

BakiPin Ball is a fun skill-building game for all ages and was actually the precursor to what has now become the worldwide sport of Sabakiball. It is an excellent alternative to Dodge Ball and allows strategic participation for students of all skill levels.

BakiPin Ball takes just seconds to set up and the rules are simple to understand. Even better, there is no limit to the number of players that can all participate at the same time!

**Object of the game:**

The object of BakiPin Ball is NOT necessarily to eliminate opposing team players but rather to be the first team to knock over the opposing team's BakiPins. Players adept at Dodge Ball will quickly learn that the strategies of Dodge Ball will NOT work as well in BakiPin Ball!

**Set Up:**

Divide your playing service into two sections with a clearly visible line.

Place any number of BakiPin goal-pins on opposite sides of the playing area. The more players you have, the more BakiPins you should use. We suggest two BakiPins per side for twenty players.

The BakiPins should IDEALLY be placed at least 10 feet apart and at least 20 feet back from the dividing line. The older the group, the further back the BakiPins should be placed.

Place your BakiBalls along the dividing line evenly spaced. We strongly encourage the use of Official BakiBalls for this game, as they are soft, light, and easily handled by even the most ball-shy participants.

**Rules:**

To start the game players line up even with their own team's BakiPins. On the whistle, players may sprint toward the balls to retrieve them or may choose to defend their BakiPins. Players may not cross the dividing line. Players may not touch the BakiPins.

Players throw the balls attempting to knock over the opposing team's BakiPins. They must be reminded that eliminating opposing players may actually work against them, as it will become more and more difficult to win if there are no opposing players left on the court/field to retrieve and throw balls back towards the opposing team.

If a player is hit with a ball *BELOW THE WAIST* they are eliminated.

If a player is hit with a ball *ABOVE THE WAIST* the thrower is eliminated.

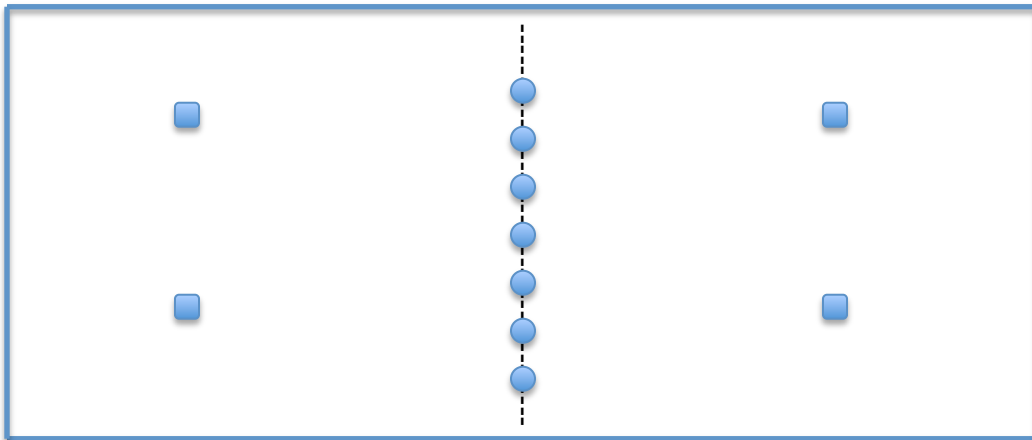
If a player catches a ball before it hits the ground the thrower is eliminated.

A "WIN" is counted when all of the opposing team's BakiPins are knocked down.

A "DRAW" is counted when all opposing players have been eliminated without knocking down all of the BakiPins or when time has expired. Set your time limit so that eliminated players are back in a new game relatively quickly.

A complete game is called a "SET" and is counted when one team has three WINS.

## Field Diagram



### **Strategies:**

Remember that it is MORE important to aim for the BakiPin than to eliminate players!

Some players may choose to play “defense” by blocking the BakiPin and sacrificing themselves to assist the “offensive” players that are actively attempting to knock down the opposing team’s BakiPins.

Defensive players with “good hands” are also able to try and catch incoming balls thus eliminating the thrower.

Smaller players are great at eliminating opposing players because it is difficult to hit smaller players below the waist!

Teams should establish an order of “defensive” players so that someone is always taking the blocking position if a blocker is eliminated.

BakiPin Ball is a great lead-in to the sport of Sabakiball as it develops the BakiPin striking ability as well as introducing players to the idea that there is no “weak link” and that every player has something valuable to offer to the team.