



Quickball Equipment Guide

QUIKBALL

Ball

Bean Bag
Softball
Baseball



QB Softball



QB Baseball

Bat

Lightweight and age-appropriate.



AutoUmp

Use for throwing accuracy in Throw-to-Target station. Also can be used as a target to determine balls and strikes in all Quickball games.



Rubber Footprints

Lay down rubber footprints in the following situations: (1) to provide a foot placement guide to batters; 2) to provide a foot placement guide for fielders, or 3) to provide a step guide for proper throwing technique.



Arrows

Use to guide runners around the bases and back into the batting line.



Fielder Spot Markers

Place at appropriate positions in the field (3-1st baseman, 4-2nd baseman, 5-3rd baseman, etc.) Teaches young players fielder locations, proper spacing and fielder numbers for scorekeeping.



Fence Boards

Spread out in the outfield to create Home Run fence line (LF, LCF, CF, RCF, RF). Place saucer cones between markers to further define the fence line.



Scoring Coins

Award coins to players for their effort during stations; or for scoring during games — **1 point** for being safe as a baserunner; **1 point** for recording a defensive out; or **2 points** for an over-the-fence home run.



Scoring Buckets

Each time players receive a scoring coin during game play, they should place it into their team's scoring bucket.



Character Education Cards

Wrap up each game by presenting each player with an All-Star Character Education card. Each card features an all-star character, a character keyword and definition, and a field layout showing where the all-star plays. Total set includes 9 cards, one for each game and a bonus card for the final game of an 8-week season.

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