

Rules:-

Crest Prison

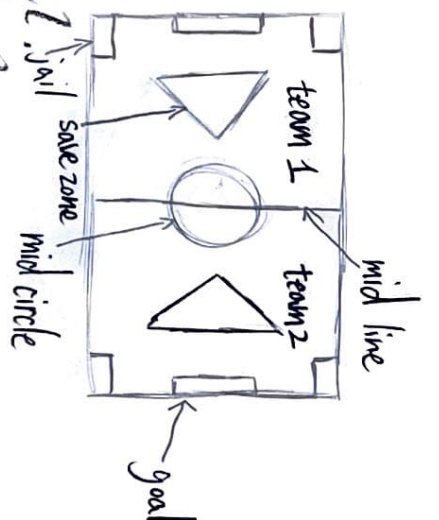
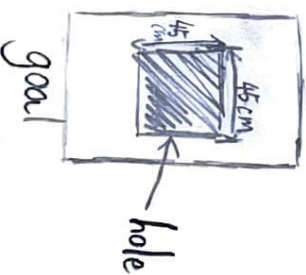
- 2 teams
- have tag in the game
- need to go to the other sides' jail in order to get save.
- have safe zone, triangle
- touch the student to catch or save.
- can kick or throw into the goal or on the way to the goal, jail.
- cannot influence on the ball, but can tag people to get it.
- no goalie.
- If the ball is out, the other team gets it.
- If you go in jail, but don't mean to then you go jail.
- No one can go to jail, unless they are tagged or did something wrong.
- There can only be 6 people in the middle circle, 3 from each team.
- If the ball is completely out of bounds (don't even touch the boundary), it counts as out.

Equipment :-

- goal (board)
- court
- ball

Skills :-

- kick
- throw
- score (shoot)



Materials:

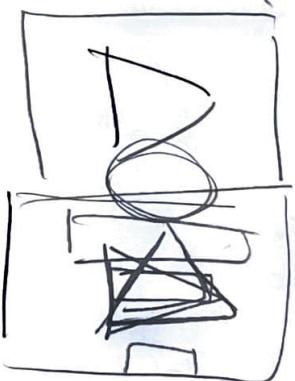
- the field is the soccer field.
- the goal is a hoola-hoop tied on the sides of the soccer goal.
- the safe zone is represented with cones as the corners of the triangle.
- the jail is the same as capture the flag.

Referee

Equipment manager = write ~~the~~ equip draw court

Skills

write draw goal



explainer

referee

