

**A Quick Game Reference**

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**Prison Ball**

**Objective:** The object of the game is to imprison the entire opposing team.

**Equipment needed:** Dodgeballs (8 cones needed if outdoors)

**Location:** Gymnasium or any flat outdoor open space

* Set Up in Gym: If in Gymnasium, balls should be placed in a horizontal line spanning the half court line. No cones needed. Use Volleyball lines or top of 3 point arch for boundary line.
* Set Up Outside: Place 4 cones in a large rectangle to form a playing field about the size of a basketball court. Each of the two far ends represents a baseline. Place two more cones 1/3 the distance from the base line on each side towards the middle. These lines represent a boundary line.
* Dodgeballs are set-up in a horizontal line at the halfway point of the field. If in the gym, line the balls along the half-court line.
* Teams are divided in two and must start lying prostrate on the stomachs on opposing ends of the court. If they are in the gym, their feet must be touching the wall.

**How to Play:**

* Dodgeball rules apply. If a player is hit by a ball, prior to the ball hitting the ground, wall, or another person, that player is sent to prison. (Note: Players may block throws by using a ball they are holding as a shield).
* If a player catches a ball that is thrown at them, one of the catcher’s team members who have been eliminated from the game the longest length of time may be freed from Prison. Also, the person who threw the ball shall be imprisoned.
* When a person is hit by a ball and imprisoned, they must go to the wall, or baseline, behind the opposing team. In order to be freed from prison, the prisoner must throw a ball from prison and hit an opponent. (Note: For younger kids, they may be freed from prison by catching a pass that has been tossed to them by a team mate.)
* The game is won when all of the members of the opposing team are in your prison.

**Scatterball**

**Objective:** To be the last person(s) standing.

**Equipment needed**: 1 dodgeball (cones are optional for establishing boundaries)

**Location:** Any open space that is safe for participants to throw and run

**How to Play:** (revised from Creative Youth Ideas©)

Let the youth scatter about a large open area with clearly defined boundaries.

To start Scatterball, just throw the ball against any old wall, roll it to the center of the play area, or yell “Scatterball” before throwing it in the air.

The first person to get the ball must plant a foot and pivot around on that foot (like in basketball) looking for someone to hit. They may not walk/ run around once they have possession of the ball. (If successful in hitting their target, the struck person sits down in the spot they were hit. The thrower, no longer in possession of the ball, is free to move again. The person just hit is not out of the game. As long as they remain seated in their spot, they may grab any ball that is rolling by and hit someone who is still in the game. If any person catches the ball on the fly, the thrower of the ball is dead and must sit down. If an attempt to catch the ball is unsuccessful, but the ball is touched, it is considered a kill; therefore the contacted person is out and must sit at that spot.

Dead players may roll the ball to other alive or dead players. *(Note: Kids usually try to go for their friends and, of course, the leaders. The ground will eventually be covered with sitting youth. In essence this is dodgeball with a twist, instead of going out of the game, you can still eliminate others. The winner is the last person standing.)*

*Variation 1* - Play the game with partners. If either you or your partner gets hit you are both down. Also, you can pass the ball to your partner if your partner has a better shot at someone.

*Variation 2*- When the person that got you out gets hit, then you is able to get back up again.

*Variation 3*- Play with partners, but holding hands. Partners are out if they break their grip. Both partners must be hit before they are frozen and must sit down together. But while there is still one of the pair unfrozen, the frozen partner can act as a shield, deflecting the ball.

*Variation 4*- If you are sitting and manage to throw the ball and knock someone else out of the game you may get up.

**Destroy the Tower (a version of Castleball)**

**Objective:** To accumulate the most points

**Equipment Needed:** Stop Watch or Score Clock, stackable objects (milk crates or boxes work best), dodgeballs, (cones are optional for establishing boundaries)

**Location:** Flat open space that is safe for throwing and running. The terrain needs to be flat enough to build a stable tower. Gymnasium with score clock works best.

**How to Play:** Divide group into 2 separate teams on opposing ends of the court (on the baselines) or field. Line the balls midway between each team. The game starts at your command.

Each team must initially return to their baseline with the balls in order to begin throwing.

(The throwing boundaries will be at the leader’s discretion. Tip: If the crates or objects are heavy, then the players will need to be allowed to get closer)

If a team manages to knock over 3 or more crates from the tower, it will count as a “knock down.” 1 point will be awarded for each “knock down.”

After a tower has been knocked down, the team whose tower has been knocked down has 5 seconds to rebuild the tower. If they do not rebuild the tower before 5 seconds has passed, the other team will be awarded a bonus point.

**Note:** (“Puppy Guarding”) standing directly in front or beside the tower, is not allowed.

Defenders are only allowed to move in front of the target to block a ball that is air borne.

Defenders are also not allowed to stand directly in front of the thrower (such as basketball defense). Defenders must remain moving from side to side while in front of an offender with a ball.

**Balloon Volleyball**

**Objective:** To accumulate points to either 15 or 25 by having the balloon hit the floor of the opposing team’s side.

**Equipment Needed:** To chairs or poles, a rope/string/tape, and a balloon/beach ball.

**Location:** Any open space. Note: This is a great rainy day game

**How to Play:** Volleyball rules apply. Players must remain on both knees while playing. If a player gets off their knees to hit a ball, the ball shall be declared dead and the other team will be awarded the point.

**Hand Hockey**

Objective: To accumulate as many points as possible by putting the ball through the other team’s goal.

Equipment Needed: A large exercise ball, 2 street hockey goals, a score clock/ stop watch (cones if outside). The players’ hands are the sticks.

Location: Gymnasium with score clock or outdoor open space. (Gym works best)

How to Play: Hockey Rules apply. To start the game, place the ball in the middle of the court. One representative from each team faces-off with the ball in between. The two players will tag each other’s hands 3 times before the ball is engaged.

Note: If the ball is hit into the air during play, all players must wait until the ball is grounded in order to continue play. If a player continues to purposely play the ball in the air, the other team will be given the ball.

This game is played with no goalies.