

Spille pind

(The Pin Game)



Aim of the game: To accurately hit the pin as hard and far as possible

Set up: Outdoor in a big area in the park, school backyard

Rules:

The Home-team versus the Field-team. (5-7 player each).

The Pin is placed horizontally across two stones.

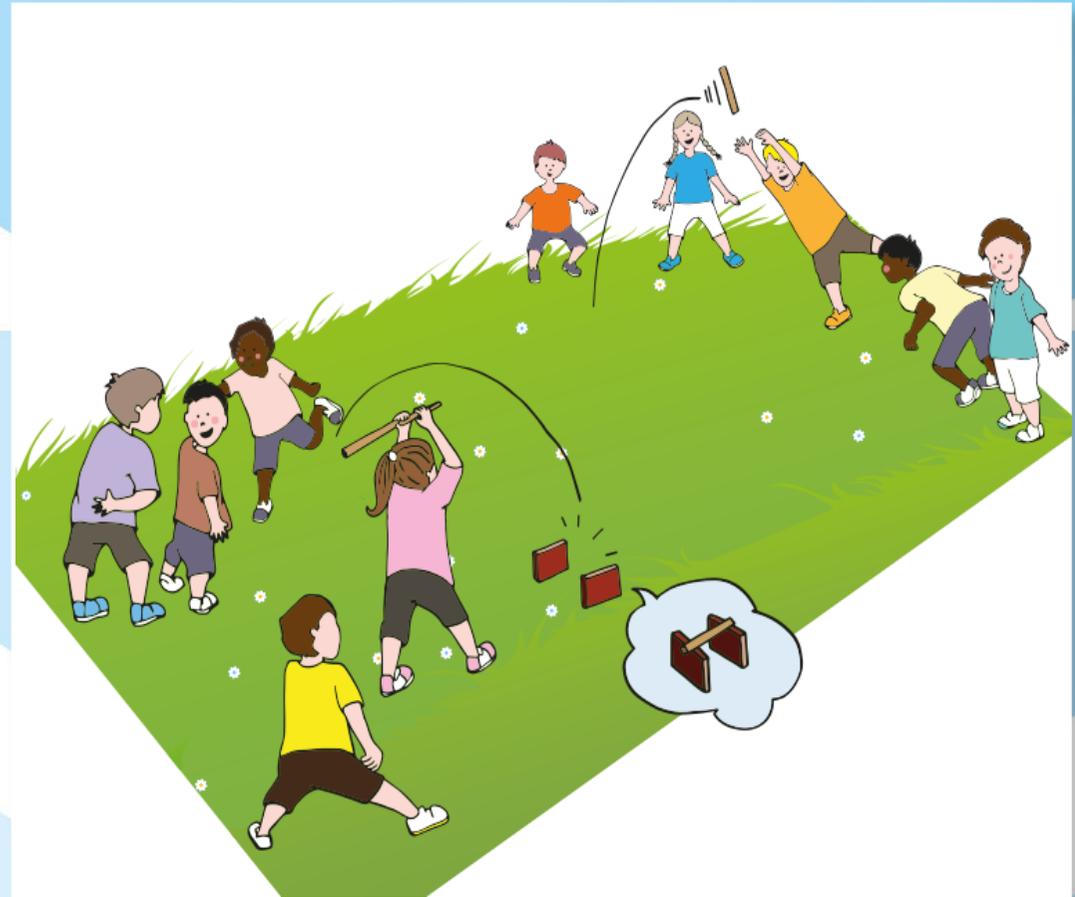
A player from the Home-team has three attempts to throw it away:

1. The Pin is tipped out into the field by the stick.
2. The pin is tossed into the air by the hand of the hitter, and the stick then strikes the pin into the field.
3. The pin is tossed into the air by the hand of the hitter and the Pin is hit one time with the stick before a second hit sends the pin into the field.

The Field-team can stop the hitter after attempts 1 and 2 by catching the Pin and the hitter is out. If the Pin is not caught, the Field-team must try to toss the pin against the Stick placed across the bricks. If the stick is hit, the hitter is out.

At attempt 3, the hitter is out if the Field-team catches the pin. If they don't, the Home-team can score points from where the Pin lands: one point is given for each Stick length back from where the pin lands to the pitching zone.

When all participants from the Home-team have had their turn, the roles are changed, so that the Field-team gets the possibility of obtaining points.



Equipment and Materials: One Pin (about 10 cm long), one Stick (about 50 cm long) and 2 stones or bricks.

Age:
10+

Number of players:
2 teams of 5 - 7 players

Duration:
20 - 60 min.

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Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the teams
3. Complete a walk through the playing area
4. Practice games before introducing scoring
5. Encourage players to communicate throughout the game
6. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. Range of pins can be used that vary in weight, size, height
2. Use brightly coloured equipment
3. Range of bats that vary in weight, size and material can be used
4. Use of brightly coloured cones to symbolise the boundaries

Rules

1. Increase/decrease the number of players on each team
2. Do not use all 3 ways of hitting. Start with the easiest and build on it

Environment

1. Increase/decrease the playing area
2. Ensure the outdoor playing area has a smooth surface and is free of obstacles



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