

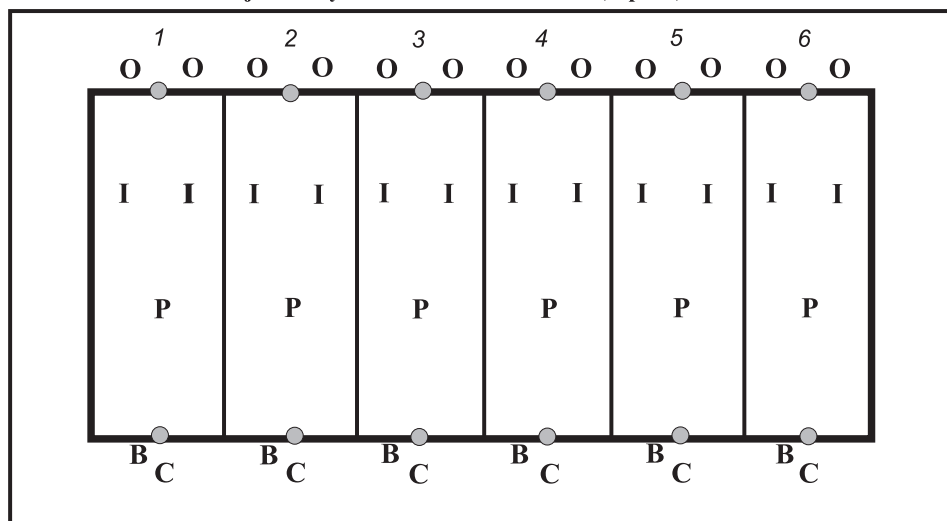
Bonkerball™ Instruction Guide

Maximize Participation in the Gymnasium with an Innovation Game: Bonkerball
Created by Pam Riemer



BonkerBall was designed to provide a highly active game that can safely involve an entire class. Though the example illustrated utilizes a basketball court, the game can be played indoors or out in virtually any activity environment.

6 Game, 2-Cone American Version, Basketball Court Layout Using 42 Players
Adjust Player Numbers To Class Size, Space, & Sets



C = Catcher B = Batter P = Pitcher I = Infielder O = Outfielder

BonkerBall BASICS

BonkerBall utilizes specially designed bats and balls and from one to two cones (depending on your available equipment). For the ease of explanation, we've defined the 2 variations as the "American 2-Cone" and "Cricket 1-Cone." The skills are identical in both versions and the only variation in the rules involves the use of the second cone.

UNIQUE EQUIPMENT

The **BonkerBall** equipment set includes 6 ea. SuperBats™ and 3½" NoBounceBalls™; 1 ea. red, yellow, blue, green, violet and orange. The color differentiation eliminates confusion during play. The 29"L SuperBats have extra large 2¾" dia. barrels to increase the potential of striking skill success; as do the 3½" (90mm) dia. NoBounceBalls. Though NoBounceBalls can be hit for maximum distance, yet provide limited bounce and roll. Both are manufactured from specially extruded and tooled foam rubber compounds. Sets are sold with the assumption that you already have 6 to 12 Game Cones (18" or 28" are recommended). Should you not own enough Game Cones, look in your Sportime catalog index. Our KontrolKones are color coded to match **BonkerBall** equipment colors. You can also purchase the Optional KoneKovers (listed on the **BonkerBall** catalog page) to color match your existing 18" and/or 28" game Cones.

BonkerBall RULES

The only two basic rules are: Make contact with the ball (there's no such thing as a foul ball in a **BonkerBall** game) and that the batter always run with bat in hand. The specific rules are:

- 1) After striking the ball, the batter must run the designated route to score a run and every player on the field must touch the ball at least once;
- 2) Games can be played as either non-competitive (our preference) or competitive. In both cases and all variations, player are responsible for keeping their own scores.
- 3) All players must bat with the number of times at bat determined by activity time or pre-determined objectives;
- 4) The game begins with the "Batter" taking the NoBounceBall from its resting position on top of the "Home Cone."
- 5) The "Batter" tosses the ball into the air and strikes it. Extremely young players can hit off of Batting Tees (see your Sportime catalog index for a wide selection).
- 6) Running with bat in hand, the "Batter" must run the designated straight distance and return past the "Home Cone" to score a run.
- 7) All field players must touch the NoBounceBall at least once. The final field player to touch the ball (even if that player has touched the ball before) is the "Pitcher."
- 8) The "Pitcher" must throw to the "Catcher" for placement back on top of the "Home Tee." If this happens before the "Batter" passes the "Home Tee" on the return leg, the "Batter" is out. If the "Batter" passes the "Home tee" first, a run is scored.

Note: If the ball is hit so that the first player to touch or catch the ball is the "Catcher", the "Catcher" must throw the ball to an "Outfielder" to begin the ball handling process. The "Batter" can begin to run immediately and the ball movement process still follows rules 7 and 8.

BonkerBall RULES Continued

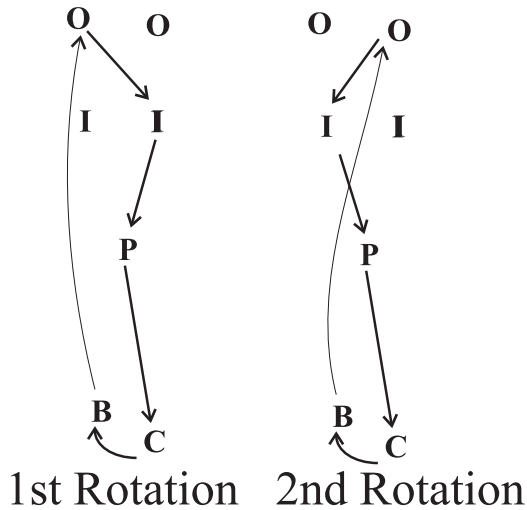
9) Regardless of a run or an out, all players rotate:

1st Rotation:

- The "Catcher" becomes the "Batter";
- The "Batter" becomes an "Outfielder" (only one outfielder rotates);
- The "Pitcher" becomes the "Catcher";
- The replaced "Outfielder" becomes an "Infielder" (only one infielder rotates);
- The replaced "Infielder" becomes the "Pitcher".

2nd Rotation:

- After batting, the "Batter" replaces the "Outfielder" that did not rotate the first time;
- The "Outfielder" replaces the "Infielder" that did not rotate the first time, that infielder becomes the "Pitcher".



American 2-Cone: batter must run around "Outfield Cone."

Cricket 1-Cone: "Batter" must touch bat to the other side of the "Outfield Line*"

* Far basketball side line, tape line, chalk line, Instant Bounds Line (see catalog index)