing back-to-back
7. When coach says “FIRE” both players throw their baseballs and try to sink the other teams pirate ships but knocking the top cone/disk off the tower. They only get 1-throw.
8. Coach says “Load your cannons”, all players go out into the ocean and grab their cannon ball, and return to their cannon. (if a player intentionally knocks down a pirate ship while getting their cannon ball, give them 1-warning. Second time they do it they sit out the next round. This really slows the game down and you have to put a stop to it right away).
9. Coach says “Rotate” and all players move down 1-spot (Blue Cannon to Green Cannon, Green to Yellow, Yellow to Red, Red to Blue)
10. Coach says “FIRE” and players throw again
11. Continue until one of the teams have knocked down all the pirate ships on the other side. That team “wins”, but not really.
12. Have all players give a high-five to the other team and say GOOD GAME!



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13. Reset the pirate fleets and continue as time permits
14. Reinforce storyline, technique, game flow, and sportsmanship/encouragement throughout
15. Recap Throwing Technique and when/why it is used in baseball

Variation – Fortress Edition: Put all the Pirate Ships on the same side. Think of it as a pirate shooting a cannon from an island fortress into a pirate ship battle. They have to sink the enemy pirate ships without sinking their own.