Softball Maths

In class play a game of SOFTBALL MATHS.

- Groups of five or more.
- 1 pitcher
- 1 catcher
- 1 umpire
- The rest are batters.

RULES FOR SOFTBALL MATHS

1. Pitcher winds up and pitches an appropriate maths equation e.g. 2×7 (Teacher to choose if it's addition, subtraction, multiplication or division). Basic facts or times tables are best!

2. Batter swings with an answer e.g. 16.

3. Catcher answers as quick as they can e.g. 14

4. Whoever is first, answer is taken.

5. If Batter wrong it's a strike.

6. If catcher right it's a strike.

7. If Batter right, batter goes to first base and next batter comes up.

8. If catcher wrong it's a ball.

9. Normal rules of softball applies.

10. Bases can be chairs, pillows or something safe inside.

11. Three strikes and you are out!

12. Nobody needs to stand on bases when fielding as the Pitcher is the only fielder.

13. Swap pitcher and catcher around when someone gets a home run.

Softball
NEW ZEALAND