

BuddyBall

Created by: Doris and Buddy Woodard

It's the wildest kick-dodge-nontraditional base running strategy game your students will love!
It's the game the students ask to play. It's the game the students try to sneak into your class to play!

Created for High School but adaptable for Middle School and even upper Elementary

Space: Gym is ideal – but a large Multi-Purpose Gym room can be used.

Equipment: Foam KickBall, team mesh vest/pinnies, base markers (if not in a gym)

1. Each player gets ONE roll of the ball (opportunity to kick and get on any of the bases) The teacher might wish to be the official roller to ensure each roll is a good roll – or the offensive team may provide their own roller.
2. The Kicked ball Must exit the 3-pt area – NO Defensive player may enter this area to gain possession of the ball – ball must exit on its own – bunts are awesome here!
3. There is NO First – Second – nor Third base – but there ARE three bases!
4. The top two bases are in the top corners of the court
5. Rules for running the bases: if a runner goes to either of the top bases, he/she may NOT cross over and go to the other top base – NOR may they return to a top base after being at the back base line. A kicker is Allowed to skip going to a top base and is allowed to go straight to the back base. – they must go to the back base line before they are able to score by crossing the top base line.
6. There are No BASE lines! The runner may get to the base by running in any pattern that gets them to the base! No right – No left – No straight lines- Run zig zag- Run around people – any means that helps dodge a throw!
7. May not run on a fly ball – may not tag and run. The ball is played off any surface. No homeruns. If a ball is kicked into the bleachers and does not come out, it is an out. BUT if a ball is kicked into the bleachers and as it is coming down is caught (before touching the ground) it is an out!
8. If a defensive player hits a runner above the shoulders, the player is safe and may advance a base (if the base is full or the advancement makes the base full, the base unloads and all players on that base go to the next base safely).
9. TWO offensive players are allowed on either of the top two bases at any given time.
10. THREE offensive players are allowed on the back base line at any given time
11. **BUT** – if a kicker/runner goes to a base that is considered FULL – the entire base load of players MUST unload and move to the next base (will be either the back base or home). For example -if a top base has TWO players standing on the base and the kicker runs to that base, then ALL three players now must advance to the back base line (even if it is full – forcing the back base line of players to run home)...NOW begins the wildest and craziest throwing-dodging and sprinting!
12. **It takes team work** and strategy to score. A team can score one at a time or up to EIGHT at a time – Strategy!!!