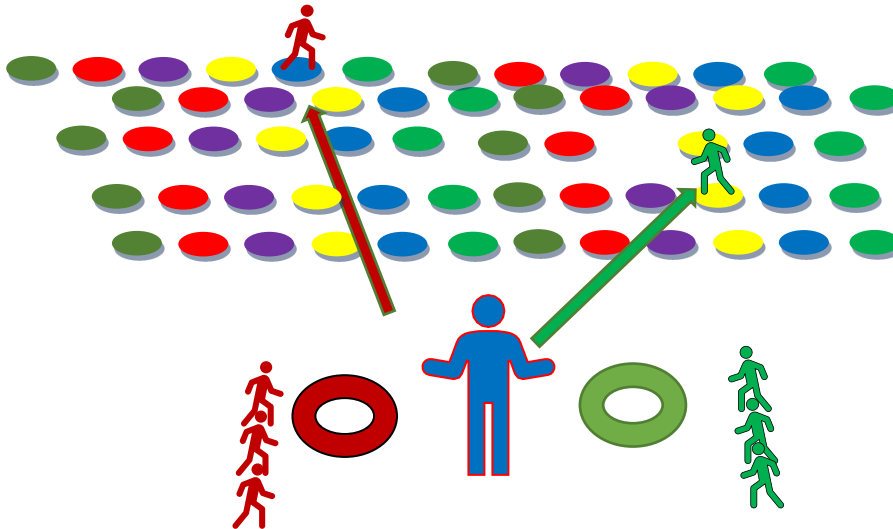## Pokémon – Defensive (Tot Baseball Edition)

Purpose: Cathcing

Equipment: Baseballs, Baseball Gloves/Velcro Gloves, Hula Hoops, Colored Spots (large or Small)

Set Up: Throw down as many small colored spots as you have on the court. Set-up two team lines. Use Large Colored Spots and matching Hula Hoops to show where each team should line-up on either side of the coach. Small Sports = Pokemon, Large Spots = Team Lines, Hula Hoop = Pokemon Net.

Execution:
- Teach catching technique with a Baseball Glove or Velcro Glove depending on the players age. (introduce, breakdown, demonstrate).
- Narrate Pokemon Storyline. The goal of the game is to collect as many Pokemon as you can and put them in your team's hula hoop.
- Coach calls the first player in each team line and they run out and stand on a Pokemon.
- Coach does a soft/safe age appropriate toss to the players on the Pokemon
- **If they catch the ball on the Pokémon:** The player grabs the colored spot and puts it in their hula hoop. They have now caught 1 Pokémon.
- **If they do not catch the ball on the Pokémon:** The player does not grab the colored spot they were going for
- **EITHER WAY:** The player grabs the ball and brings it back to their Hula Hoop and get in the back of the team line
- Coach then calls the next person in line.
- Once everyone has gone through, continue with Pop-Flys & Ground Balls.
- 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.
- Reinforce technique, Storyline Flow, and Encouragement/Praise throughout.
- Recap catching technique and when/why it is used in Baseball