Team Scatterball

- Materials:
  1. Two or more soft foam balls
  2. Four to eight cones (*lightweight plastic or Styrofoam*)

- Rules of play:
  1. Split the players into two evenly divided teams.
  2. Both teams line up on two back lines and the two balls are placed in the middle of the two teams.
  3. The cones for each team are lined up next to them on the back sideline.
  4. The adult assistant says, “Go!” and players run for the balls.
  5. Anybody who has the ball can only take three steps before throwing the ball. Any more and they HAVE to drop the ball right there and may not pick it back up right away. Also, they may NOT cross the centerline that the balls were lined up on … EVER!!! (*The “three-step” rule is optional.*)
  6. The object of the game is to get as many players out as possible or to get all of the other team’s cones out. If all of one team’s cones are knocked over the game is over and the other team has won. However, if one team’s players are all out the game is over and the other team has won.
  7. If someone is hit with the ball and doesn’t catch it, they are out and must sit down where they were hit (*this may be modified if a teacher or adult would rather have them sit on a bench or a table*).
  8. Those who are out must remain out for the rest of the game. For example, if “Tim” hits “Laura” with the ball, she is out. If “Tim” is hit later in the game, “Laura” is still out. When one team has won everyone is allowed to come back in.
  9. If a player catches a ball, whoever threw the ball is out and must sit out. The last player standing is the winner.
  10. (*Optional*) Players may NOT chant or shout for players to “get someone else out.” Depending on the situation, such players may have to sit the rest of the game.