

BULLDOG GAME BOARD

RULES

- Basketball (3v3, 4v4, 5v5)** no rough contact, dribble/pass/shoot/rebound, take ball back, check it up
- Creative Play (no rough play, play safely)**
- Flag Football (3v3 - 6v6)** no rough contact, 4 downs to score, kick/run/pass/catch, rotate QB, catch and run, down when flag is pulled off, flags must be outside of clothes and worn on your hips
- Four Down Football (3v3 - 6v6)** no rough contact, 4 downs to score, rotate QB, no tagging, when ball is caught you are down, no kicking ball or running with it once caught
- Four Square**
- Frozen Bridge Tag** if tagged make a bridge (up position for push-ups) and hold it until someone crawls underneath you
- Grab It** 2 kids sit criss cross facing each other with objects in between them, "Ready" is called out (hands on knees) then "Grab It" is called and they try to grab the object first
- Go for the Gold** similar to "steal the bacon" but you play against a partner, everyone runs every time, run in grab the center object and get back to your side without getting tagged
- Guard the Cookie Jar** guards stand over a "cookie jar" (beanbag on top of a polyspot) and try to not let others take the "cookie", if they steal the cookie they become the new guard, no rough contact to steal the cookie
- Hula Hoops**
- Jackpot (maximum of 10)** throwing and catching game, no rough contact, 1 thrower throws the ball up for the other kids to try to catch, if caught a certain "monetary" amount is earned
- Jump Roping**
- Kan-Jam (2v2)** Frisbee throwing game, the instructions are taped to the side of the black "kans"
- Keep Away (maximum of 10)** kids form a circle and try to keep the ball away from the 1 in the middle, no rough contact, you are out of the middle if you steal/touch/knock down ball or touch a player with the ball or if a player drops the ball
- Kickball (3v3 - 8v8)** keep the same batting order so everyone kicks equally, everyone kicks each inning, rotate pitchers, kick ball and run bases until the fielders work together to knock the ball off the cone(runner is out), if kicked ball is caught kicker is out, 1 point for each time around the bases, you may score more than 1 point each time ball is kicked
- Knock Down (3v3, 4v4, 5v5)** similar to "ultimate Frisbee", throw/catch/pivot with ball, try knocking down opponents water bottle, knock down= 1 point, dropped ball= other team takes over possession
- Lightning/Thunder (maximum of 10)** basketball shooting game, make a free throw/3 pointer before the person in line behind you makes his/her shot
- Partner Duck, Duck, Goose** everyone plays at once, stand facing partner across the center line, whoever says "goose" runs to their sideline and the other chases
- Play Structure Equipment**
- Rip Flag Tag (1v1)** wear flag belts and try to pull the opponents flags off before they pull yours, no rough contact, and you cannot turn your back and run from them
- Rip Flag Tag (maximum of 10)** 1 vs 9 or team competition- 1v9 (pull others flags out, as long as you have flags on belt or in hand you are in), team competition (blue team vs green team, which team can pull the others flags off first?)
- Sidewalk Chalk**
- Snow Structure Design** in the designated area, do not destroy other structures
- Soccer (3v3 - 6v6)** no rough contact, goalies and offensive/defensive players, rotate positions, use small nets
- Target Throwing** balls or snowballs for accuracy
- West African Jumping Game** partner game, "same/different feet" decide winner, jump 6 times and put out 1 foot, same side feet= "same" wins a point, opposite side feet= "different" wins a point
- World Cup Soccer (maximum of 10)** a "soccer" game, up to 9 individuals "shoot" on the 1 goalie to try to score a point for their "country" if they score they become the new goalie