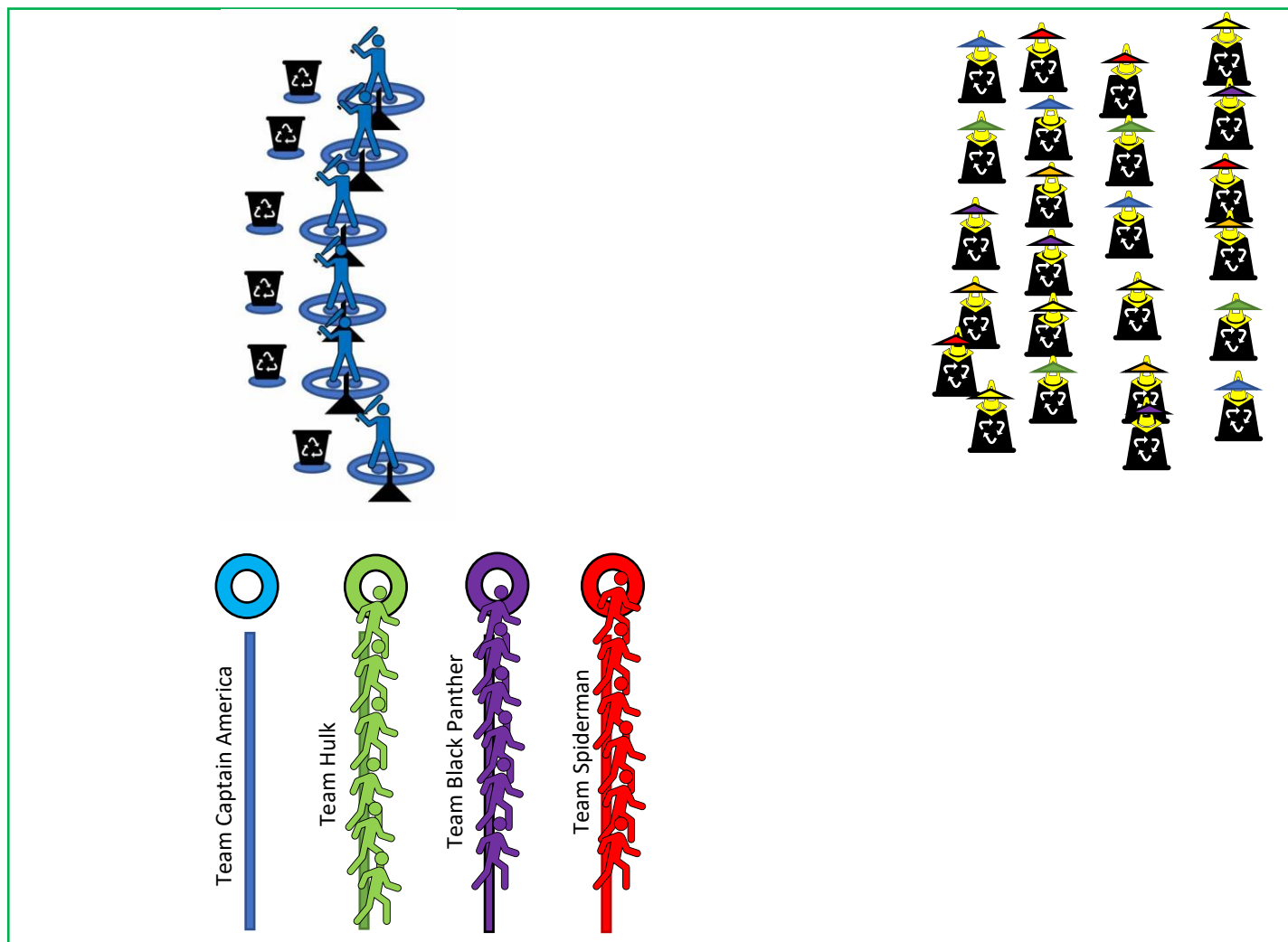


### Avengers Infinite War Hitting

Purpose: Hitting

Equipment: Buckets, Cones, Disks, Spots, Team Lines, Hula Hoops, Tee's, Baseball Bats, Baseballs (hard foam, Snag or safety)

Set Up: As shown below: Set-up 2-4 team lines. Create 4-6 hitting stations (depending on number of kids). At an age appropriate distance from the hitting stations, create as many infinite stone towers as you can. The more the better



### Execution:

- Narrate Storyline – Avengers Assemble! Break the kids into 2-4 teams depending on how many kids you have. There should never be more than 6-kids on a team. The Infinite Stones are the Colored Disks on top of the Infinite Towers! The goal of the game is to be the first Super Hero Team to collect 1-Infinite Stone of each color, and put them in their Hula Hoop. Each team cannot collect more than 1-infinite stone of each color.
- Coach calls up one team, and every player on that team goes to one of the hitting station and gets in the ready position.
- On coaches command, all players hit 1-ball.
- **If they knock a stone out of the tower (and they do not already have that color stone)** – They grab their stone and put it in their Team Hula Hoop.
- **If they knock a stone out of the tower (and they already have that color stone)** – They rebuild the tower. They cannot collect 2 of the same color.



# BASEBALL (AGES 4-11)

## ACTIVITY REFERENCE GUIDE



- **If they do not knock down a tower** – Nothing Happens
- **Regardless of result** – All players go back to their team line and await their next turn
- Coach calls up the next team and the process continues.
- **NO CHEATING!** Players are not allowed to knock-down towers while retrieving their ball. If a child intentionally knocks down a bucket while getting their ball, they have to set out the next round. This really slows the game down and cannot be allowed
- First team to collect 1 stone of each color wins that round and gets 6-points. The rest of the teams get 1-point for each stone they collected. Reset and continue as time permits.
- Have players demonstrate sportsmanship after the game. Review Life Skills and Sports Skills and give points for both.

Tot Edition - The team that collect the most colored disks wins. Color doesn't matter.