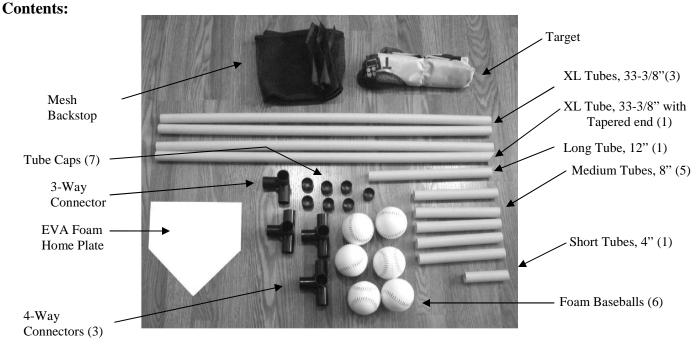
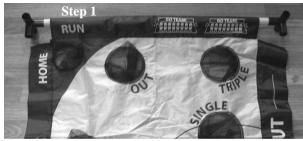
#### **W10648 Bounce Baseball Instructions**

# **Assembly Instructions:**



**Step 1** – Insert an XL tube through the fabric pocket on the target with the word "RUN" printed on it. Then attach two 4-Way connectors to either end of the tube and push them on until they bottom out (orient the connectors as shown in the images to the right).

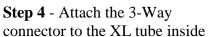




**Step 2** – Insert an XL tube through the fabric pocket on the target with the word "HOME" on it. Insert the XL tube with the tapered end on it, with the non-tapered end first into the fabric pocket along the first base line and with the word "OUT" on it. Slide these tubes into the 4-Way connectors previously attached to the first tube in

step 1 until these tubes also bottom out in the connector.

Step 3 – Attach a 4-Way connector to the other end of the tube just inserted into the "HOME" fabric pocket. (not shown). Then insert the last XL with the tube through the fabric pocket with the S&S Worldwide logo and insert into the 4-Way connector just attached.



ep 3 & 4



**Tapered End of Tube** 

the fabric pocket with S&S Worldwide printed on it, such that the open end of the connector without the reinforced (thicker) end on it faces down.

Step 5 – This is the only somewhat tricky part of the assembly. Rotate the 3-Way connector and the tapered tube as shown to the right and insert the lip of the end of the tapered



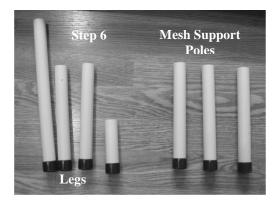


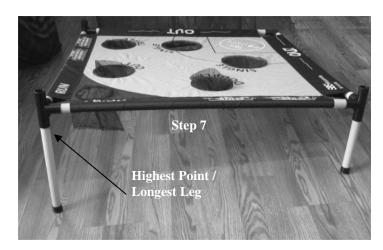


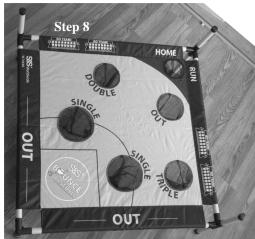
XL tube into the open end of the 3-Way connector. While rotating the 3-Way connector to align it with the tube push the tube into the connector.

**Step 6** – Push a tube cap onto each of the remaining tube sections.

**Step 7** - Insert legs into the underside of target. The longest leg goes into the 4-Way in center field near the HOME RUN text. The medium length legs goes into the 4-Way connectors in right and left field and the shortest length goes into the 3-Way connector near home plate. The legs are designed such that the target slopes down towards players that will be positioned behind home plate.









Step 8 – Insert the 3 remaining medium length post into the 4-Way connectors in left field, center field and right field.

Step 9 – Slide the fabric pockets in the mesh panel over each of the post in the outfield.

Step 10 – Make sure your assembled game looks like the one shown to the left. Then "Play Ball!"

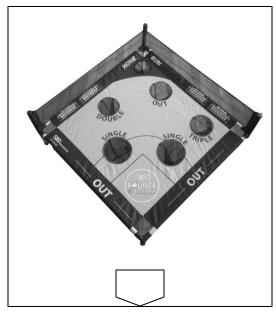


## **Playing Instructions:**

**Set-Up** – Position the EVA Foam Home plate about 6" in front of the target as shown. Players are not allowed to reposition the home plate to another position. If it is accidently moved during the game, it should be returned to the same position. Flip a coin to determine which player is away (bats first) and which player is home (bats second).

**Object:** Score as many runs as possible during your half of each inning. Score more total runs than your opponent during the 3 inning game.

**Scoring:** This game is played like regular baseball. Runs are scored when a player's runners move around the bases and cross home plate. On their turn a player starts with zero outs and no runners on base. A player then bounces one of the foam balls off of the EVA foam home plate, with the goal of having it bounce off the plate and onto the fabric target and into one of the holes in the target (except the "OUT" hole). If a ball lands in



the "OUT" hole or does not land in any hole and rolls off the target, that player gets an out. Balls that bounce over the fabric target and completly out of the stadium are counted as outs. Players get three outs in each inning that they bat. If a ball lands in a single, double, triple or homerun, they record that result on their scoresheet. If there were already runners on base, runners advance the same number of bases as the hit (one for a single, two for a double, etc.). With the exception of the "OUT" hole, balls that land in a hole in the target (SINGLE, DOUBLE, etc.) remain in that hole until a players runs out of balls or makes 3 outs. This forces players to target more than one hole. If a player runs out of balls and does not have 3 outs, they can then remove all the balls from the holes and continue hitting (bouncing balls at the target). A limit of 6 runs per player per inning is allowed.

#### **Variations:**

For a More Challenging Game – Move home plate further away from the fabric target, try it at about 18" or more!)
For an Easier Game – Only count the balls that land in the OUT hole as an out. Don't count the ones that roll off the target without going in a hole or just count them as a strike and count 3 strikes as an out.

For a Faster Paced Game (add one or more of the rules below)

- Reduce the scoring limit to 4 runs per player per inning
- Reduce the number of outs per player to 2 or 1 per inning

**For Players of Different Abilities** – If there is a significant difference in ability due to age or any other reason. The more advance player should be allowed fewer outs per inning (one or two).

## For a Completely Different Game

- Create a toss line about 3 feet from the target. Instead of bounce the ball, players can underhand toss the balls directly onto the target. All other rules are the same.
- Instead of using the foam balls, switch to beanbags (not included). Any beanbag that does not land in a hole is counted as a strike. 3 strikes are an out. All other rules are the same.

#### For Younger Players or those that don't know how to use a Baseball Score Sheet

- Players still get 3 outs per inning, but instead of keeping track of runs scored, players earn points. 1 point for a single, 2 for a double, 3 for a triple and 4 for a home run. Player with the most points after 3 innings, wins the game.

**Scoresheet** – Use the scoresheet as shown to the right. Record each new batters results in an inning in the box below the first box. Use an S for a single, D for double, etc. Advance each runner based on subsequent hits. If a player crosses home plate color in the diamond and count it as a run.

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Player #1			Bounce Baseball	Player #2			
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