



BASEBALL CAMP (AGES 6-11)

ACTIVITY REFERENCE GUIDE

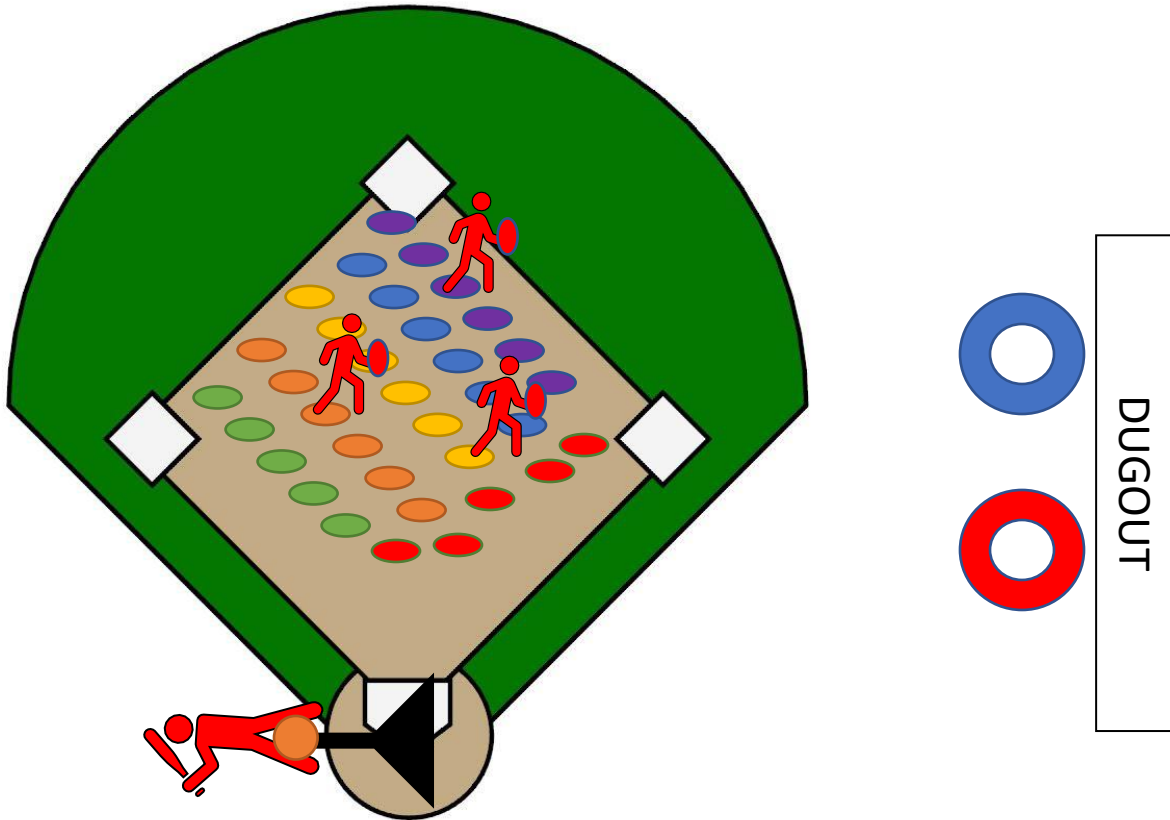


Pokémon - Hitting Edition

Purpose: Hitting & Fielding

Equipment: Baseballs, Baseball Gloves, Hula Hoops, Large Colored Spots, Hula Hoops, Baseball Tee, Rubber Baseball Tee

Set Up: Throw down as many large colored spots as you have available in the infield of the Baseball Diamond. If you don't have a Dugout available, set-up one at a safe distance away from the batter (beware of flying bats). Put 2 colored Hula Hoops next to the Dugout (one for each time). Put a Baseball Tee at Home Plate. All players will need their gloves. Large Spots = Pokémon, Hula Hoop = Pokémon Net.



Execution:

- Teach proper hitting and fielding technique (introduce, breakdown, demonstrate).
- Narrate Pokémon Storyline. The goal of the game is to collect as many Pokémon as you can and put them in your team's hula hoop.
- One team starts in the field while the other team waits in the dugout
- Assign 1-player to be the BATTER, while the other 3 grab their glove and stand on a Pokémon as fielders.
- Before the Batter hits the ball, all fielders must be established with 1-foot on a Pokémon. At that time the coach blows his/her whistle and the batter hits the ball. The Fielders cannot change spots once the whistle has been blown
- The Fielders try to field the ball cleanly while keep 1-foot on the Pokémon.
- **If they field the ball why keeping a foot down on the Pokémon:** The defensive players grabs the Pokémon and puts it down in their team Hula Hoop
- **If they DO NOT field the ball why keeping a foot down on the Pokémon:** They do not grab the Pokémon and the team gets 1-out.
- **EITHER WAY:** Players can choose new Pokémon after each hit if they like. After 3-outs the team on the field goes to the dugout and the team in the dugout goes to the field.
- Coach chooses a different hitter for each inning so every player gets an at bat. If you have 4-players on each team, their should be 4-innings.
- Reinforce technique, Storyline Flow, and Encouragement/Praise throughout.
- At the end of the game, or when time expires, bring all the players together to court up the points



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- SCORING – Pokémon differs from other “spot collecting games” because it is all about collecting more Pokémon of EACH COLOR than the other team. At the end of the game the players will stack their Pokémon by color. Whoever has the most Blue Pokémon, wins all the Blue Pokémon and the Snorlax Point. Who ever has the most Orange Pokémon, wins all the Orange Pokémon and the Charzard point. Whatever team has the most Pokémon Points is the winner.
- Recap hitting/fielding technique and when/why it is used in Baseball

Comments:

Comments: Use fun pokemon names for each small spot color:

- Green - Bulbasaur
- Blue - Snorlax
- Purple - Gengar
- Yellow - Pikachu
- Red - Charmander
- Orange - Charizard

The older the players are, the stricter the coach needs to be on whether or not it was a successful catch (i.e. their foot came off the Pokémon). You can also do Coach Pitch for the older players. 3-strikes is an out!