

Bee Ball




Playbook




Bee there!

LEGEND:

 = age indicator

 = offensive player

 = defensive player

 = coach

 = run

 = ball

 = path of ball


 = glove


 = bat


 = tee

 = cone


Level indicator

 = BASIC : Goals attainable for at least 90% of kids of indicated age group.

 = PROGRESS : Goals attainable for approximately 55% of kids of indicated age group.

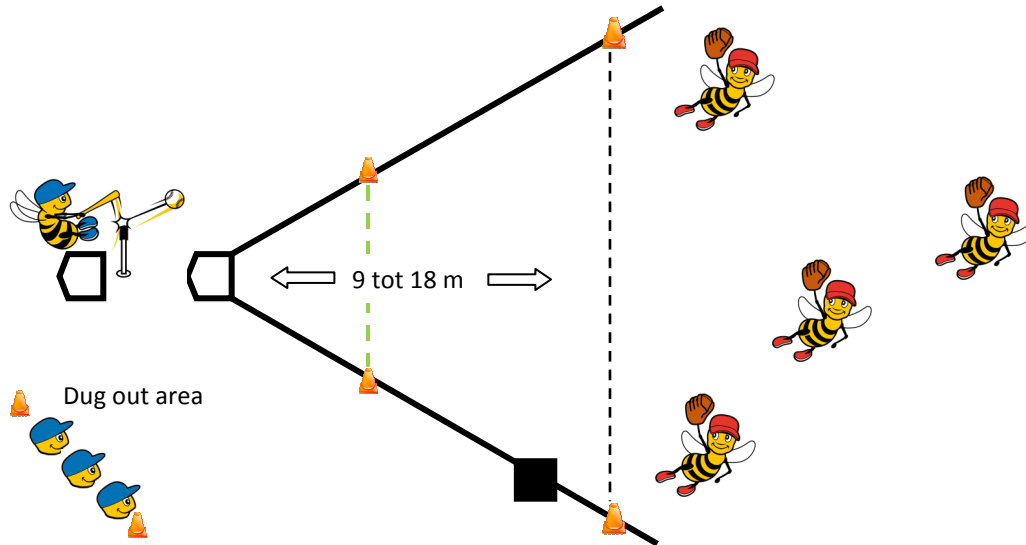
 = ADVANCED : Goals attainable for approximately 15% of kids of indicated age group.

 = EXTRA

 = CARE : About 5 to 10% of indicated age group kids needs this escape route.



1.SINGLE BEEBALL: "Softbalcricket"



Organise:

Play "One Against All" (max. 1 vs 5) or divide into 2 teams (e.g. 3 vs. 3) (max 5-5).

Positioning:

Defenders take position behind "safety line" formed by 2 cones 1 meter behind baseline. When playing in teams hitters in dug-out area facing the hitter.

Playing field:

Is formed by a imaginary triangle between the cones. Foul lines run indefinitely through the cones

Goal:

Score runs on a fair hit by running between base and home base. Every time you touch a safe spot (base) scores a run.

Rules:



= Basic

Put in play:

Ball should be hit (or kicked/thrown) between cones en pass the imaginary "tip"line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (see possibilities)

Stay in play:

You can try to score by touching the base, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line. Where to end your attempt is depending on level off play (see possibilities)

Make an out:

The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game:

When the runner is tagged ,it freezes the game. The ball should be rolled back to hitting area.

Note: At First play without a "catcher" especially with younger kids. The area surrounding home-plate is pretty dangerous.

Change / End

At first fielders and hitters change after an agreed amount of at bats.

E.g. "One Against All" 3 at bats or 3 vs. 3 2 at bats.

Make an arrangement that will cost the least amount of time.


Possibilities: 1. SINGLE BEEBALL:


 Basic


 Progress

 Advanced

Put ball in play:

 Hit the ball from a Tee.

 Hit the ball from a short toss.

 Hit the ball from a "coach-pitch"


 = 6/7

=  8/9


=  8/9


=  8/9


Stay in game:

 "All or nothing": On moment of tagging, the runner should be in contact with the base or he/she losses all her runs of that at bat.


Make an out:

 Fielder tags in possession of the ball.

 Fielder tags with ball in hand or glove.

 Play with glove and official BeeBall

CATCH:  Catch: hitter is out

FORCEPLAY:  Touch the base in possession of the ball before runner occupies the base.=

=  6/7,

=  8/9

=  8/9


=  6/7

=  8/9


=  8/9


Freeze:

 Runner shows he's not making an attempt to score anymore by raising his hand.

 Runner shows he's not making an attempt to score anymore by returning to the last touched base.

Change/End:

 If you reached the amount of at bats (eg. 2x) you (or a teammate in case of 3 vs. 3) can continue the at bats until the fielders make an out (agree on a maximum of extra at bats eg. 2)

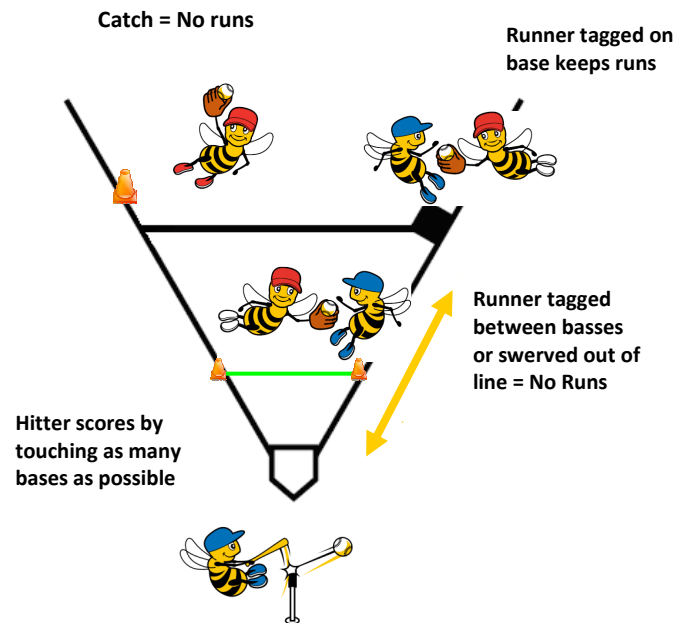
 If there are three outs (use cones as out markers and agree on a maximum of at bats eg.4)



OVERVIEW: Single BeeBall (Softbalcricket):



Single BeeBall



Playing Field

Primary base distance is about 15 steps (tipline \pm 6 steps), angle is 60 degrees.

The actual "daring" playing distance and angle is depending on the balance between offense and defence. At first 1st should be easy to each. When the score is big a lot of times (by hitting hard or non effective field play), changing the distance is an easy way of stimulating field play.

Be aware! Changing the angle according to the amount of field players, not only changes field play, but also the hitting technique.

Organising Teams

Team size is depending on organisational aspects (playing space, surface, safety precautions) but foremost on level of play and the amount of ball contacts you wish to have. It can vary from 1 vs. 3 to 5 vs. 5.

If a team plays a opponent with more players, the smallest team has an extra at bat.

Positioning

Fielders are positioned behind the safety line (cones).

Extra batters position themselves at a safe distance facing the hitter ("You can always see the hitters eyes"). If necessary create a dug-out with cones or a bench.

Especially when you play with a "catcher" the rules above apply.

Goal

Score runs by running back and forth between the bases, after a fair hit ball. Every touched base (homeplate) scores a run. Start counting from the farthest base.

Rules



Put in play: Ball should be hit (or kicked/thrown) between cones en pass the imaginary “tip”line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions.

Stay in play: You can try to score by touching the base, until you’re tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line. Where to end your attempt is depending on level off play (see possibilities)

Make an out: The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game: When the runner is tagged, freezes the game. The ball should be rolled back to hitting area.

Note: At First play without a “catcher” especially with younger kids. The area surrounding home-plate is pretty dangerous.

Change / End

At first fielders and hitters change after an agreed amount of at bats.

E.g. “One Against All” 3 at bats or 3 vs. 3 2 at bats.

Make an arrangement that will cost the least amount of time.

Possible variations:

Put in play:

Could be played at all levels (Throw/Kick, Tee, Toss, Coach-Pitch, Slow-pitch, Pitch), with or without limitations on hitting attempts (strikes).

Stay in play:

“All or nothing”: On moment of tagging, the runner should be in contact with the base or he/she losses all her runs of that at bat.

Back and forth is one run.

Extra bases (“Hit and Run”) or (“ D-tour”).

Make an out:

What happens following a catch? (Apply rule only when it happens often)

Award defensive team with a run??

Freeze:

Runner shows he’s not making an attempt to score anymore by raising his hand.

Runner shows he’s not making an attempt to score anymore by returning to the last touched base

Both ways speed up the game!

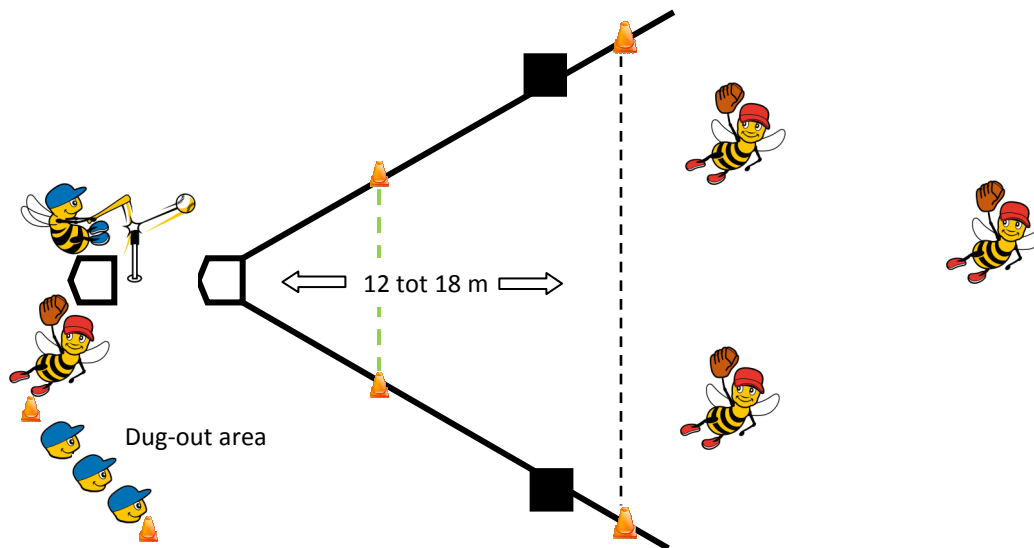
Change:

If you reached the amount of at bats (e.g. 2x) you (or a teammate in case of 3 vs. 3)can continue the at bats until the fielders make an out (agree on a maximum of extra at bats e.g. 2)

If there are three outs (use cones as out markers and agree on a maximum of at bats eg.4)



2. DOUBLE BEEBALL: "3 Base- / Softball "



Organise Teams

Divide into two teams (e.g. 3 vs. 3 to 6 vs. 6).

Positioning:

Defenders take position behind "safety line" formed by 2 cones 1 meter behind baseline. When playing in teams hitters in dug-out area facing the batter.

Playing field:

Is formed by a imaginary triangle between the cones. Foul lines run indefinitely through the cones. Base approximately 15 steps apart.

Goal:

Score runs on a fair hit ball by running a full "circle" round the bases.

Rules:



= Basic

Put in play:

Ball should be hit (or kicked/thrown) between cones en pass the imaginary "tip"line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (see possibilities)

Stay in play:

You can score by touching home base after you touched all the other bases on the way there, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line. Of course you can go back to your last touched base. **Watch out!** Only one player allowed on each base. You can not pass a predecessor! Therefore you are allowed to leave home base after touching it.

Make an out:

The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game:




When the runner is tagged or retrieves to the base, it freezes the game. The ball should be rolled back to hitting area.









Note: At First play without a "catcher" especially with younger kids. The area surrounding home-plate is dangerous.













Change / End



At first fielders and hitters change after an agreed amount of at bats (3 vs. 3 e.g. all 3x) or one extra at bat for each team.



Make an arrangement that will cost the least amount of time.



Possibilities: 2. DOUBLE BEEBALL:  Basic  Progress  Advanced

Put ball in play:  Hit the ball from a Tee (max. 3 tries).  = 6/7  = 8/9
 Hit the ball from a short toss.  = 8/9
 Hit the ball from a "coach-pitch"  = 8/9
 10/11 Hit ball from a "pitch". Oposing team pitches. Make strike/ball arrangements!

Make an out:  Fielder tags in possession of the ball.
 Fielder tags with ball in hand or glove.  = 8/9
 Play with glove and official BeeBall  = 8/9
 Play with big (9/10"inch) ball and gloves
CATCH:  Catch: hitter is out, play continues for other runner(s)  = 8/9
 Catch: hitter is out play freezes, runners go back.  = 8/9
 Catch: hitter out, returning runners can be tagged out on the way back.
 Catch: hitter out, returned runners can advance (ball stays alive)!

FORCEPLAY:  Touch the base in possession of the ball before runner occupies the base.=  8/9

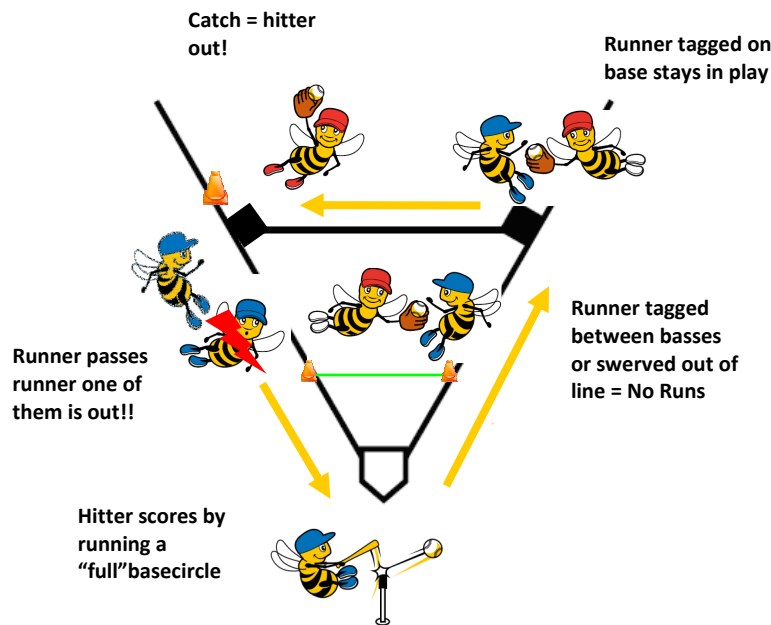
Freeze:  Runner shows he's not making an attempt to score anymore by raising his hand.
 Runner shows he's not making an attempt to score anymore by returning to the last touched base.

Change/End:  If you reached the amount of at bats (eg. 2x) a teammate can continue the at bats until the fielders make an out (agree on a maximum of extra at bats eg. 2)
 If there are three outs (use cones as out markers and agree on a maximum of at bats eg.4)



Overview: Double BeeBall (3-Base-softbal):

Double BeeBall



Playing Field

Primary base distance is about 15 steps (tipline \pm 6 steps), angle is 60 degrees.

The actual "daring" playing distance and angle is depending on the balance between offense and defence. At first 1st should be easy to each. When they hit homeruns a lot of times (by hitting hard or non effective field play), changing the distance is an easy way of stimulating field play.

Be aware! Changing the angle according to the amount of field players, not only changes field play, but also the hitting technique.

Organising Teams

Team size is depending on organisational aspects (playing space, surface, safety precautions) but foremost on level of play and the amount of ball contacts you wish to have. It can vary from 3 vs. 3 to 6 vs. 6.

If a team plays a opponent with more players, the smallest team has an extra at bat.

Positioning

Fielders are positioned behind the safety line (cones).

Extra batters position themselves at a safe distance facing the hitter ("You can always see the hitters eyes"). If necessary create a dug-out with cones or a bench.

Especially when you play with a "catcher" the rules above apply.

Goal

You score by completing a full circle around the bases on a fair hit ball. You don't have to reach home plate on your own hit!

Rules



Put in play: Ball should be hit (or kicked/thrown) between cones en pass the imaginary "tip"line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions.

Stay in play: You can score by touching home base after you touched all the other bases on the way there, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line. Of course you can go back to your last touched base. Watch out! Only one player allowed on each base. You can not pass a predecessor! Therefore you are allowed to leave home base after touching it.

Make an out: The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game: When the runner is tagged or retrieves to the base, it freezes the game.

The ball should be rolled back to hitting area.

Note: At First play without a "catcher" especially with younger kids. The area surrounding home-plate is pretty dangerous.

Change / End

At first fielders and hitters change after an agreed amount of at bats (3 vs. 3 e.g. all 3x) or one extra at bat for each team.

Make an arrangement that will cost the least amount of time.

Possible variations:

Put in play:

Could be played at all levels (Throw/Kick, Tee, Toss, Coach-Pitch, Slow-pitch, Pitch), with or without limitations on hitting attempts (strikes).

Make an out:

CATCH: Catch: hitter is out, play continues for other runner(s)

Catch: hitter is out play freezes, runners go back.

Catch: hitter out, returning runners can be tagged out on the way back.

Catch: hitter out, returned runners can advance (ball stays alive)!

FORCEPLAY: Touch the base in possession of the ball before runner occupies the base.= Op hoger veldspelniveau kun je het in balbezit aanraken van een honk (vaak nog steeds verwarrend "branden" genoemd) bij een gedwongen loop situatie invoeren.

Freeze:

If the runner shows he's not making an attempt to score anymore, by raising his hand or by returning to the last touched base, the ball could be rolled back immediately, this speeds up the game!

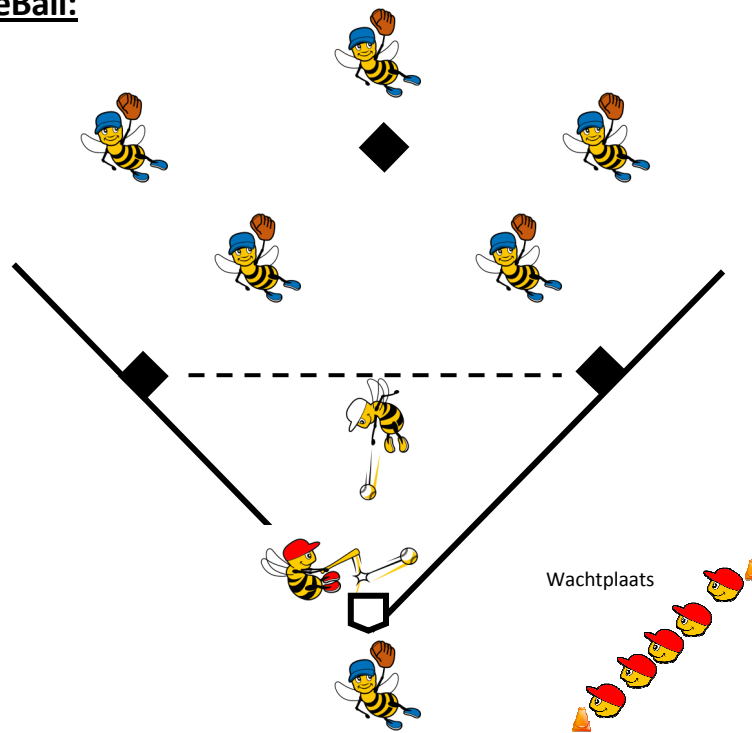
Change:

If you reached the amount of at bats (e.g. 2x) you (or a teammate in case of 3 vs. 3) can continue the at bats until the fielders make an out (agree on a maximum of extra at bats e.g. 2)

If there are three outs (use cones as out markers and agree on a maximum of at bats eg.4)



3. Triple BeeBall:



Organise Teams

Divide into two teams (e.g. 6 vs. 6 to 10 vs. 10). The smaller the teams the more they hit of course!

Playing field:

Bases approximately 16 to 18 steps apart.

Positioning:

Defenders take position behind "safety line" formed by 1st and third base. Promote to put infielders near or behind base paths. Hitters in dug-out area facing the batter.

Goal:

Score runs on a fair hit ball, by running a full "circle" round the bases.

Rules:



= Basic

Put in play:

Ball should be hit from a coach-pitch between cones and pass the imaginary "tip" line (for safety precautions). The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (e.g. maximum of 3 swings or 3rd swing miss is an out).

Stay in play:

You can score by touching home base after you touched all the other bases on the way there, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line. Of course you can go back to your last touched base. Watch out! Only one player allowed on each base. You can not pass a predecessor! Therefore you are allowed to leave home base after touching it.

Make an out:

The fielders try to prevent you from scoring by catching your hit or tagging you in possession of the ball. The "catcher" could position himself at best in the triangle in front of home plate. Doing so he/she will not interfere with the runner(s) and be in a good position to make a safe tag at home plate.

Freeze game:

When the runner is tagged or retrieves to the base, it freezes the game. The ball should be rolled back to pitching area.

Change / End

At first fielders and hitters change after an agreed amount of at bats (6 vs. 6 e.g. all 1 or 2 times) or one extra at bat for each team.

























Make an arrangement that will cost the least amount of time making the change.

Possibilities: 2. TRIPLE BEEBALL:

 Basic

 Progress

 Advanced

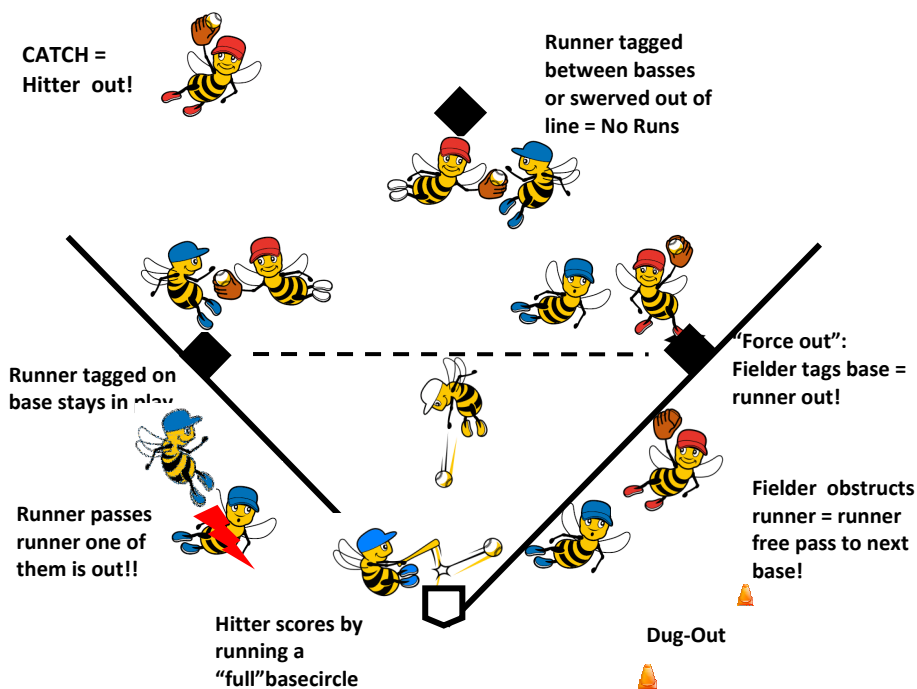
- Put ball in play:
-  Hit the ball from a Toss (max. 3 tries). =  8/9
 -  Hit the ball from a coach-pitch short (front toss) =  8/9
 -  Hit the ball from a "coach-pitch long" =  8/9
 -  10/11 Hit ball from a "pitch". Opposing team pitches. Make strike/ball arrangements!
- Make an out::
-  Fielder tags in possession of the ball.
 -  Play with glove and official BeeBall =  8/9
 -  Play with big (9/10"inch) ball and gloves =  10/11
- CATCH:
-  Catch: hitter is out, play continues for other runner(s) =  8/9
 -  Catch: hitter is out play freezes, runners go back. =  8/9
 -  Catch: hitter out, returning runners can be tagged out on the way back.
 -  Catch: hitter out, returned runners can advance (ball stays alive)!
- FORCEPLAY:
-  Touch the base in possession of the ball before runner occupies the base.=  8/9
- Freeze:
-  Runner shows he's not making an attempt to score anymore by raising his hand.
 -  Runner shows he's not making an attempt to score anymore by returning to the last touched base.
- Change/End:
-  If you reached the amount of at bats (eg. 2x) a teammate can continue the at bats until the fielders make an out (agree on a maximum of extra at bats eg. 2)
 -  If there are three outs (use cones as out markers and agree on a maximum of at bats eg.3)

Overview

Triple BeeBall:



Triple BeeBall



Playing Field

Primary base distance is about 18 steps, angle is 90 degrees.

The actual “daring” playing distance and angle is depending on the balance between offense and defence. At first 1st should be easy to each. When they hit homeruns a lot of times (by hitting hard or non effective field play), changing the distance is an easy way of stimulating field play.

Be aware! Changing the angle according to the amount of field players, not only changes field play, but also the hitting technique.

Organising Teams

Team size is depending on organisational aspects (playing space, surface , safety precautions) but foremost on level of play and the amount of ball contacts you wish to have. It can vary from 6 vs. 6 to 10 vs. 10.

If a team plays a opponent with more players, the smallest team has an extra at bat.

Positioning

Fielders are positioned behind the safety line between 1st and 3rd base.

Batters position themselves at a safe distance facing the hitter (“You can always see the hitters eyes”). If necessary create a dug-out with cones or a bench.

Goal

Score run(s) by completing a full circle around the bases on a fair hit ball. You don't have to reach home plate on your own hit!

Rules



- Put in play: Ball should be hit between the bases en pass the imaginary “tip”line (for safety precautions). The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (e.g. 3 swing miss is an out).
- Stay in play: You can score by touching home base after you touched all the other bases on the way there, until you’re tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to a base in a direct line. Of course you can go back to your last touched base. Watch out! Only one player allowed on each base. You can not pass a predecessor! Therefore you are allowed to leave home base after touching it.
- Make an out: The fielders try to prevent you from scoring by catching your hit or tagging you in possession of the ball. You can also make an force out at a base when this rule applies.
- Freeze game: When the runner is tagged or retrieves to the base, it freezes the game. The ball should be rolled back to pitching area.

Change / End

At first fielders and hitters change after an agreed amount of at bats (3 vs. 9 e.g. all 3 times, 9 vs. 9 all 1 time) or one extra at bat for each team.
Make an arrangement that will cost the least amount of time.

Possible variations:

Put in play:
Could be played at all levels (Throw/Kick, Tee, Toss, Coach-Pitch, Slow-pitch, Pitch), with or without limitations on hitting attempts (strikes).

Make an out:

- CATCH: Catch: hitter is out, play continues for other runner(s)
- Catch: hitter is out play freezes, runners go back.
- Catch: hitter out, returning runners can be tagged out on the way back.
- Catch: hitter out, returned runners can advance (ball stays alive)!

FORCEPLAY: Touch the base in possession of the ball before runner occupies the base.= Op hoger veldspelniveau kun je het in balbezit aanraken van een honk (vaak nog steeds verwarrend “branden” genoemd) bij een gedwongen loop situatie invoeren.

Freeze:

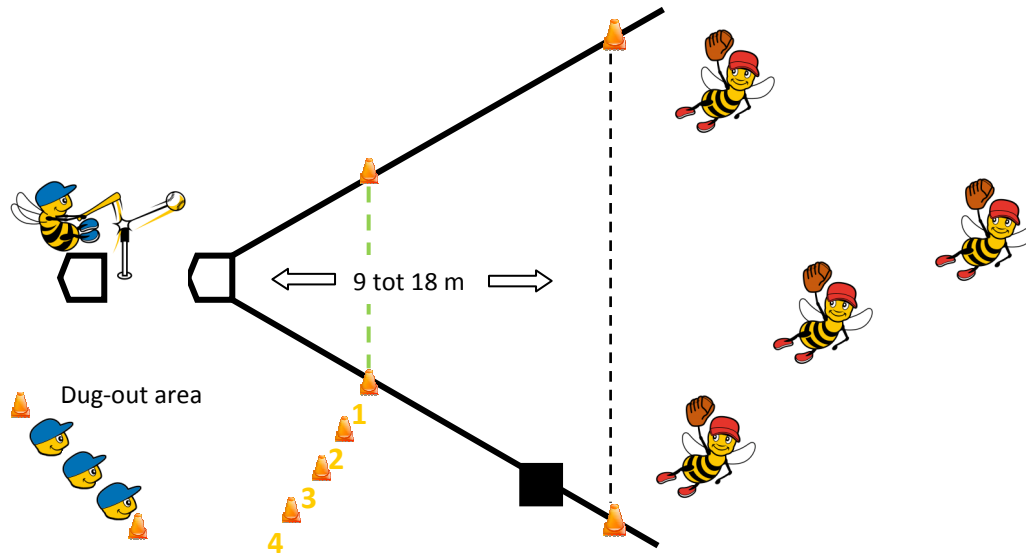
If the runner shows he’s not making an attempt to score anymore, by raising his hand or by returning to the last touched base, the ball could be rolled back immediately, this speeds up the game!

Change:

If you reached the amount of at bats (e.g. 2x) you (or a teammate in case of 3 vs. 3) can continue the at bats until the fielders make an out (agree on a maximum of extra at bats e.g. 2)
If there are three outs (use cones as out markers and agree on a maximum of at bats eg.4)



1a. "D-Tour"



Organise:

Play "One Against All" (max. 1 vs 5) or divide into 2 teams (e.g. 2 v.s. 4 or 3 vs. 3; max 5-5).

Positioning:

Defenders take position behind "safety line" formed by 2 cones 1 meter behind baseline. When playing in teams hitters in dug-out area facing the hitter.

Playing field:

Is formed by a imaginary triangle between the cones. Foul lines run indefinitely through the cones

Goal:

Recognize quality of hit ball and learning to take risks accordingly. Score runs on a fair hit by running between base and home base. Every time you touch a safe spot (base) scores a run(s) according to "alley" you choose.

Task:

Hit the ball between the cones. The "alley" you choose determines the runs you score per crossover.

Rules:



= Basic

Put in play:

Ball should be hit (or kicked/thrown) between cones en pass the imaginary "tip"line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (see possibilities)

Stay in play:

You can try to score by touching the base, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line.

Make an out:

The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game:

When the runner is tagged, freezes the game. The ball should be rolled back to hitting area.

Note: At First play without a "catcher" especially with younger kids. The area surrounding home-plate is pretty dangerous.

Change / End

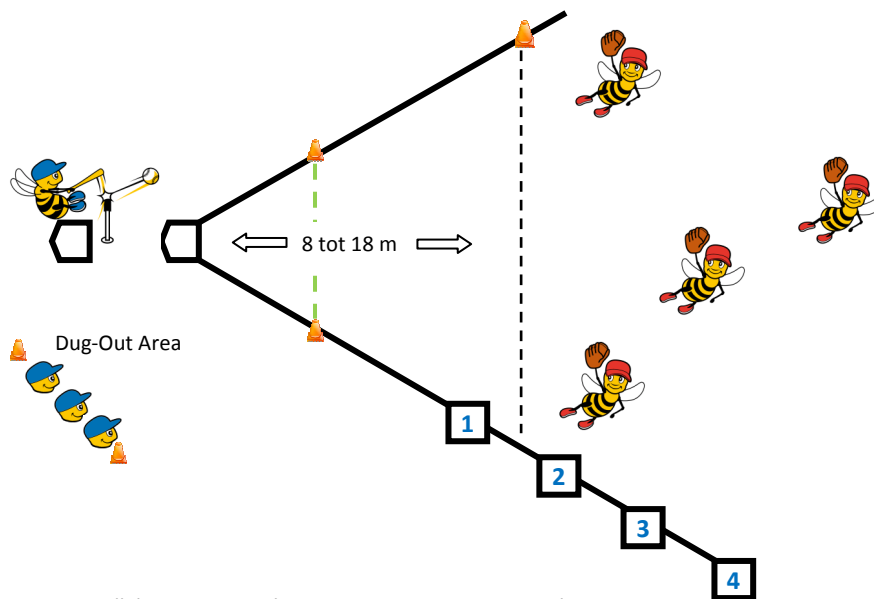
At first fielders and hitters change after an agreed amount of at bats.

E.g. "One Against All" 3 at bats or 3 vs. 3 2 at bats.

Make an arrangement that will cost the least amount of time.



1b. "Hit and Run"



Organise:

Play "One Against All" (max. 1 vs 5) or divide into 2 teams (e.g. 2 v.s. 4 or 3 vs. 3; max 5-5).

Positioning:

Defenders take position behind "safety line" formed by 2 cones 1 meter behind baseline. When playing in teams hitters in dug-out area facing the hitter.

Playing field:

Is formed by a imaginary triangle between the cones. Foul lines run indefinitely through the cones

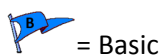
Goal:

Recognize quality of hit ball and learning to take risks accordingly. Score runs on a fair hit by running between base and home base. Every time you touch a safe spot (base) scores a run(s) according to "alley" you choose.

Task:

Hit the ball between the cones. The "base" you reach determines the runs you score.

Rules:



Put in play:

Ball should be hit (or kicked/thrown) between cones en pass the imaginary "tip"line (for safety precautions).

The amount of attempts is at first unlimited. Depending on skill level you can agree on challenges/restrictions (see possibilities)

Stay in play:

You can try to score by touching the base, until you're tagged with the ball (or ball in glove). When a fielder in possession of the ball is in your running lane trying to tag you, you have to go to the base in a direct line.

Make an out:

The fielders try to prevent you from scoring by tagging you in possession of the ball.

Freeze game:

When the runner is tagged, freezes the game. The ball should be rolled back to hitting area.

Note: At First play without a "catcher" especially with younger kids. The area surrounding home-plate is pretty dangerous.

Change / End

At first fielders and hitters change after an agreed amount of at bats.

E.g. "One Against All" 3 at bats or 3 vs. 3 2 at bats.

Make an arrangement that will cost the least amount of time.