

Five Passes



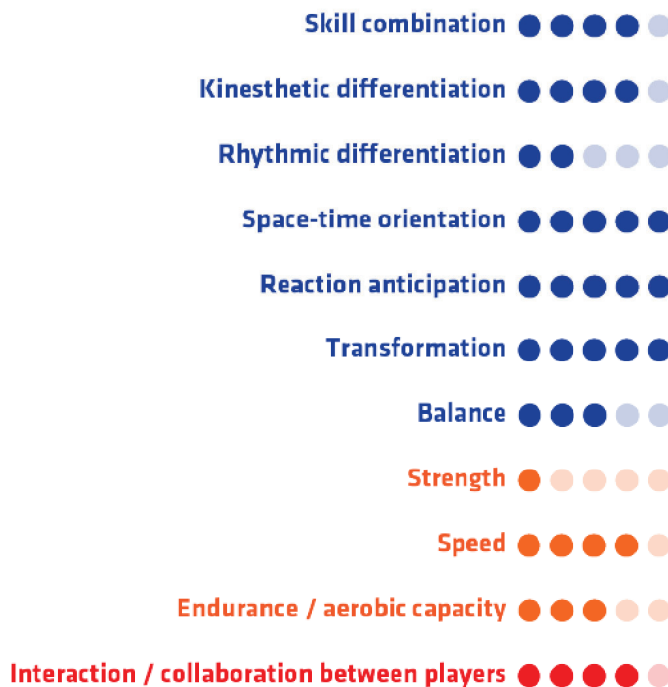
THE GAME

The group is divided into two teams and the playing field is defined within which the players can move.

A team must be able to pass the ball five times consecutively without dropping it or intercepting it by the opponent: on the fifth pass a point is obtained and possession is reversed. Whoever has the ball in hand cannot move but only pass it to a partner and only with a throw and without being able to transfer it from hand to hand directly. The team that does not have possession must try to intercept the ball without touching the opposing players: it is not a contact game. When the ball is intercepted or falls to the ground, the possession reverses to the other team.

The team that reaches a predetermined score first, wins.

DEVELOPED SKILLS



SPECIFICATIONS

Catching and throwing,
team-work

Level of skill required



Number of players:

4 to 6 players per team



Material:

rubber balls, empty space, cones

VARIANTS

The game can be played using soft balls, volleyballs (etc.) of various sizes.

SUGGESTIONS

- If the ball is always passed between the same two or three members of the team and there is a tendency to marginalize the others, you can add the rule that the "return pass" cannot be made (if I pass the ball to a partner of mine, he can't pass it back to me right away).
- If there is difficulty in catching the ball, three passes instead of five can be made and/or the ball can be allowed to bounce between passes.
- If the skill of the players is high, the number of points for scoring passes can increase from five to seven to ten.