

Frisbee Quidditch

Materials: 2 dodgeballs (or 2 shirts and 2 socks, roll up the shirts and put them in the socks, these make

very effective dodgeballs), 4 trashcans (or 8 milk crates), 4 cones

How to play: the teams are 8 on 8: 1 keeper, 3 chasers, 2 beaters, 1 snitch and 1 seeker. There are 2 trash cans on each end of the field, about 10 – 20 feet away from each other depending on the skill level of the players. Place the cones to designate the middle third of the field, this is the beater box. Chasers play Frisbee with the goal of scoring in the opponents trash cans and preventing the other teams from scoring in their own trash cans. The keeper is like a goalie, and is the only player allowed to be within 5 feet of a friendly trash can so no chaser, seeker, or snitch may be within 5 feet of a friendly trash can. The beaters may only throw balls within the beater box. They may not throw balls at the other beaters. They may not throw balls at the keeper. They may hit chasers, the Frisbee, or the seekers. When an individual is hit by a ball, they must stop moving for 5 seconds. If the person holding the Frisbee is hit, they retain possession of the Frisbee, however they cannot throw for 5 seconds which means that the stall counter can essentially progress 5 stall counts without the thrower doing anything about it. The seekers chase the snitches who are always running away from the seekers of the opposite team. When a Frisbee is scored in a trash can, the scoring team gets 10 points. Whenever the seekers catch the opposing snitch, their team gets 20 points. No player may hinder the keepers ability to throw within the keeper box, which is 10 feet wider than the trash cans and 30 feet in front of the trash cans. Field dimensions are pretty much entirely up to the person making the field so feel free to change any of the numbers during play.

Goals: teamwork, sports and stuff