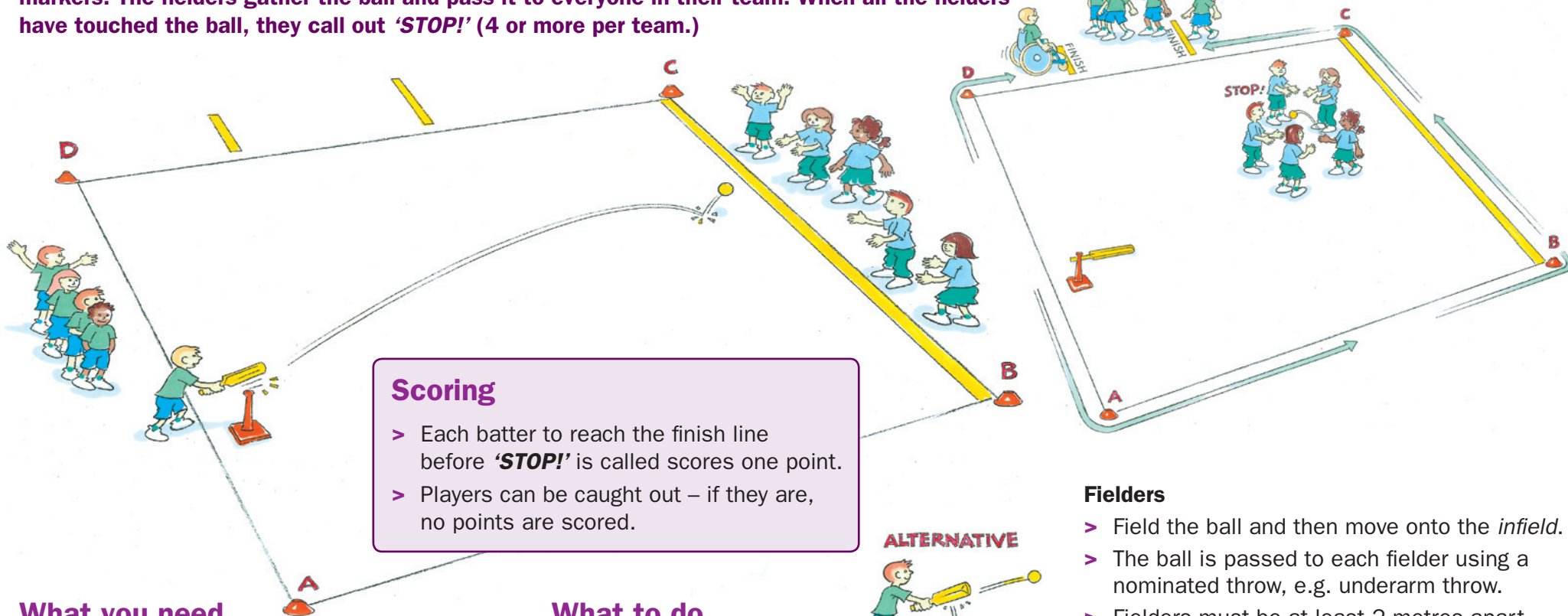Australian Government
Australian Sports Commission

EASY   MED   HARD

Runners v passers

A batting team and a fielding team. The first batter hits the ball and the entire team runs around markers. The fielders gather the ball and pass it to everyone in their team. When all the fielders have touched the ball, they call out *'STOP!'* (4 or more per team.)

STOP!

Scoring

> Each batter to reach the finish line before *'STOP!'* is called scores one point.
> Players can be caught out – if they are, no points are scored.

ALTERNATIVE

Fielders

> Field the ball and then move onto the *infield*.
> The ball is passed to each fielder using a nominated throw, e.g. underarm throw.
> Fielders must be at least 2 metres apart.
> The last fielder to receive a pass calls *'STOP!'*
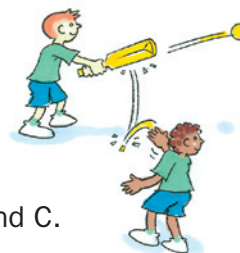> The ball is passed to the next batter.

What you need

> A suitable indoor or outdoor playing area as shown
> Any suitable lightweight bat, tennis ball or similar
> Marker cones
> **Option:** batting tee

What to do

Batters

> Using a tee or drop shot, the ball is hit between B and C.
> All batters attempt to run as a group to the *finish* position.
> If the ball goes 'wide' (A–B or C–D), the shot is taken again.

Runners v passers

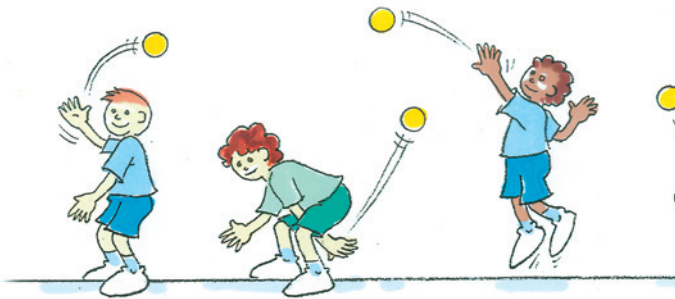## change it...

Coaching

> Use player role models to emphasise an effective side-on batting stance, good ball placement and effective fielding plays.

Game rules

> **Vary the pass** – allow any pass or vary the pass. Include novelty passes, e.g. under a leg.

> **Rolling** – use rolling to pass among fielders.
> **Distance between fielders** – vary the distance and position, e.g. all fielders along line A–B.
> **Hitting direction** – specify one or more allowable sides, e.g. D–C, or B–C, or A–B, or any combination of these.
> **False calls** – provide bonus points to a runner if **'STOP!'** is called too soon.

Equipment

> **Use different bats** – allow player choice.
> **Use different balls** – size, weight, flight speed.
> **Use different heights of tee or a cooperative bowler.

Playing area

> **Field size** – increase or decrease.
> **Finish line** – adjust to make easier or harder. Provide a second, closer finish line for players with limited mobility or allow running to the finish line via the shortest route, e.g. around D as shown.
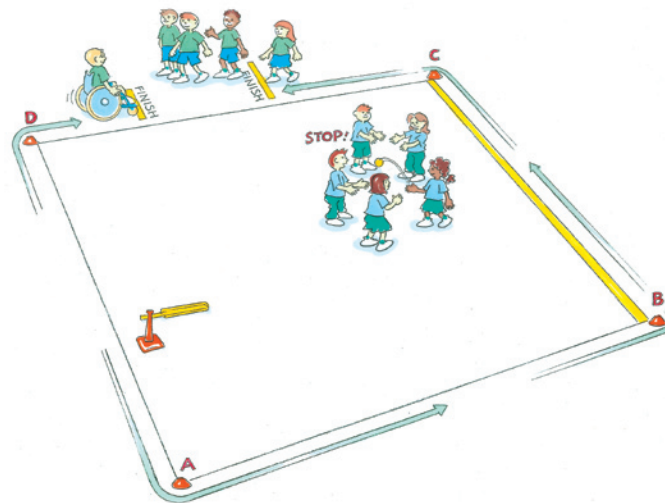
Safety

> Ensure a safe distance between groups.
> Batters must drop and not throw the bat.
> Batters should avoid contact with other batters during their run.
> Batters should hit the ball *below* head height.
> Fielders should be at least 10 metres from the batter.
> Fielders call *'mine!'* if they are fielding the ball.

ASK THE PLAYERS

Fielders

> 'What will you do to ensure you pass around to your team-mates as quickly as possible?'
> 'Will your fielding positions allow you to field and pass the ball around quickly?'
> 'Where will you stand to field the ball and pass it around quickly?'

Batters

> 'Where will you aim to place the ball?'