Game Play Guidelines for Challenger Buddies

The role of a Challenger Buddy during game play is to protect the Challenger player and to assist in any way necessary. Below are some general guidelines for assisting players while playing in the field, while at bat and while running the bases. These guidelines are intended to give general instruction on how to assist Challenger players, but do not cover every situation. It is important to remember that each Challenger player will need a different level of assistance and may face unique challenges while participating.

Position & Readiness:

• Make sure fielders are a safe distance from the batter. No fielder should be located in front of the pitcher's mound

Fielding

- Avoid standing in the base paths
- Stand near your player in a position that will allow you to protect him or her from a batted or thrown ball if necessary
- When your player is ready to throw a ball, be sure the receiver is ready to receive the throw

	Softly Hit Ball	Hard Hit Ball
Player with unlimited mobility	 Allow the player to field the ball alone Direct the player with respect to where to throw the ball 	 If the ball is heading to the outfield, let it go If the ball is in the infield, knock it down, if necessary, and then allow the player to field the ball
Player with limited mobility (walker, wheelchair, etc.)	 Field the ball, or ask another player to field the ball and hand it to your player to allow them to throw it or hold it momentarily Assist the player in throwing the ball, if necessary When talking with a player using a wheelchair, always position yourself at their eye level and talk face-to-face 	
At the end of an innir scores.	ng, all players and buddies should remain on t	he field until the last base runner

	Batting
• If necessary, hel	p your player choose a bat and helmet and get into batting position
• Some players m	ay also need guidance on where to run after they hit the ball. In this case move
towards first ba	se and encourage the player to follow you
Thrown Pitch	Allow the player to swing at the pitch and assist if needed
	• If the player is not successful at hitting a thrown pitch, encourage them to use the tee
Тее	• Set the ball in place when the fielders are ready and get the player into batting position
	Assist the player in swinging the bat if needed
Note: Make sure the	e player drops the bat before running.

Base Running

- In most cases, runners advance one base each time a batter hits the ball
- You should run with your player and stay close enough to protect him or her from a batted or thrown ball
- In some cases, you may need to direct your player where to run next