



FOOTBALL GAMES (AGES 6-14)

ACTIVITY REFERENCE GUIDE

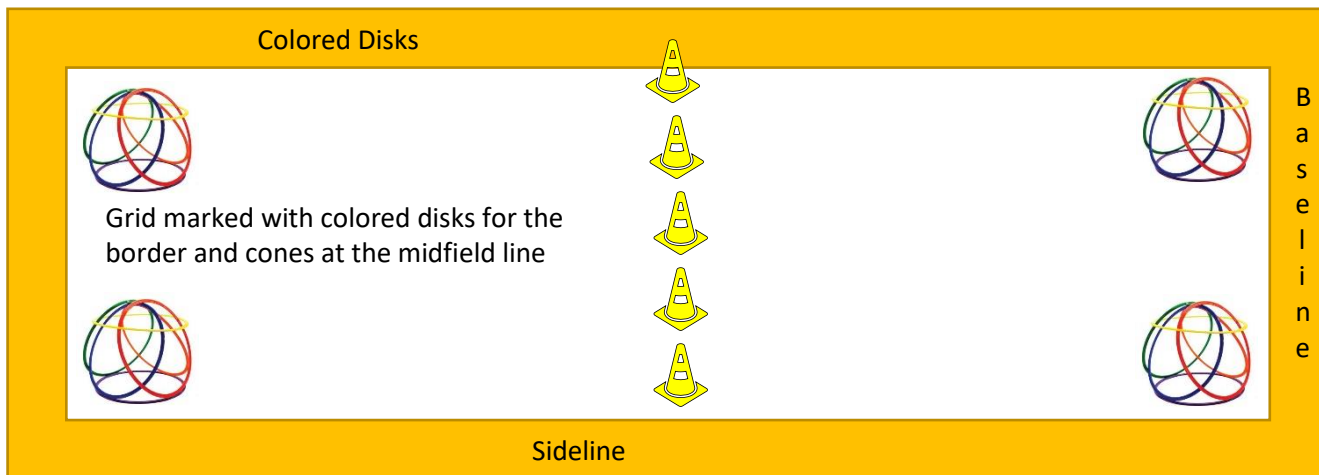


Dungeons and Dragons Football

Purpose: Throwing, Catching, Strategy, Teamwork

Equipment: Spots/Disks, Footballs, Hula Hoops, Flag Belts

Set Up: Set-up a large game grid with a midfield line to separate the two sides. Have each team create a 2 Dungeons (one in each corner of their field). A Dungeon is a Hula Hut, and consists of 6-Hula Hoops each. One on the bottom, four on the sides, and one on top. Put a circle of disks around each Hula Hut to serve as the moat. Players cannot pass the moat unless they are repairing the Dungeon.



Execution:

- Divide players into camp teams and have them stand on their team's baseline.
- Give each team 2 Footballs
- The goal of the game is to knock down both of the teams Dungeons to win the game. To knock down the tower, the opposing team must throw the football (from outside the moat circle) and knock-down the Dungeon.
- A player can only hold 1-football at a time
- If a player crossed the midline, they are at risk of getting their flag pulled (similar to Capture the Flag). If they get their flag pulled, they must take a knee where they are. They can put their belt back on, but cannot move
- The only way a player on a knee can get back into the game is if one of their teammates throws them a football and they catch it in the air without leaving their kneeling position. If they are able to accomplish this, they are back in the game and get a Players can only pick-up a football on their side of the field. If the offensive team drops the ball on their side of the field, they must leave the ball where it lies and retreat back to their side of the field to get another ball.
- If a team's dungeon gets knocked down, that team is allowed to try and rebuild it. If the opposing team knocks down the second dungeon before they are able to repair (rebuild) their first, the game is over.
- Award a point to the winning team and continue as time permits