

Townball:

Equipment: 4 designated big bases placed in 4 corners of gym and 1 kickball.

Rules:

1. 2 or 3 people are full time kickers for the inning. All others are on the 1st base.
2. Must run when it is kicked from 1st. If you leave the base you have to run.
3. You must kick the ball past the free throw line or it is an out.
4. Outs: caught pop fly, hit/tag a runner, foul kick.
5. If the ball is not kicked, no one can run.
6. Home base must be empty before anyone can score.
7. Score: run to all bases around gym and back home.
8. If you get out while running, go back to the last based touched.
9. Runners can continue to run, unless it is not kicked.
10. 3 outs per side.
11. If you get out while scoring, go back to the last base.
12. Run to the right side of the base.

Miffleball

Equipment: 4 gymnastic mats, whiffle ball and bat.

Rules:

1. 9 outs /side
2. 1 person bats for their groups of 2 or 3. You may bunt, but you must hit a fair ball.
3. If the ball beats the runner to the base they are out.
4. All outs are force outs.
5. If you leave the base, you must run to the next base.
6. The ball is dead when the pitcher has the ball in the circle and runners cannot run.
7. You may advance on pop flies and foul balls.
8. If your batting partner(s) is not back to bat when it is your turn, he is brought back but an out is recorded.
9. You may pass people up on bases.