

Crazy Kickball

1. 3 Bases
2. 5 Outs
3. 3 people per base
4. Must enter and exit home between the cones
5. Kicker may run to 1st or 3rd before 2nd and then return through 1st or 3rd before scoring
6. If runner leaves a base, they must go
7. Outs: Force, Hit by ball, Caught fly, Lights, Outside cones running or kicking, ect...
8. Must run if a player scores

Kittenball

1. Played like baseball/softball
2. 3 Outs
3. 4 Bases
4. One person per base
5. Outs: Force, Caught fly, 3 strikes, Tagged, Throwing the bat
6. Must tag up on caught fly ball
7. 4 balls is a walk
8. You may not hit a runner with the ball for an out
9. Only overrun 1st base
10. Pitch underhand with an arch