



# Alper Ball



# Offense

*Hitters*



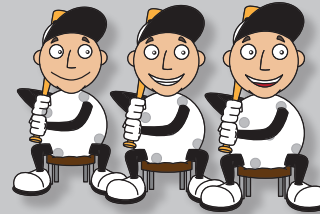
hit the ball.

*next Hitter*



tosses the ball so that the Hitter can hit.

*other Hitters*



hit in order after each other.

*„safe“ Runner*



After hitting the ball, the hitter becomes a runner. If he reaches the matt before the „burner“ tosses the ball in the ring, he is „safe“.

*„burnt“ Runner*



If the hitter/runner reaches the matt after the burner tossed the ball in the ring, the hitter/runner is „burnt“..

*Bat in the Box*



After hitting the ball, the hitter puts the bat safely into the box and starts running to the matt.

# Captions

*Alper-Bat*



*Alper-Ball*



*direction of hit ball*



*direction of running*



*direction of thrown ball*



# Defense

*Defenders*



try to get the batted ball as quickly as possible to the Burner.

*Burner*



receives the ball from the Defenders to toss in a ring on the ground to „burn“ a player from the offensive team.

*Fly Burn Page 11*

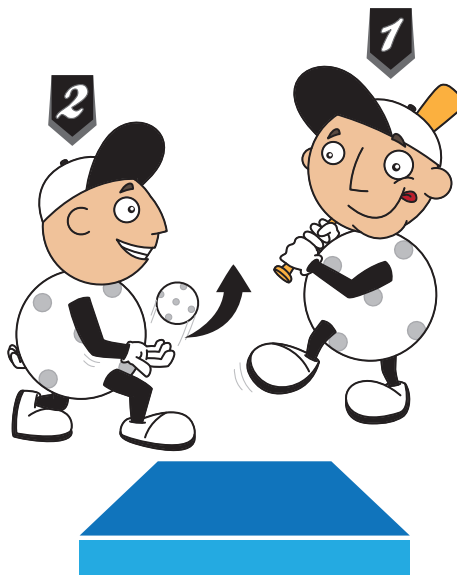
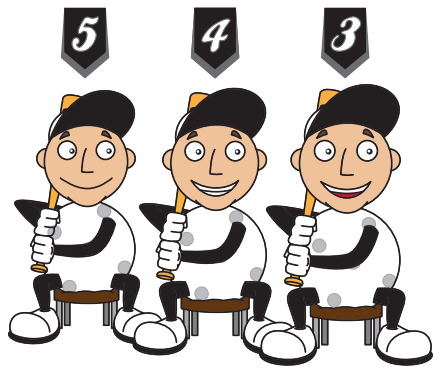


**Advanced Learners:**  
If the batted ball is caught in flight, the hitter is automatically „burnt“.

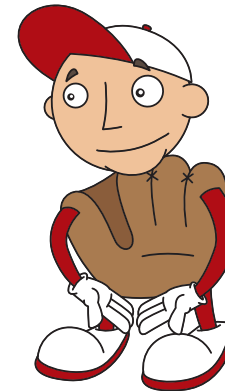
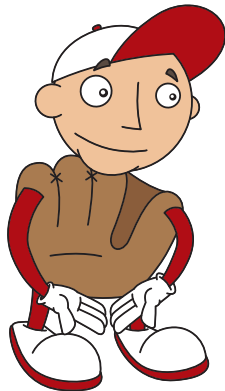
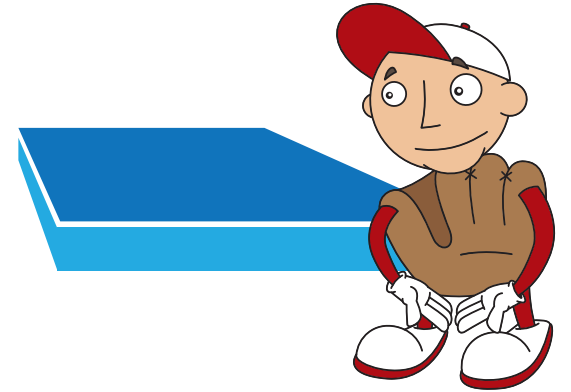
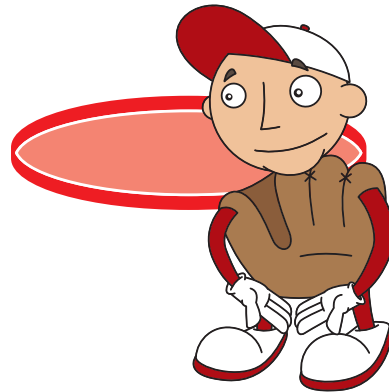
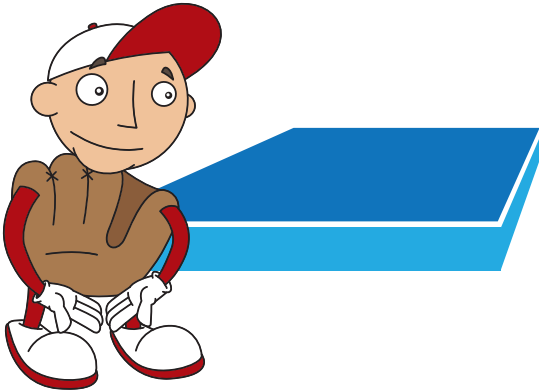
*Field Burn Page 12*



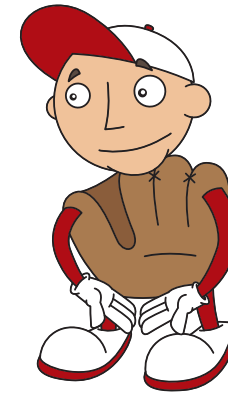
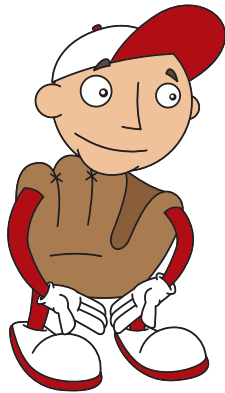
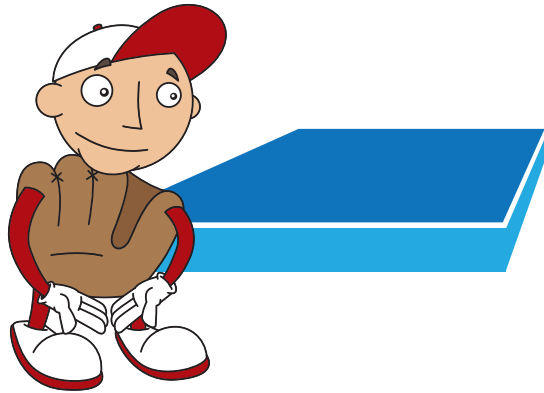
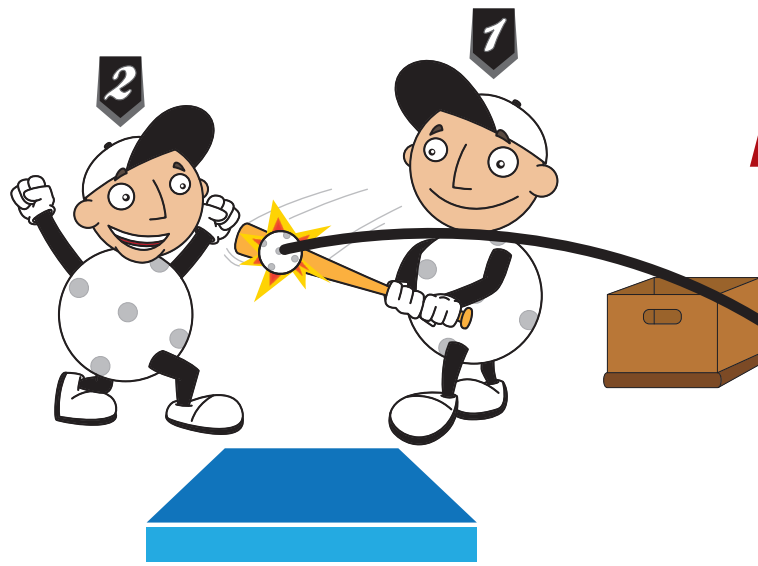
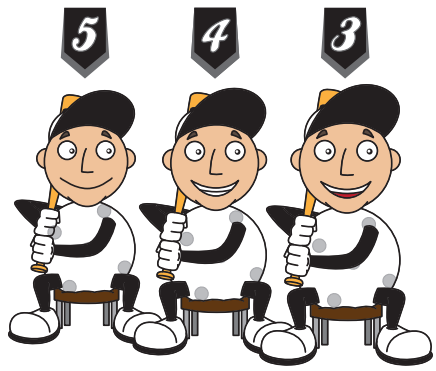
**Professional Players:**  
When the batted ball is thrown to a defensive player on a matt, the hitter/runner heading to that specific matt is „burnt“. All other runners are „safe“.

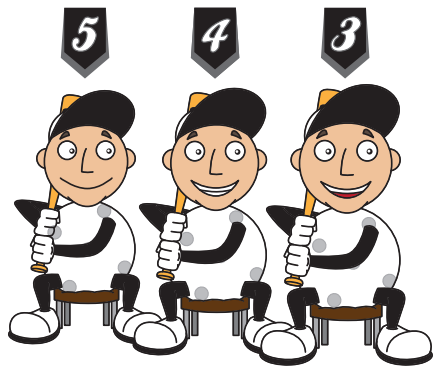


# *Starting Position*



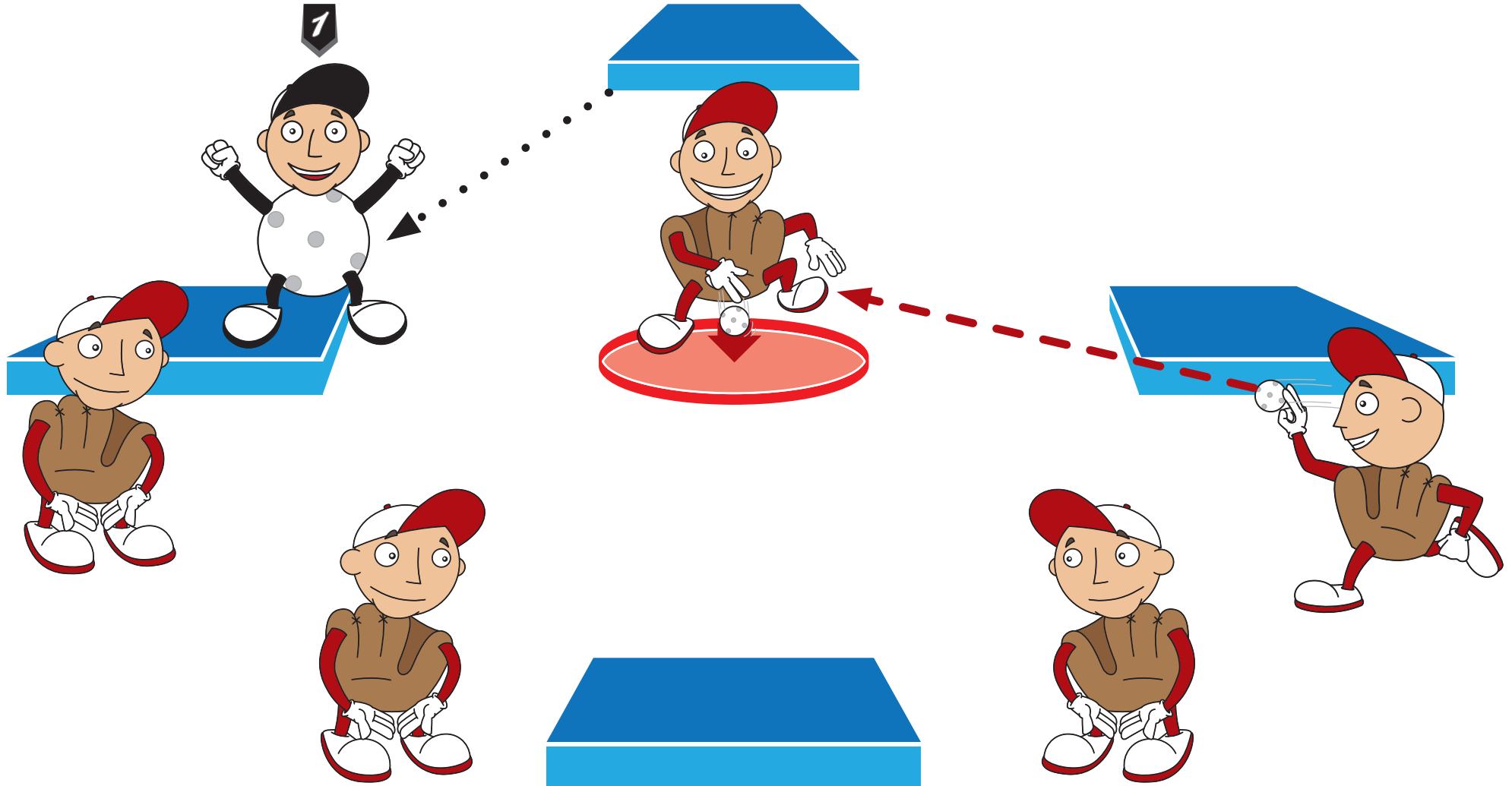
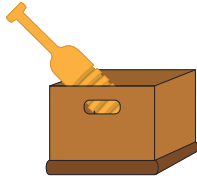
*Let's play ...*

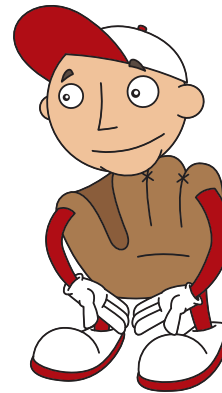
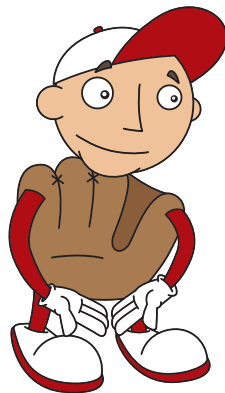
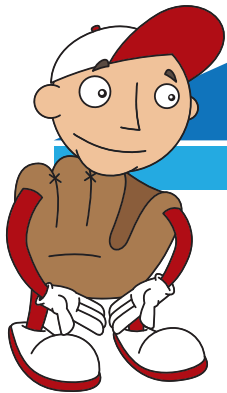
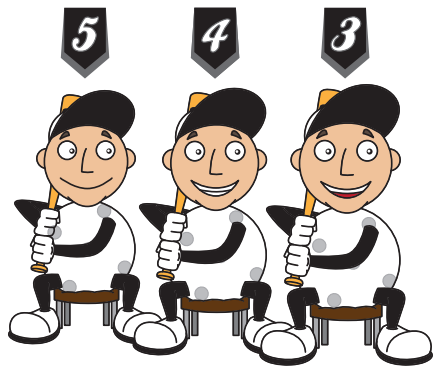




# Ball in play

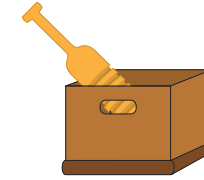
... "safe"!

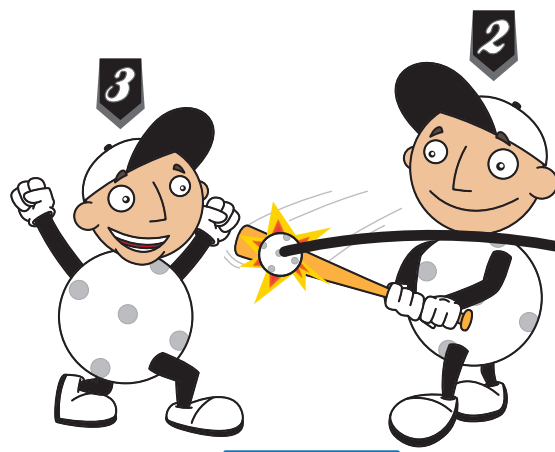
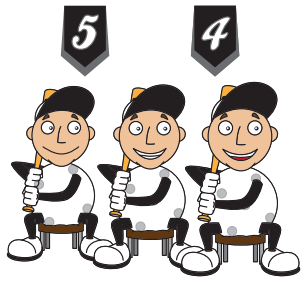




*Ball in play*

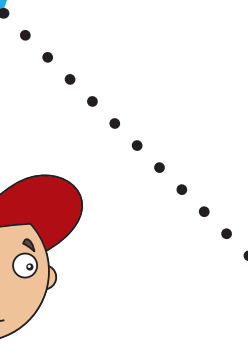
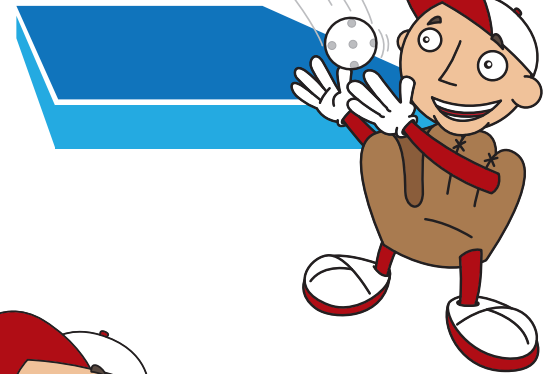
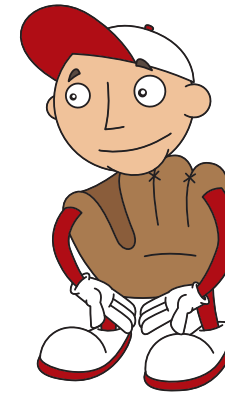
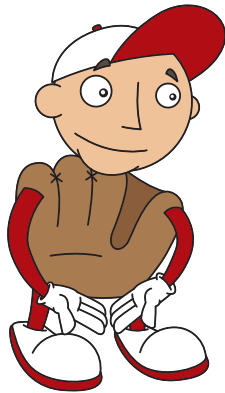
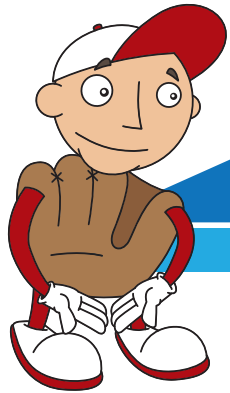
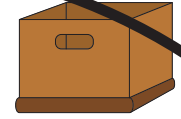
*... "burnt"!*

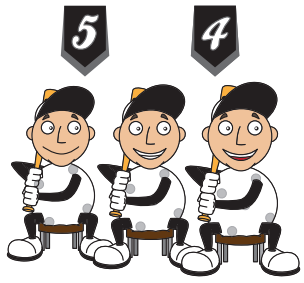




*continue*

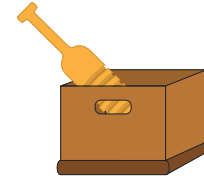
*... with runner*



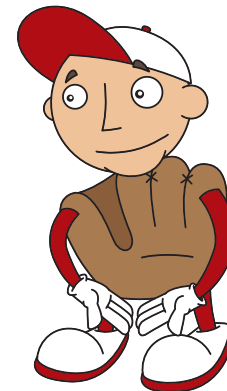
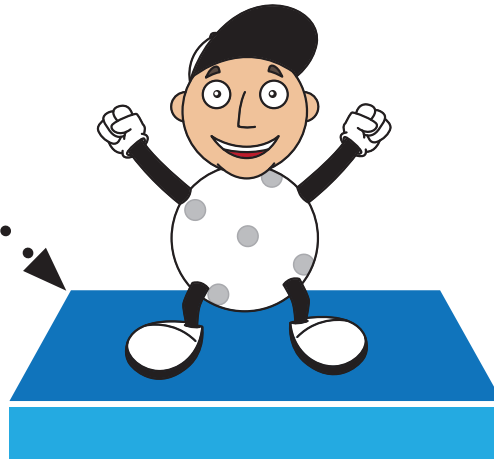
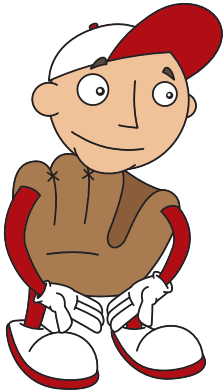
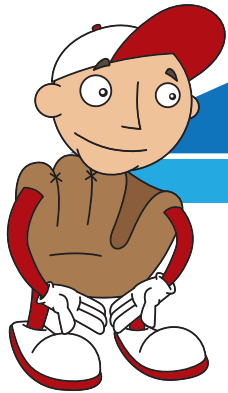


# Ball in play

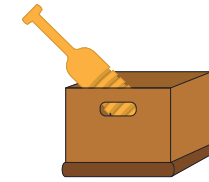
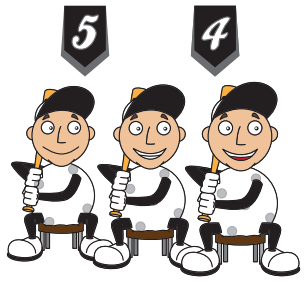
... "safe"!



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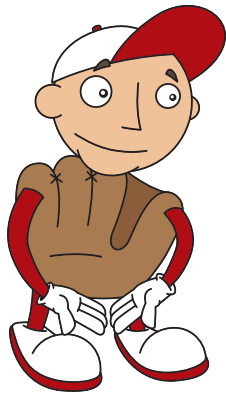
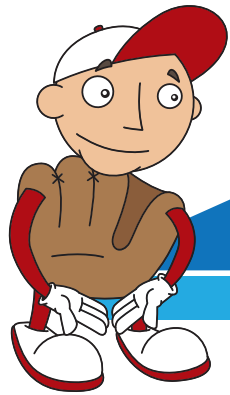






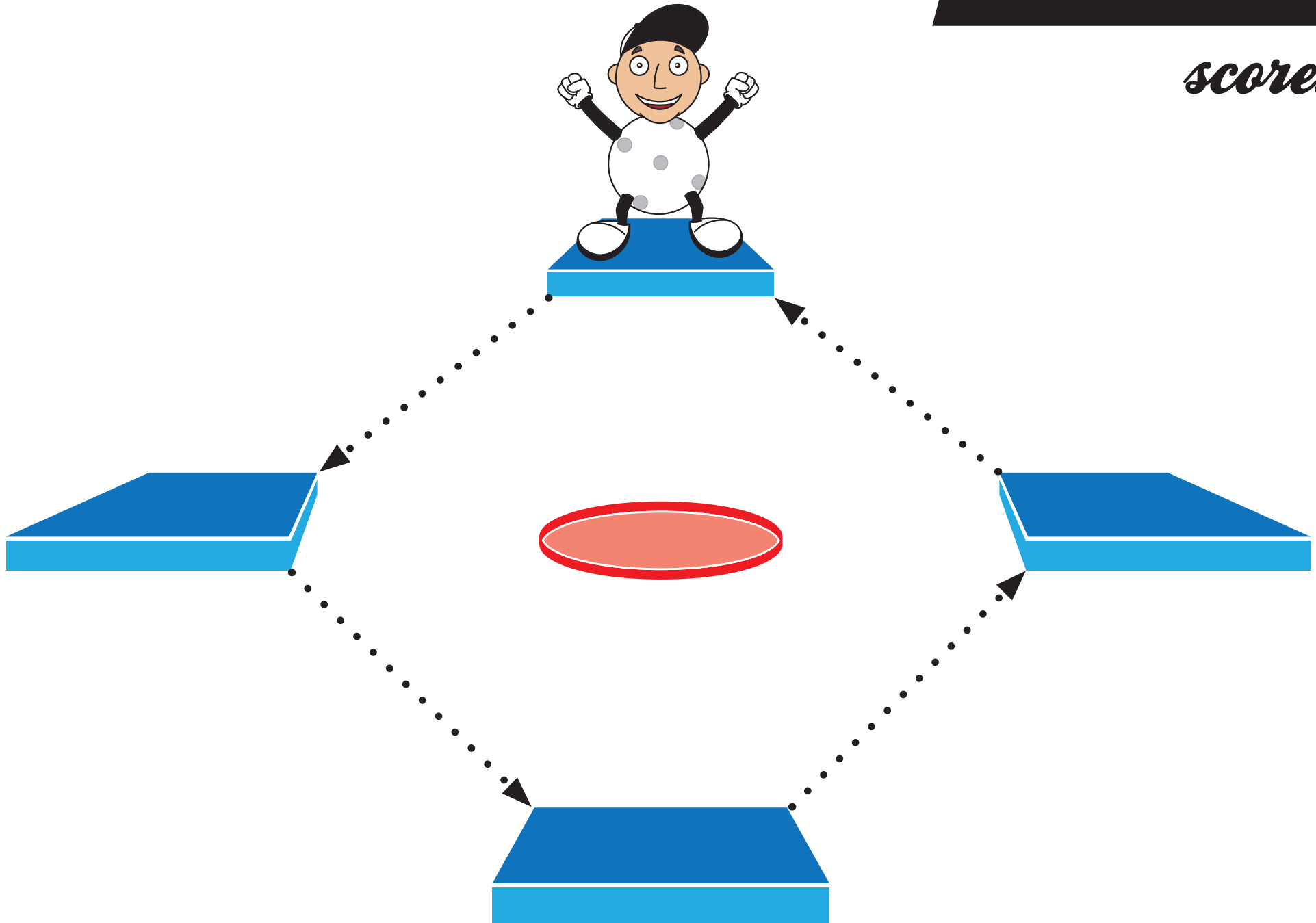
*Ball in play*

*... "burnt"!*



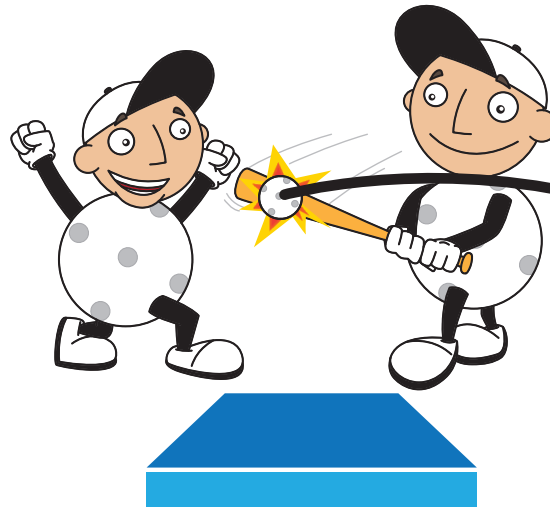
*one time around.*

*score!*



# Fly Burn Rule

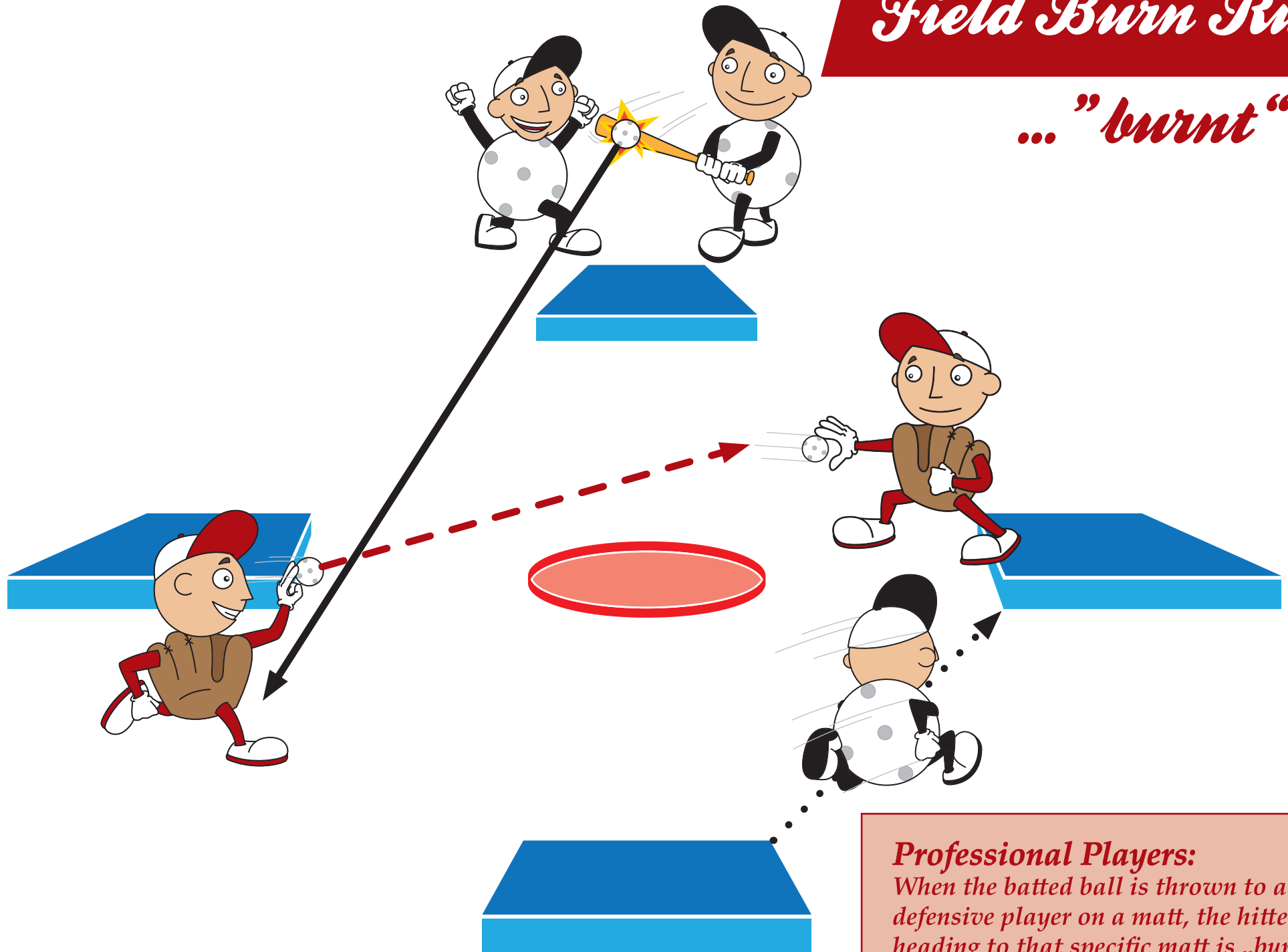
... "burnt"!



**Advanced Learner:**  
If the batted ball is caught in flight, the hitter is automatically „burnt“.

# Field Burn Rule

... "burnt"!



## Professional Players:

When the batted ball is thrown to a defensive player on a matt, the hitter/runner heading to that specific matt is „burnt“. All other runners are „safe“.

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