

Peulat Erev: Frisbee Quidditch

Program Type: Peulat erev

Approximate Duration of the Program: 45 minutes

One-Line Description: Quidditch plus Frisbee = Fun.

Overall Goals/Themes: Have fun in an organized game and tire the kids out

Methods Used: Friendengineering

Supplies/Resources Needed:

- Four trash cans
- Two dodgeballs (or two shirts and two socks)
- 12 cones
- 10 pinnies

Ideal Location and Room Setup: Tzad Aleph Lower Migrash

Tzvet Preparation and Roles: Referee and make sure everything stays in control

Field Setup:

- 2 trash cans on each side of the field about 10-20 feet apart
- Middle third of the field is beater's box

Rules:

- Standard Frisbee Rules Apply
 - Stall Count 10
- 1 keeper, 5 chasers, 2 beaters, 1 snitch, 1 seeker per team
- Chasers play Frisbee with the goal of scoring in the other teams trash cans and preventing the other teams from scoring in their trash can
- Keeper is like a goalie, and only player allowed within 5 feet of the goal
- All other players cannot be within 5 feet of the goal
- Beaters can only throw balls in the beater box and can't throw the ball at other beaters or keepers
- When a person is hit by a ball, they must freeze for 5 seconds
- If someone is hit by a ball while holding the frisbee, they can't throw the frisbee for five counts
- The seekers are chasing the snitch from the other team
- The snitch is trying to evade the other team's sneakers
- Frisbee in a trashcan is 10 points
- Catching the other teams snitch is worth 20 points
- Can't block the keeper's throw

Timeline:

- 2:45-2:50 - Walk to lower tzad aleph migrash
- 2:50-2:55 - Explain Game
- 2:55-3:25 - Play Game

Groups (2 teams):