Basket Ball

**Ingredients:**

A ball

basketball yard

basketball post

**Prep-time:**

40minute/round(4 round).

**Location:**

indoor

**Recipe for fun**

* Basketball is a team sport in which two teams, typically five players, face off on a rectangular field, competing with the primary goal of throwing a ball (approximately 9.4 inches in diameter. (24 cm) across the ring of the basket (18 inches (46 cm) high 10 feet (3,048 m) mounted on a board at each end of the field) while preventing the opposing team from doing the same thing into the basket of our side.
* A close within range shot is valid for two points, while a shot taken from behind the three-point line will be worth three points.
* After the foul, the stoppage time and the player who committed the foul or designated to throw the technical foul are provided with one or more one-point free throws.

**People required to play the game:**

Each team consists of 5 to 7 people.

**How to decide the winner**

The team with the most points at the end of the match wins, but if the match ends with a draw, an additional playing time (overtime) is required.

Beach Soccer

**Ingredients:**

a wide sandy beach

a simple goal

a ball

**Prep-time:**

15 minute/round (two round)

**Location:**

outdoor(beach)

**Recipe for fun**

• Each beach soccer match has two participating teams, each with no more than five players, one of which is the goalkeeper.

• Each match is divided into three innings, each lasting 12 minutes and a break between halves is 3 minutes.

• If after the time the score is still tied, the two teams will play extra time within 3 minutes, if they still tie, the penalty shootout will be 11m.

• In Beach Football Rules, free kicks are not fenced. During a throw-in, a player can choose one of two ways: throw-in or throw-in.

**People required to play the game:**

Each team should have 5 members and their reserve members

**How to decide the winner**

After the time of 2 rounds is over, the team with the more goals will win

Were Wolf

**Ingredients:**

Need a werewolf deck of cards.

**Prep-time:**

Unlimited time.

**Location:**

indoor

**Recipe for fun**

* The first is division, depending on the number of players that the number of characters can be different
* After stabilizing.The game will take place under the control of "Guan Yu"
* First night
* +When they all go to sleep (with their eyes closed), the characters will begin to listen to the manager and begin performing their special functions.
* For example: When the game manager calls: "Wake up Wolf". The wolves will open their eyes to each other.
* +Wolves will begin to select prey and point their finger at the prey (the manager will note the victim)
* The first day
* +The game administrator will announce the dead and agree to everyone on the discussion time as well as how to vote a person on the gallows. Depending on whether you play the function or not, the game administrator will reveal the identity of the dead.
* The same goes for the next days until the game is over

**People required to play the game:**

Each team consists of 5 to 7 people.

**How to decide the winner**

The game will end when the villagers hang all Wolves, or the number of Wolves is equal to the population, or the 3rd party completes their quest.

Ping Pong

**Ingredient:**

Need a racket and ping-pong ball.

**Prep-time:**

5-7 round.

**Location:**

Gymnasiums, House...

**Recipe for fun:**

• An opponent cannot successfully hit a good serve or return a good ball.

• After making a good serve or a good return, the ball touches anything other than the net before being hit by the opponent.

• The ball has moved beyond or beyond the end of the table of the player without touching his or her part of the table after having been beaten by the opponent.

• The opponent interferes with the ball.

• The opponent hits the ball twice in a row. Note that the grip is also counted as part of the racket and a good return shot by hand or finger is still recognized. It does not count as an error if the ball accidentally touches the player's hand or finger before it touches the racquet.

• The opponent hits the ball with an uncoated portion of the blade.

• The impact opponent moves the table surface or touches the net.

• The opponent let their free hand touch the table surface.

• In the method of urgent play, if the receiver makes a good return of the ball 13 times, the receiver scores the score.

• When the opponent has been warned twice in an individual or team match. If the third violation continues, the player will receive two points. If an individual or team match has not yet ended, any unused penalty points may proceed to the next game.

**People required to play the game:**

2-4 people.

**How to decide the winner:**

A game is decided to win or lose when one of the two players reaches 11 points first, in the event that each side wins 10 points, the player who wins two points in a row first is the winner.

Tennis

**Ingredients:**

Need a racket and tennis ball.

**Prep-time:**

Can be divided into 6-7 sets.

**Location:**

Tennis course.

**Recipe for fun:**

•A tennis match consists of points, games and sets for the whole game.

•Each point begins with a tee shot. The batting side is behind the bounds, between the center point and the vertical line. The receiver can stand wherever it is on his side.

•A valid kick must go through the net (not touch) the cross tee on the other side. If the ball touches the net and touches the ground on the teeing ground, the ball does not count and the serve must be repeated. If the first foul kick is made: going too long or not over the net, the tipper gets another second foul, acknowledging the error 1. If the second shot is also at fault, receive error 2 and the other party scores. If the second time is valid, then it's okay.

**People required to play the game:**

Each match has 2 or 4 players

**How to decide the winner:**

In a match, whoever wins before 3 sets wins the match. In each set, whoever wins before 6 games wins the set, but must be 2 games better than their opponent. If the score is 5–5, they will continue playing until 1 opponent wins 2 games more than the other to decide who wins that set. Note: If the score is 7–6 then the set also ends (but not the last set when both have previously drawn 1–1 or 2–2 depending on the set of the match) In each game for scoring as follows: zero (0), 15, 30, 40 and win game. If the score reaches 40–40, which means that the profit is (deuce) then play until 1 opponent scores 2 points more than the opponent.

Rob the flag

**Ingredients:**

One chess and one controller is required.

**Prep-time:**

Unlimited time.

**Location:**

Beaches, sand courts, ...

**Recipe for fun:**

• First, players will divide into 2 teams or rock paper scissors to divide the team.

The two teams lined up horizontally opposite each other and spaced at least 15m apart, placing the flag in the middle.

• Each member in a team will have 1 same number, the players standing opposite each other of the two teams belong to the same order.

• When the game manager calls out a number, the two players with that number from each team rush up to the flag position. Two opponents stalk each other, waiting for the opponent to loosen, take the chance to steal the flag and run towards the border of their team, that team will be counted 1 point.

• If when you steal the flag, you do not run back quickly, but let the chasing opponent touch you without crossing the boundary of your team, you will not be scored but the point belongs to the other team.

• After the turn is over, return the set flag and continue playing until the specified number of innings is reached (usually the number of innings will be proportional to the number of members in a team)..

**People required to play the game:**

5-15 people / team.

**How to decide the winner:**

At the end of the last round of play, the team with more points than that team wins, otherwise it will play again to win or lose.