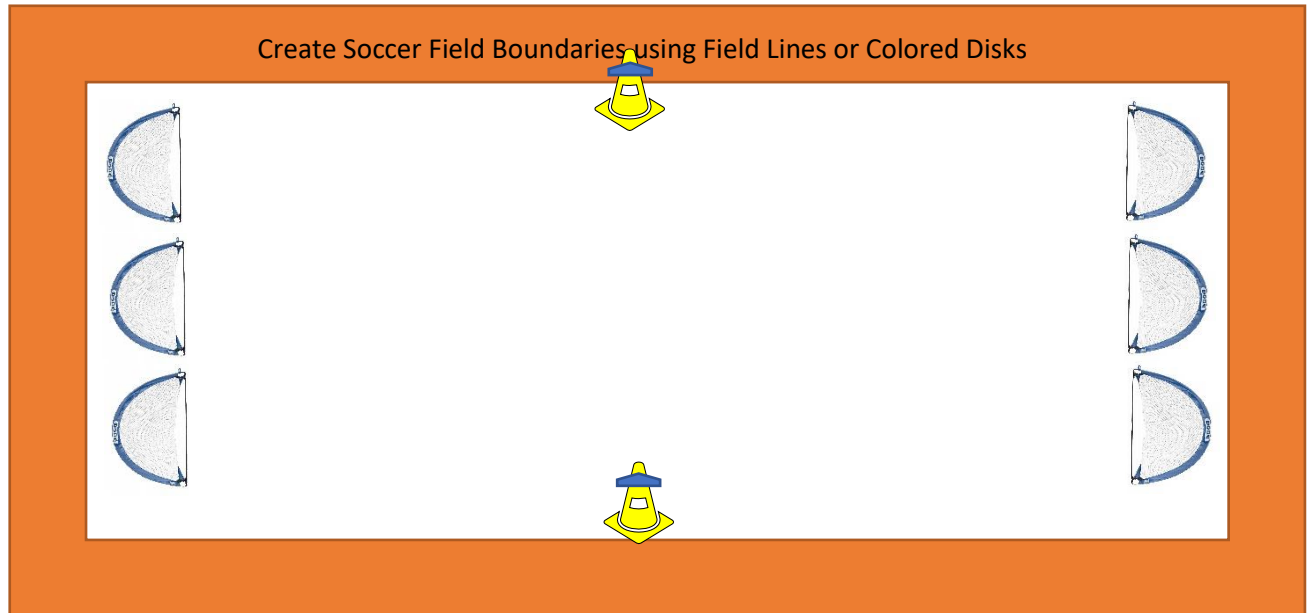


Quidditch (Soccer Edition)

Purpose: Passing, Dribbling, Shooting, Teamwork, Strategy

Equipment: Soccer balls, 6-Pugg Goals, dodgeballs

Set Up: Use Colored Disks to create a Soccer 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 – Soccer Scrimmage but with 3 goals on each time and bludgers (Dodgeballs) which force turnovers.
- 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. A team has 5-8 players on the field at once, 1 Keeper, 3-5 Chasers, 1-2 Beaters.
- **The keeper** - Responsible of guarding the goals and can use any part of their body (including their hands) to keep the quaffle (soccer ball) from entering any one of their own three goals
- **The Chasers** – Responsible for trying to steal the ball from the opposing Chasers and score the Quaffle (Soccer Ball) into any one of the opposing team’s three goals without being hit by the beater. If the chaser touches the ball with their hands, it is a turnover. They also must take a knee for 30-seconds.
- **The Beater** – Responsible for throwing the Bludgers (Dodgeballs) at the opposing team’s chasers. If the beater hits a Chaser, the Chaser must take a knee for 30-seconds. The chaser cannot touch the ball once hit until their 30-seconds is up. In order for it to count, the Bludger must hit the Chaser below the shoulders, without the ball hitting the ground. If a Beater hits a Chaser in the head, it is a penalty shot and the Chaser who got hit gets a free shot at the goal. Each Beater gets 1-Dodgeball (indicated by color) that only they can touch. The Beater can retrieve their Dodgeball as many times as they want. **Beaters are defensive players and are not allowed to cross the midline, except to get their ball.** The Beater is not allowed to touch the Soccer Ball. If the Beater touches the Soccer Ball, it is a Free Kick for the other team.
- Scoring- Each goal is worth 10 points and a goal is scored if the soccer ball enters anyone of three nets.
- Once a goal is scored, switch roles for both teams (Keepers, Chasers and Beaters). The team that was just scored on starts with the ball after each goal
- Continue as time permits



SOCCER (AGES 6-11)

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- 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.

Variation:

- Not enough points being scored – Add a Second Quaffle (Soccer Ball)!!!