

BaseKickBall

Equipment: Regulation Kickball, Throw-Down Base Set

- Only 2 bases: Home and First. Pitcher's mound is at usual spot, First Base is halfway between where First and Second normally would be.
- Kicking team supplies Pitcher
- 1 pitch per kicker, can be kicked in ANY direction (including backwards) – Nothing is considered a foul ball
- Defensive team supplies First Baseman and Catcher, rest of team spreads out wherever they think the ball might go.
- An Offensive player is OUT when they
 - Miss a pitch
 - Kick a ball that is then caught and not dropped by Defense
 - Are thrown out at first
 - Are hit in any way with the ball that is in play, unless they are touching base
- 3 outs per side per inning
- Teams must mix boy/girl/boy/girl in kicking order.
- Once on base, a player may stay there even when the next person kicks. Teams may "stack" as many players as they can fit on the base. To be safe, a player must keep direct contact with the base.
- NO stealing. Once the pitcher has the ball, players must stay on base.
- Players score runs by making it back to home plate

Each run scored is worth 100 points

Giant Multi-Ball Soccer

Equipment: Two large exercise/balance balls (one with a stripe or other marking), 8-12 cones to mark End Zones and center of field.

- Soccer-style field with 5 yard deep End Zones
- 10 on 10, teams may be split as offense/defense however they want, with one goalie each that is able to use their hands (but must stay in the End Zone).
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- **Teams may only score with THEIR ball**
- **A goal is scored whenever any part of the team's ball bounces inside the opposing teams End Zone. GOALS are worth 100 points each, the team with the most Goals receives a 250 point bonus**
- The team that was scored on puts the ball back in play by throwing it out of their End Zone
- Players may NOT touch the ball with their hands, except to protect their face/body

- Game consists of 4 quarters of 5 minutes each, with short breaks between. Substitutes may come in at the beginning of a quarter **ONLY** (unless in the case of an injury)
- Time will stop **ONLY** for injuries.
- Ties will be resolved by 2 minutes of sudden-death overtime. First team to score wins, and the game can end in a tie.

Game Team: 1 in each end zone, 1 referee, 3 total.

Risk Battle Ball (4 Team Game)

This game is taken from the board game Risk.

Object: **Take over the other teams' territories.**

- Square field (20 yds/side) split into even Territories, 1 Territory per team
- 24 dodgeballs or vinyl playballs, 6 per team

Gameplay:

- Players are OUT if they are hit with a dodgeball
- Players are OUT if the ball they threw is caught by an opposing player before it touches the ground
- Players are OUT if they hit another player in the head. **NO HEAD SHOTS!**
- **If a player is OUT, they leave their team's territory**
- When a team is down to 3 players, the team that got the last player out takes over that territory. **All OUT players on both teams are back IN, and the teams join forces.**
 - Example: Joe on Blue is one of 4 players of Blue left. He gets hit by Suzy on Gold. Gold then captures Blue's territory, all Gold and Blue players are back in the game, and Gold and Blue join forces against the other teams.
- Players must stay within the territory that their team (or combined teams) possesses
- Play continues until one team controls all the territories.

Scoring: **Teams earn 300 points per territory captured, and a 100 point bonus for most territories captured per game**

- Example: Gold gets 300 points for capturing Blue. Both Gold and Blue will get 300 points when they take over Red's territory. Then Gold, Blue, and Red earn 300 points for taking over Silver. In this example, Gold would earn 900 points + 100 bonus (3 captures), Blue earns 600 points (2 captures), and Red earns 300 points (1 capture).
- If it was Gold/Blue vs. Red/Silver combined, and Gold/Blue eliminate all of Red/Silver, then Gold/Blue would earn 600 points each for capturing those 2 territories.

Duel!

- **Balloon Balance Relay**
4 pool noodles, 10 balloons (extras), 4 cones

- Teams line up single file behind the starting line
- Players take turns making laps around a course while balancing a balloon on the end/edge of a pool noodle.
- Players must pass balloon from one noodle to another without touching it w/ their hands or other body parts.
- If balloon is dropped, must be hit back into the air by noodle. If it pops, it can be replaced.
- No Hands at any point, and the balloon cannot be “whacked” down the course and back
- **Dizzy Lizzy**
 - 2 bats, 4 cones
 - Spinning. Falling. Running. You know what Dizzy Lizzy is.
 - First team to finish wins 200 points
- **Water Bomb Relay (finesse)**
 - 2 buckets with water, 28 bombs, 2 clear buckets
 - Each team lines up single file, with each member appx. 10 feet apart
 - Each team will have a bucket on one end with water and water bombs (or sponges)
 - At opening whistle, first player of each team grabs a bomb and throws it to the next player, who throws it to the next player, etc
 - Last player in each line squeezes water into clear bucket and puts aside the water bomb

All Duel! challenges are worth 200 points each, with a 200 point bonus for winning the most. If it's a tie, both teams get 100 points.

SquadVolley

EQUIPMENT

Standard Volleyball Net

30' x 60' Volleyball Court with a dotted Service Line clearly marked halfway between net and end line on each side

6 Jumbo Vinyl Play Balls (4 for play, 2 spare)

SETUP

Both teams line up single file on opposing end lines. Teams choose 3 players from each team to be the starters.

GOAL

Get all of your team back into play and score a final point before the opposing team does by successfully volleying the ball (eventually, multiple balls) across the net.

GAMEPLAY

Play starts with a single ball. One team's player stands behind the Service Line and serves the ball (over or underhanded) to the opposing team.

Teams volley the ball back and forth with unlimited touches on each side. No player may hold a ball. No player may touch the same ball twice unless another player has touched it. Teams may have possession of all, some, or none of the balls at any given point.

KILLS

When a team hits the ball over the net and it lands on the ground of the opposing team's court, the team that hit the ball is awarded a KILL and gets an additional player from their team in the game.

When a team is volleying a ball among its own teammates and the ball touches the ground, the opposing team is awarded a KILL and gets an additional player from their team in the game.

FAULTS

All volleys to the opposing team MUST pass over a portion of the net or poles. Any ball that does not pass over a portion of the net or poles counts as a FAULT against the offending team.

Any ball that lands on the ground outside of the play area counts as a FAULT against the offending team.

The ball is considered dead and the opposing team is awarded an additional player.

SERVING DEAD BALLS INTO PLAY

Any team in possession of a dead ball, whether through a FAULT or KILL must serve it into play, even if the FAULT or KILL was against them. All service – whether from a FAULT, KILL, or new ball being added – MUST take place at any point behind the Service Line. Service may be over or under handed, but must always go to the opposing team first.

ADDING PLAYERS

After 6 members of either team are in, a second ball is added. Play continues in this fashion with balls being added at 12, and 18 players (depending on Color Team size) for a total of 4 balls maximum in play.

SCORING

Once a team has all of their participants in the game and scores a point on the opposing team, **they win the game (250 points)**. Play resets to three players per team (last 3 players in line previous round) and a single ball. No limit to # of games in a 45-minute match. **Whoever wins the most games in the match gets an extra 300 points.**

CLEAR TEAM: 3-4 Total

2 "gatekeepers", 1 at each end line, putting new players into play. Announces "FINAL PLAYER" when no more players remain in line. 1 scorekeeper/referee, 1 assistant to help gatekeepers and scorekeeper/ref spot KILLS and FAULTS and total number of players on each side.