

LARGE GROUP GAMES

12-BASE KICKBALL

Supplies

1. 12 large cones as bases
2. Many game balls
3. Cones to set up buffer zones

Object: Get to the farthest base or score the most points.

Preparation: Set up the twelve large cones (bases) in a large arch around the field and set up two buffer zones that the defensive team is not allowed into—one around the kicking area and one between twelfth base and home.

How to Play: The kicking team should have a large supply of game balls and a single file line of kickers. When the inning starts, the single file line of kickers kicks continuously and the runners keep running to the farthest base they can. A caught ball does not make an out; the runner has to be tagged to be out. Players who are hit with a ball need to pick it up and run it back in to be kicked by their team. The receiving team can only tag one person with a ball before returning it to the kicking team.

Variations

1. Make a guys and girls kicking line.
2. One person kicks, and two people run.

DRIVER–SHOTGUN DODGE BALL

Supplies

1. Cones or lines to define the boundaries
2. Colored head bands
3. Many playground balls

Object: Knock out the other team.

How to Play: Each team should pair team members; one is the driver, and one is the shotgun. The driver is allowed to catch balls, pick up balls, and block balls; his main job is to feed ammo to his shotgun and to protect his shotgun from being hit with a ball. The shotgun cannot touch a ball for any reason unless his driver hands it to him, and the shotgun cannot block with a ball or pick up a ball. Shotguns, wearing team-colored head bands that are fully visible, are aiming for the shotguns of the other team.

Variations

1. To encourage strategy and flanking, remove boundary cones or expand to a larger field of play.
2. Add a rogue sniper on a rooftop.
3. Have rounds of two all-star pairs from each team to play two-on-two.