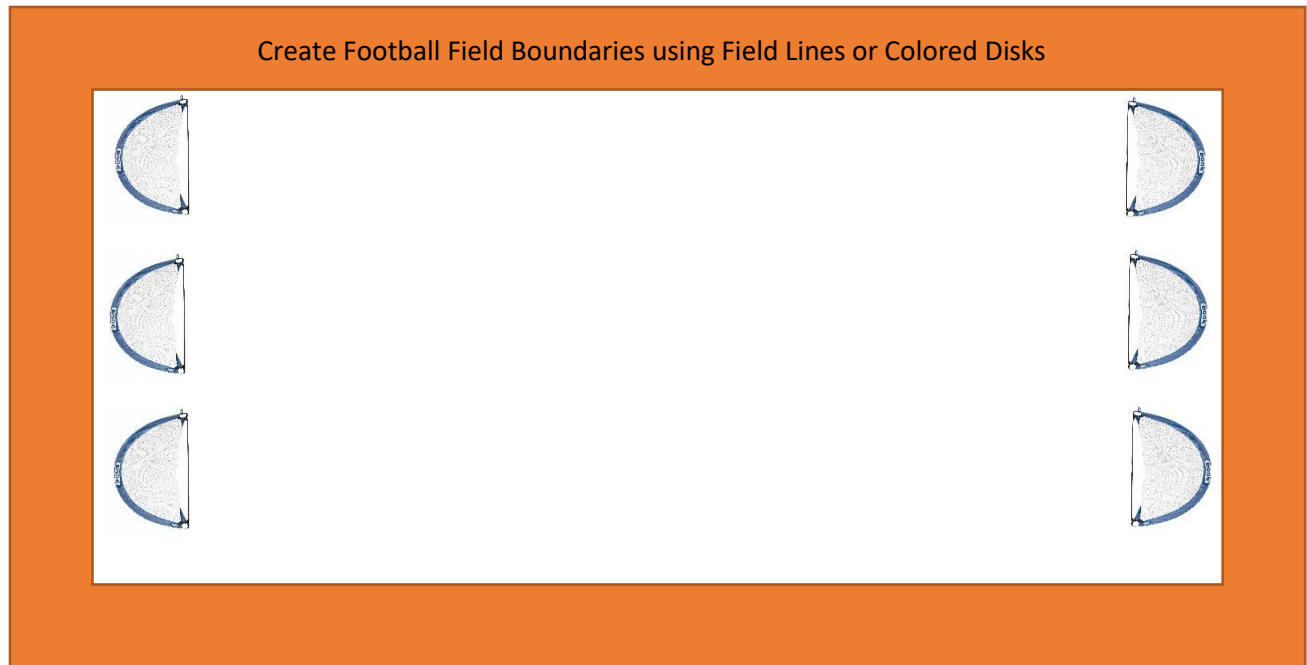


Quidditch Football

Purpose: Passing, Running, Throwing, Teamwork, Strategy

Equipment: Footballs, 6-Pugg Goals/Hoop Towers

Set Up: Use Colored Disks to create a Football Field with 3 Pugg Goals on each Baseline.



Execution:

- Best played with 10-16 players so bring 2-groups together when possible
- Break players into teams (FireHawks vs. IceHawks)
- Basic Concept – This game is a cross between Handball, Football, and Quidditch
- Narrate Quidditch Storyline- Based on Harry Potter where A game of quidditch is played between two teams. The goal is to end the game with more points than the opposing team. Each team will have 5-8 Chasers who pass the quaffle (football) and try to score the ball into 1 of the opponents 3-goals. For the goals you can use Pugg Goals, Hula Hoop Towers, Cone Towers, etc.
- The offensive team will try to score by throwing the quaffle into the goal. The defensive team will try to stop them by pulling flags, guarding the goals, intercepting the passes, or making the ball hit the ground.
 - a. If the ball hits the ground it is a turn-over. The offensive team throws the ball in and the game resumes.
 - b. If a Chaser gets their flag pulled while possessing the quaffle, it is a turn-over. They must drop the ball where they got their flag pulled. The offensive team throws the ball in and the game resumes
 - c. If the ball goes out of bounds, the it is a turnover for the last team who touched the ball. The other team throws the ball in and the game resumes.
- Throw-Ins: On a turn-over, the offensive ball starts with a dead ball. Wherever the ball lies is the line of scrimmage. All offensive players must start on or behind the line of scrimmage. The defense must start 7-yards back from the line of scrimmage (similar to the start of the play in a football scrimmage). On the coaches whistle the game begins. The offensive player must pass the ball to a teammate before they can run. Offensive players can throw the ball in any direction and at any time.
- Scoring- Each goal is worth 10 points and a goal is scored if the football enters anyone of three nets.
- Once a goal is scored, the other team takes over the ball with a Throw-In.
- Penalties:



FOOTBALL (AGES 6-14)

ACTIVITY REFERENCE GUIDE



- a. No Blocking, Flag Guarding, Spinning, Diving, or Stiff Arming. Any of these violations will result in a turn-over
 - b. If the offensive team touches the ball after they turn it over, or do not drop the ball immediately after getting their flag pulled, it is a delay of game penalty. They get 1 delay of game warning. The second violation is a free penalty shot for the other team.
 - c. No tripping, tackling, hitting the throwers arm, pass interference, holding, or trying to force a fumble. Any of these violations will result in a Penalty Shot.
- Penalty Shots:
 - a. The offensive player who was fouled gets the ball 10-yards away from the goals. The defense gets to select 1-player on defense to try to guard all 3-goals.
 - i. If the offensive player throws the ball into the goal, they score, and the defense takes over
 - ii. If the offensive player misses the goal, they don't score but get a throw-in from the 50-yard line.
 - Continue as time permits
 - The team with the most points at the game is the winner.
 - Have both teams demonstrate Sportsmanship by giving High-Fives to each other and saying "Good Game"
 - Recap Sport Skills and Life Skills and Award Points for both.