

# *Kids vs. Parents*

## 1. GATHER ALL PLAYERS FOR THE RULES

Modified Pinto rules:

- Teams pitch to themselves (kids to kids & parents to parents)
- 5 pitches - get a hit or you're out
- 3 outs or 5 runs switches sides
- Force out @ home: place second home plate 5-10 feet to the side for parents to run to, to avoid being hit by throw
- Kids may steal when ball reaches catcher; Parents may not steal
- Pitch must hit catcher's glove to steal (to prevent deliberate bad pitches)
- Runners are frozen once ball is returned to DEFENSIVE pitcher
- Base coaches call out/safe. If other team protests, coach is tiebreaker

## 2. Kids select two team captains: one older, one younger

Meanwhile, discuss game strategy with Parents:

- Strong hitters bat reverse-handed
- Run to alternate home plate for safety
- Parent pitcher should knock the ball down on a direct line drive to protect the Kid defensive pitcher, then ball is live
- Kids win, but make it close! :)

## 3. Once team captains are selected, they set their lineup and batting order (on next page) while the rest of the team and Parents do an infield drill

Kids' lineup:

- Create two Squads of six Infield players; every Kid must get one IF position
- Rest of the team is in the outfield that inning
- Alternate squads each inning
- Players may rotate positions within their Infield Squad
- Pitching order is reverse of batting order
- Kids pitch to 2-3 batters then switch
- Kids provide their own base coaches (wear helmets!)
- Kids keep track of the score

## 4. Kids are home team; Parents bat first.

**PLAY BALL!**

# Kids vs. Parents

- PUT EACH PLAYER IN AT LEAST ONE INFIELD BOX
- SQUADS ALTERNATE INNINGS
- PLAYERS MAY TRADE POSITIONS WITHIN THEIR SQUAD

BATTING ORDER      PITCHED

1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>
4	<input type="checkbox"/>
5	<input type="checkbox"/>
6	<input type="checkbox"/>
7	<input type="checkbox"/>
8	<input type="checkbox"/>
9	<input type="checkbox"/>
10	<input type="checkbox"/>
11	<input type="checkbox"/>
12	<input type="checkbox"/>

- PITCHERS = REVERSE ORDER OF BATTING
- PITCH TO 2 OR 3 BATTERS THEN SWITCH
- IF DUE UP TO BAT, SKIP AND COME BACK

SCORE      1    2    3    4    5    6    FINAL

PARENTS							
KIDS							

