

SQUARE BALL

For 4 - ∞ players

Takes about 5-15 minutes

OVERVIEW and AIM

There are two teams and two balls. The aim of the game is for your team to have both balls in your team base.

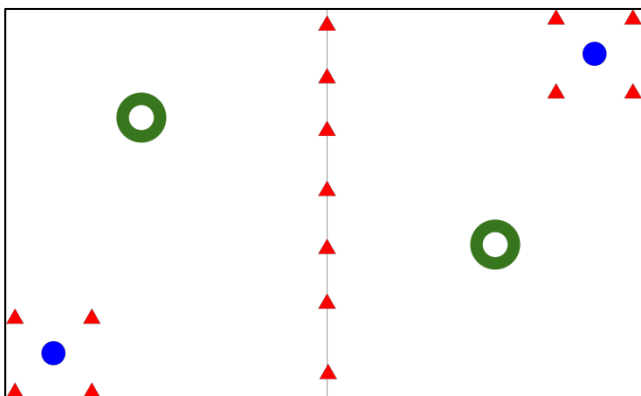
MATERIALS

- A rectangular area to play in suitable to fit all your players on at once. (A 6.5m \times 10.7m area works well for 6 players)
- 2 balls
- At least 12 cones
- 2 hula hoops

SETUP

- Decide on two even teams. Each is assigned one half of the playing field.
- Use cones to divide the playing area into halves, so there are two small rectangles within the main one.
- In the back corner of each half, make a square (about 2m \times 2m) with the remaining cones. These are called the *base squares*. (They should be positioned on opposing diagonals on the playing field.)
- Place one ball in each base square.
- Place a hula hoop around the side where the base square is *not* on each half.

The playing area should look somewhat like this:



(back view)

QUICK RULES (Basic outline of the game rules)

- Start on the border of your own base square.
- Players can be tagged in the opposition's half. If you are tagged, you must run back to your base square before continuing.
- If you are in a hoop you cannot be tagged. Only 1 person can be in a hoop at any time.
- You cannot stand in your own base square.
- You cannot be tagged if you are in the opposition's base square.
- You cannot move while holding the ball.
- You can be tagged in your own half by the other team if you have a ball.
- If the ball touches the ground, the ball is returned to the base square it came from by the player who touched it last.
- The first team to get **both** balls in their base square wins!

PLAY

1. Each team starts at the border of the base square in their half. *You can never stand in the base square in your half.*
2. When the game starts, players can either:
 - a. Attack the opposition and try and steal their ball. If you are tagged by an opponent, you must run to the base square in your half of the field before you can continue playing. *You cannot tag players along the way.* Standing in a hoop will make you immune to being tagged, but only one player can be in a hoop at a time.
 - b. Defend your ball. If any opponents come into your team's half, you may tag them and send them back. (You may also tag a player in their own half if they are holding a ball.) *A maximum of 2 players can be on the direct border of the square.*
3. If a player manages to get to the other team's base square, they can try and steal the ball by tossing it to teammates. You cannot move with the ball. If the ball is dropped, the last player to touch the ball will return it to the base square it was taken from (this player is out of play while they do this, they then run back to their base square if they are on the opposite team). *You may not tag opponents if they are in your base square.* Players may be tagged by opponents in their own half if they are holding a ball.

WINNING

The first team to get **both** team's balls in their base square wins! (The game ends.)