



# Quickball



## Quickball Field Setup

- Find a spot for home plate. If you are working in a gymnasium, two commonly used locations are the corner of the baseline on the basketball court or at the center of the baseline underneath the hoop.
- Based on the size of the area you're working with, place the rest of the bases in a diamond proportionally distanced from each other (exactly like a regular baseball diamond).
- Take the boards and set them up like an outfield fence beyond the bases giving plenty of room for an "outfield."
- Place the Auto-Ump a few feet behind home plate to act as a catcher and stop the balls from rolling away.
- Place the dot cones in a line off to the side of the 3<sup>rd</sup> base line to designate where the kids will line up. Make sure the line starts at least 7 feet away from home plate to avoid injuries.
- The 1<sup>st</sup> bucket will have all the Quickballs in it and will be placed next to the Pitcher. The 2<sup>nd</sup> bucket will be placed at 2<sup>nd</sup> base.

## How to Play

- Start by dividing your kids up into two even teams.
- Team 1 is the batting team and will line up behind the cones down the 3<sup>rd</sup> base line.
- Team 2 will be the fielding team and will spread out in the field with one kid standing by the bucket at 2<sup>nd</sup> base. He/she will be the designated "Bucket Player" or 2<sup>nd</sup> Baseman.
- The game will begin when the Pitcher (adult) throws the 1<sup>st</sup> pitch.
- Each player will only be given one pitch per turn at bat.
- Regardless of whether or not the player hits the ball they will run all the way around the bases and hop back in line.
- If the batter hits the ball past the Pitcher the fielding team will play that ball.
- If the batter doesn't make contact with the ball or it doesn't travel past the Pitcher, the Pitcher will turn around and throw another ball to simulate a hit allowing a player to still score points for their team even if they don't get a hit.
- For the first inning, if the batter makes it to 2<sup>nd</sup> base before the fielding team can gather the ball and put it in the bucket then the batting team gets a point.
- If the fielding team puts the ball in the bucket before the batter touches 2<sup>nd</sup> base then the fielding team gets a point.
- This process should continue for 90 seconds or whenever the Pitcher runs out of Quickballs. Once time has run out, the two teams will switch and follow the same pattern.
- Once both teams have had a chance to hit, you move the bucket from 2<sup>nd</sup> base to 3<sup>rd</sup> base and repeat the process.
- After two full innings, tally up all the points and declare a winning team. You can also continue the game by adding more innings!

Quickball is the grassroots sport of the Cal Ripken, Sr. Foundation and is literally quick baseball. With innovative concepts like timed games, multi-batter offenses and "Arena" style action, Quickball is the diamond's great equalizer – a sport that anyone can excel at regardless of size or strength!

For more information on Quickball, please visit:

[www.CRSFPortal.org](http://www.CRSFPortal.org)

