



BASEBALL CAMP (AGES 6-11)

ACTIVITY REFERENCE GUIDE

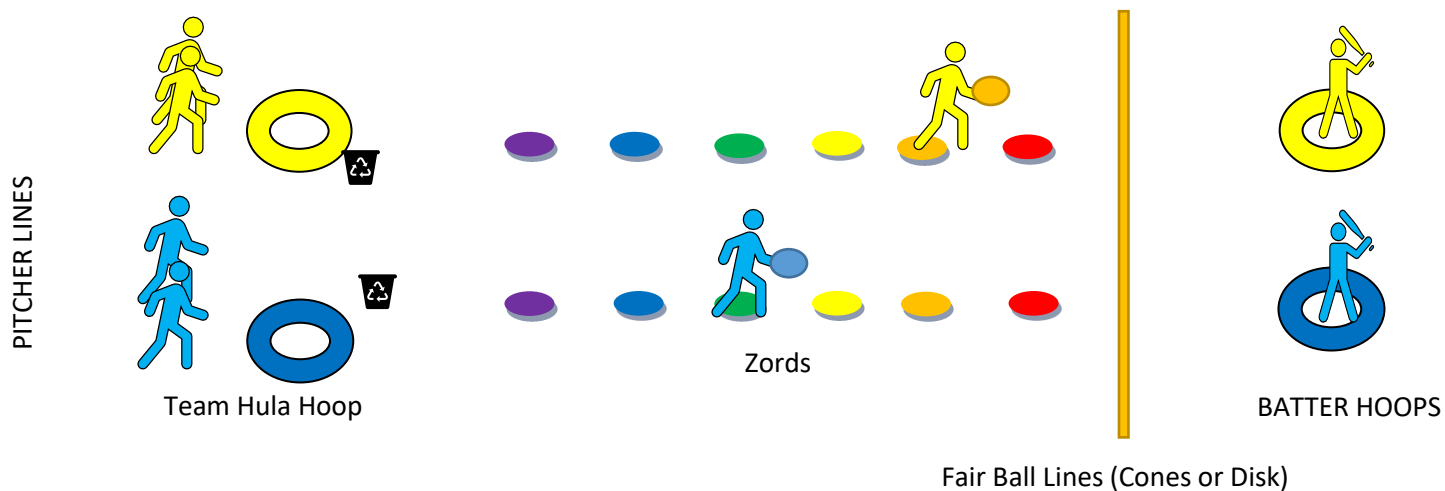


Power Rangers – Tot Hitting Edition

Purpose: Throwing/Hitting

Equipment: Baseballs, Large Colored Spots, Hula Hoops, Foam Bats, Foam Balls

Set Up: Set-up Colored Spots so each spot is further from the receiver hoop than the one previous. Between the Batter Hoops and Zords, put down a Fair Ball line of cones/disks. Make sure the distance of the spots is age appropriate



Execution:

- The goal of the game is to collect all of your Zords (colored spots) and put them into your team hula hoop in order to morph into a MegaZord. The first team to create a MegaZord (collect all 6 zords and put them into their hula hoop) wins
- Coach has all players start in their team pitcher lines. Coach assigns 1-player from each team to be the Batter for that round. The batter grabs the Whiffle Ball Bat and stands in their Batter Hoop.
- On coaches whistle, the first person in each line grab a whiffle Ball, and runs down to stand on one of the Zords. He/she is the pitches and does a soft toss to the Batter who tries to hit the ball while staying in their Hula Hoop
- **If the Batter hits the ball past the Fair Ball Line:** the pitcher grabs their Zord, put it in the Team Hula Hoop.
- **If the Batter DOESN'T hit the ball past the Fair Ball Lines:** They leave the Zord where it is on the field.
- **Make or miss:** After 1-attempt, the pitcher runs back to his/her team line and the next player in line becomes the pitcher, grabs a ball, and pitches the ball from the Zord.
- Players can pass from any Zord, at any time. They do not have to go in order.
- First team to get all of their Zords in their Team Hula Hoop, and say as a team "It's Morphin Time" wins that round!
- Switch the Batter each round and continue as time permits.