



Fun, Limited Flight Indoor/Outdoor Game!

HOW TO THROW

Grab the ball as shown with the shuttle tail facing towards the player's face. As the arm moves forward, the player's wrist rotates outward making a tight spiral rotation. Upon release, the ball's tail naturally orients behind it in flight. This causes the speed to be reduced 25% and also helps ensure easy and accurate pitches to the batter.



ALL THE FUN OF BASEBALL AND MORE

Shuttle Baseball rules were modified from baseball to provide a faster, more exciting game that is safe and fun for anyone. The unique design of this ball makes batting easier than ever. It's made of a durable yet soft foam, so it doesn't hurt other than a mild sting. The ball/tail shape gives the batter much needed visual feedback for better eye tracking and swing timing. Translation—more balls put into play, more action, less standing around bored.

Once hit, the total distance a Shuttle Baseball will travel is limited due to the high wind drag caused by the tail, which also acts as an anchor to keep the ball from rolling once it lands. Maximum distance traveled (including roll) is 180ft, roughly the depth of a little league outfield. Most hit balls are within catchable range of a speedy player so there's really no excuse not to make an attempt at a barehanded catch on any ball. Great short-burst exercise.

SUGGESTED RULES

- Each batter begins with a 1-1 count. If playing on an asphalt field, draw a large rectangle on the blacktop using chalk to serve as the strike zone. When using throw down bases, a strike is any pitch landing within a bat's radius of home plate.
- If playing outdoors, homeruns cones should be placed on the left/right field side-lines and in deep center, measured between 50 to 60 paces from home plate.
 - If playing indoors, there are no foul balls. All hit balls are live.
- Fly balls caught off the wall (indoors) result in the batter being given an out and base runners having to return to their respective base.