

# All-Sport Tournament Packet

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## DODGEBALL

- 1) Rules for each sport – HIT BELOW THE HEAD, USE SOFT GATOR BALLS, BREAK INTO GRADES (6,7, OR 8), OR HAVE TEAMS SIGN-UP (TOURNEY)
- 2) Field/Court Layout – USE GYM WITH CONES TO BREAK OFF IN HALF OR EVEN 4 QUARTERS FOR 4 DIFFERENT TEAMS
- 3) Volunteer Positions – SET UP CONES, GET GATOR BALLS, TIME KEEPER, HAVE COACHES OR OFFICERS WATCHING TO SEE WHO GETS HIT (REFS.)
- 4) Team Registration Process – HALF SHEETS FOR TOURNEY TEAM NAMES WITH PLAYERS OR JUST SHOW UP AND BREAK INTO GIRLS/GUYS & GRADES
- 5) Time schedule for Huddle – USUALLY 15 TO 20 MINUTES MAX FOR GAME, UNLESS YOU ARE RUNNING A TOURNEY, THAN A LITTLE LONGER

## “3 ON 3” BASKETBALL TOURNEY

- 1) Rules for each sport –HAVE TEAMS SIGN-UP (TOURNEY) ON SLIPS, HAVE 3 TO 5 MINUTE QUICK GAMES, WINNERS MOVE ON TO NEXT ROUND, FREE THROW IS FOR TIE BREAK, GIRLS & GUYS TEAMS (NO COED TEAMS) – SINGLE ELIMINATION
- 2) Field/Court Layout – USE ALL FOUR SMALL COURTS IN YOUR GYM IF YOU HAVE A LOT OF TEAMS (OTHERWISE TWO FULL COURTS)
- 3) Volunteer Positions – HAVE COACHES OR OFFICERS WATCHING EACH GAME TO REF. & YELL OUT WINNING TEAMS
- 4) Team Registration Process – HALF SHEETS FOR TOURNEY TEAM NAMES WITH PLAYERS – TEAMS CAN SIGN UP THE MORNING OF THE TOURNEY
- 5) Time schedule for Huddle – USUALLY 30 MINUTES OR SO DEPENDING ON THE TIME AMOUNT YOU HAVE

### “FAST & FURIOUS” FLAG FOOTBALL TOURNEY

- 1) Rules for each sport – FOUR DOWNS TO SCORE (NO 1<sup>ST</sup> DOWNS), NO KICKS OR PUNTS (BALL STARTS ON 5 YD. LINE), EVERY SCORE WORTH 7 POINTS (NO EXTRA POINTS OF FIELD GOALS), ANY PENALTY WILL RESULT IN LOSS OF DOWN AND LAST SPOT OF BALL, 5 MINUTE GAMES (COIN TOSS FOR TIES).
- 2) Field/Court Layout – PRACTICE FIELD OR FOOTBALL FIELD (SEPARATE INTO 4 SMALL HALF FIELDS RUNNING WIDTH DIRECTION) – SINGLE ELIMINATION
- 3) Volunteer Positions – SET UP CONES, GET FOOTBALLS, TIME KEEPER, HAVE COACHES OR OFFICERS AS (REFS.)
- 4) Team Registration Process – HALF SHEETS FOR TOURNEY TEAM NAMES WITH PLAYERS (TEAMS CAN SIGN UP THAT MORNING) – NO COED TEAMS
- 5) Time schedule for Huddle – USUALLY 35 MINUTES MAX FOR ENTIRE TOURNEY (FOUR GAMES RUNNING AT A TIME EVERY 5 MINUTES)

### EXTREME HANDBALL

- 6) Rules for each sport – (4) TEAMS PLAYING AT ONCE, USE COLORED JERSEYS, PLAYERS CAN SCORE ON ANY OF THE OTHER TEAMS NETS OR GOALS, NO PHYSICAL PUSHING OR KNOCKING PLAYERS OVER, USE TIMER TO ROTATE IN NEW TEAMS – TEAM WITH THE LEAST GOALS SCORED ON THEM WINS
- 7) Field/Court Layout – USE GYM WITH (4) NETS OR GOALS SET UP IN THE MIDDLE OF EACH WALL – USING CONES, SPOTS OR TAPE, SET UP A GOALIE BOX SO PLAYERS CAN’T GET TOO CLOSE TO THE NETS
- 8) Volunteer Positions – SET UP CONES, GET HANDBALLS, TIME KEEPER, HAVE COACHES OR OFFICERS WATCHING TO KEEP TRACK OF GOALS SCORED AND MAYBE AN OVERALL REF. FOR PHYSICAL CONTACT
- 9) Team Registration Process – BREAK INTO GIRLS/GUYS & GRADE LEVELS OR NUMBER OFF FOR TEAMS
- 10) Time schedule for Huddle – USUALLY 15 TO 20 MINUTES MAX FOR GAME, UNLESS YOU ARE RUNNING A TOURNEY, THAN A LITTLE LONGER

## HUMAN TIC-TAC-TOE

- 1) Rules for each sport – SET UP 9 CHAIRS (3-3-3) IN THE SHAPE OF A TIC-TAC-TOE BOARD. MAKE TWO TEAMS WITH STUDENTS ON EACH SIDE OF THE CHAIRS (TEAMS CAN BE ANYWHERE FROM 5 TO 10 PEOPLE) – ONE TEAM IS “X’s” & ONE TEAM IS “O’S” - NUMBER BOTH TEAMS OFF WITH EACH PLAYER ON A TEAM HAVING A DIFFERENT NUMBER. HAVE ONE OF YOUR OFFICERS BE THE CALLER WHO CALLS OUT 3 NUMBERS, AND THEN THE STUDENTS FROM EACH TEAM WITH THOSE NUMBERS COMPETE TO MAKE TIC-TAC-TOE THREE IN A ROW. ONCE THE TEAM HAS TIC-TAC-TOE, THEY HOLD UP THEIR ARMS MAKING AN “O” OR AN “X” DEPENDING ON WHAT TEAM THEY ARE. YOU CAN NOT MAKE TIC-TAC-TOE RIGHT NEXT TO THE ROW WHERE YOUR TEAM BEGINS – KEEP MOVING FAST AND FURIOUS AND COMMUNICATING WITH YOUR TEAM.
- 2) Field/Court Layout – ANY ROOM LARGE ENOUGH FOR (9) CHAIRS SET UP TO MAKE A BOARD – MAKE AS MANY DIFFERENT TIC-TAC-TOE BOARDS AS POSSIBLE TO GET EVERYONE PLAYING (CAFETERIA, GYM OR MULTIPURPOSE ROOM)
- 3) Volunteer Positions – SET UP CHAIRS – ONE OFFICER FOR EVERY BOARD TO CALL THE NUMBERS AND BE THE REF.
- 4) Team Registration Process – BREAK INTO GIRLS/GUYS OR EVEN GRADE LEVELS
- 5) Time schedule for Huddle – ANYWHERE FROM 5 TO 20 MINUTES DEPENDING ON HOW LONG YOU WANT TO PLAY

**Prison Ball** - Each team on opposite ends of the field at base camp. Players must run to center of field to grab 1 water balloon within the "safe zone." If they are tagged outside the safe zone with a balloon in their possession, they must go to their teams designated "prison" and bust the water balloon over their head. A player can leave prison in sequential order when the 5 prisoner limit is reached. The team with the most "filled" water balloons in their home base bucket when the time limit is reached, will win the game. For a version of this game played without water, replace balloons with mini dodge balls.

**Matball** - Endurance Kickball with 4 large mats as bases. Runner must run around bases twice to complete a run. Runner can pass teammates with no limits on base. If kicking line is empty, the next kicker must take an out and return to kicking line. Runner is ONLY out when the ball makes contact with them. Once any runner leaves their connection with a base they must proceed to the next base. Pitcher can fake throw as often as he/she desires. No foul balls but kicks must make forward progress.

**Speedball** - Played as soccer with use of hands in certain circumstances. Hands can be used if ball is propelled into the air by someone's feet or passed by another set of hands. Hands cannot be used if ball was propelled into the air by the ground. Players can run, pass, and score with the ball in their hands. If they are tagged by opposing teammate they must drop the ball at site of contact.

**Ultimate Everything** - Play this as you would Ultimate Frisbee. You will change throwing object after each game to one not used previously. Those objects will be layed out for you. (Frisbee, Football, Dodgeball) Each game played to 3. Keep track of score throughout the time limit.

**“TRUTH HUNT”:** Easter Huddle Idea. The plastic eggs will be full of Bible scriptures, and certain scriptures will have different values than others. We will read the different scriptures together, have FCA Officers share a (2) minute Testimony about how God has changed their lives or how He is currently working in them, and then hand out prizes to winners & small bags of candy to everyone.

## **Tigerball Rules**

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**Field Size:** 50 x 30 (60 x 40 if you have more than 10 per team on a field at a time)

**Team:** 12 per team – 8 on the field (7 players – 1 goalie) Again, you can play with more.

**Game Length:** 12 minute halves, 6 minute halftime – NO Timeouts (this can be adjusted to what you need) Running clock

**Ball:** Tigerball is played with a #5 soccer ball

**Crease:** 15 foot semi-circle around the goal. **THE GOALIE IS THE ONLY PERSON ALLOWED IN THE CREASE!!** This is also the only place where the goalie can pick up the ball.

**Beginning the Game:** Both teams start on their baseline. Only the goalie can be in the crease at the start. On the horn/whistle, players sprint to the middle of the field where the ball is laying. The ball has to be picked up to start the game. (The ball has to be in someone’s possession to start the game. It cannot be kicked.)

**Game Play:** Once possession has been established to start the game, teams advance the ball down the field by throwing it to each other (much like ultimate frisbee). The difference is they can continue to run with it once they catch it. Players advance the ball down the field until they are touched by a defender with the ball in their possession (see halo rule below). Once they are touched, players attempt to throw the ball to their teammates to continue to advance the ball. If at any point the ball falls to the ground in that process, the game switches to soccer. While most soccer players love this aspect of the game, it is actually the most difficult way of advancing the ball down the field. The only way you can get the ball back in your hands to advance it while carrying is by making contact with the ball with your foot in efforts to kick it up to yourself or kick it in the air to one of your teammates. Soccer players are best at this because they can usually kick the ball up to themselves with minimal effort.

**Halo Rule:** The halo rule is a rule that favors the offense. The rules on advancing the ball down the field state that a player can advance the ball down the field as far as they can until someone touches them with the ball in their possession. With that in mind, an offensive player CAN throw the ball in the air prior to a defensive player touching them, run around the defender, and catch the ball on the other side. Again, the offense gains the advantage, but defenders who keep their feet moving can greatly reduce the effectiveness of this move.

**Crease:** The crease has two major purposes. First, it protects the goalie from collisions close to the net. Second, it establishes the area where the goalie can pick up the ball off the ground. The crease has a couple tricky rules that affect the game greatly! If an offensive player throws the ball into the goal but their momentum carries them into the crease then the goal DOES NOT COUNT. If at any point in time an offensive player steps in the crease, then it is an immediate dead ball and a turnover of possession (ball starts in the hands of the goalie and is thrown to one of their teammates). If a defender steps in the crease on an offensive possession, play continues till the current offensive play is completed. Scenario 1: A defensive player steps into the crease prior to a shot on goal. If the offensive team scores, the goal stands. If the shot is missed, the offense retains possession and the ball is put in play by a corner throw in. Scenario 2: A defensive player steps into the crease prior to a shot being attempted on goal and the ball is picked off by a defender or the ball is knocked to the ground. Offense keeps possession and the ball is put in play by a corner throw in. The offense is never penalized by the defense stepping in the crease.

**Defense:** Tigerball is designed to be a non-contact sport. That being said, you cannot face guard an offensive player after he/she has been touched. You have to give them adequate room to throw the ball in without risking injury to their hand on a follow through. Similar to a basketball player guarding an in bounds pass. There is NO stripping the ball from an offensive player.

**Scoring:** Points are awarded three ways. One (1) point for throwing it in the goal. Two (2) points for kicking it into the goal. Three (3) points for a header. NOTE: Players can run with the ball in their hands, drop it at the last second and kick it in for the 2 points. However, players CAN NOT throw it up and head it to themselves. The header has to come from another player.

**Out of bounds:** If a player has the ball in their hands, then football rules are in place. The boundary lines are out of bounds. If the ball is on the ground then soccer rules apply. The boundary lines are in play.

**Putting the ball back in play:** If a ball goes out of bounds on the side lines, the ball is put in play by a throw in. Unlike soccer, there are no rules governing how the ball is thrown in. If a ball goes out of bounds on the base lines, it is a little different. If the defensive team last touched the ball, then the offense throws the ball in from the corner. If the offensive team last touched the ball, the defensive team throws the ball in from the baseline where it went out.

**Injuries:** If an injury occurs, extra time can be awarded. Just like soccer.

**Incidental Touching:** Inevitably there will be times when someone grabs a ball and starts running with it when it should actually be on the ground and playing soccer rules. If this happens, there is no penalty. Simply bring the ball back to that point and continue play.

**Goalie:** The goalie is a defensive player ONLY. That being said, the goalie can not catch a shot from an offensive player and leave the crease in an attempt to advance the ball down the field. The goalie can leave the crease to kick a ball to a teammate or clear a ball, but cannot score a goal. NOTE: You can pull your goalie in lieu of an extra offensive player. Unlike soccer the goalie can receive a pass (kicked or thrown ball) from one of their own teammates.

**Overtime:** If a regulation game ends in a tie, the ball is placed back in the middle and one non-timed period is played. The first team to score wins!