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# THE ELMER GAME



KICKING HOME RUNS IS A GOOD GAME FOR TEAM PLAY IN LAYING OUT THE DIAMOND PLACE THE BASES ABOUT 25 FEET APART, THE BASES SHOULD BE 12 OR 15 INCHES SQUARE, PLACE ON EACH BASE AN INDIAN CLUB. THE PLAYERS TAKE POSITIONS AS IN BASE BALL. THE PITCHER ROLLS A BASKET OR SOCCER BALL TO THE BATTER WHO KICKS IT, HE MUST THEN RUN AROUND THE BASES KNOCKING DOWN THE CLUBS BEFORE THE FIELDERS CAN DO SO. NO MATTER WHERE THE BALL IS FIELDERS MUST BE THROWN FIRST TO FIRST BASE. IF THE FIRST BASEMAN CANNOT KNOCK DOWN THE INDIAN CLUB BEFORE THE RUNNER REACHES THE BASE, THIS PUTTING HIM OUT HE TOUCHES THE BASE WITH HIS FOOT AND THROWS THE BALL TO THE SECOND BASEMAN WHO TRIES TO KNOCK DOWN THE CLUB ON SECOND BASE SIMILARLY THE SECOND BASEMAN THROWS TO THIRD AND THE THIRD BASEMAN TO HOME. IF THE RUNNER REACHES HOME FIRST AND KICKS DOWN THE CLUB IT SCORES ONE POINT, THREE OUTS RETIRE THE SIDE.



## Elmer

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