**BackBoard**
- Objective of the game: Eliminate all the players on the other team

 Team A Team B

 Jail Jail

 Safety

 Zone

Possible Ways to go to “Jail”
- You are hit by a ball
- A player on the other team catches the ball that you throw

Possible ways to get out of “jail”
- A teammate throws a ball to you and you catch it while in jail
- A teammate hits the backboard and everyone is free

**Nukem**
- Objective: Score as many points for your team by catching all balls thrown to your team or throw a ball over the net so the other team cannot catch it.

Rules
- After a ball is caught, the thrower may take 2 steps before throwing the ball over the net
- You may not jump to throw the ball

**Mat Ball**
Objective: Run the bases as many times as possible to score points for your team.

Kicking Team
- Boys and Girls alternate taking turns kicking the ball
- Each kicker has 2 tries to kick the ball past the cone
- After leaving 3rd base, run on the outside of the cone and continue back to 1st base

Ways to Get “Out”

* The ball you kicked is caught in the air or one bounce off the side wall
* You kick the ball and it touches any part of the ceiling
* While running the bases, the ball hits you or an outfielder tags you with the ball
* When running to 1st base after kicking the ball, the 1st baseman catches the ball before the runner gets to the base

**Far Base**Objective: Kick the ball and run and tag both bases to score 2 points for your team without getting hit by the ball.

Kicking Team
- Boys and Girls alternate taking turns kicking the ball
- Runners must stay inside the basketball court
- Each grey mat touched is worth 1 point

Fielding Team
- When you have possession of the ball, you can only take 3 steps

Ways to Get “Out”
- The ball you kicked is caught in the air or one bounce off the side wall
- You kick the ball and it touches any part of the ceiling
- While running the bases, the ball hits you or an outfielder tags you with the ball

**Hunger Games**Objective: To eliminate the players from the other districts

Rules
Two members from each district will stand in their designated corners. When the whistle blows, players may choose to run to the middle of the gym and retrieve as many balls as they want to.
 Players may run anywhere inside the basketball court.
If a player is hit, they are eliminated from the game and return to the end of the line with their district.
There are no catch outs.

**Mockingjay**Objective: To eliminate the players from the other districts

Rules
One member from each district will try and eliminate the players from the other districts.
If a player is hit, they are eliminated from the game; they tag / high five the next player in line and go to the end of the line of their district.
There are no catch outs.

**Survival**Objective: Players work independently to eliminate all players and be the one that survives.

Ways to get “out”
- you are hit directly by the ball
- someone catches the ball that you threw

Re-entering the game
- when the player that got you out is out, then you re-enter the game

**Number Soccer**Objective: Work together with your team to be the first to score a goal in the 2 minute time limit

Students are split into 2 teams. Each player is given a number.
The first 2 numbers called are goalies. The next 4 numbers called stand up. When the whistle blows, players come out and work together to score a goal.
Goalies are the only players that can pick up the ball with their hands.
A new game starts either after a goal is scored or the 2 minute expires.

**Number Basketball**Objective: Work together with your team to score as many baskets as you can in the 2 minute time limit

Students are split into 2 teams. Each player is given a number.
 5 numbers are called. The players stand up where they are. When the whistle blows, players come out and work together to score as many baskets as they can.
After time has expired, players return to their seats and new numbers are called.

**Frisbee Frenzy (Small Gym)**Objective: Be the first to knock down the pin with your Frisbee

One person from each team stands up next to their teams cone and Frisbee. When the whistle blows, players run around the outside of the square one time back to their Frisbee that is balancing on the cone.
Players throw the Frisbee from behind the other players to try and knock down the pin the middle. If they aren’t successful, players run and pick up their Frisbee and try again.
All throws must be from behind the waiting players.

**Milton Ball / Snowman Game**Objective: Knock down all the pins on your opponents’ side or eliminate all of their players.

Players must remain on their side of the gym while throwing the balls at other players and pins/snowmen.
If a player is hit by a ball, they are out and sit in the bleachers.
Players return to the game when their team has knocked down one of their opponents’ pins/snowman.
Players may stand directly in front of the pin/snowman to help guard the pin/snowman.

**The Great American Turkey Hunt**Turkey Objective: Run the perimeter of the gym without getting hit by a ball
Hunter Objective: Hit the turkeys while they try and run around the perimeter of the gym

Turkeys
Will run around the perimeter of the gym without getting hit by a ball.
You may choose to hide behind the blinds for safety.
You may not catch a ball and / or throw at the hunters.

Hunters
Must stay inside the volleyball court (yellow line) when throwing a ball at the turkeys
May try and knock down the blinds so the turkeys don’t have anywhere to hide

**Cone Basketball**Objective: To shoot a basket and balance the basketball on the cone

There are 6 teams. Each team is designated a cone and basketball
When the whistle blows, one player from each team runs to center court and picks up their basketball. They run to their teams designated hoop and shoots until a basket is made.
After a basket is made, the player runs back to the center court to balance their basketball on their cone.
Points are awarded to the first 4 teams that successfully balance the ball on the cone.
- first: 4 points
- second: 3 points
- third: 2 points
- fourth: 1 point

Volleyball
Games are played to 25 points, you must win by 2 points

There are 6 people on the court at a time

The server is always the right back

You rotate in a clockwise formation
 Net

|  |  |  |
| --- | --- | --- |
| Left front | Middle front | Right front |
| Left back | Middle back | Right back |

You use a bump or forearm pass to hit the ball below your shoulders
You use a set to hit the ball above your shoulders