



## **GAME:** ANIMAL DODGEBALL

**Game Type:** Sport

**Activity level:** Medium

**Players:** 5-10 per side

**Field:** Gymnasium

**Equipment needed:** 6-8 playground balls

**Time:** 10-20 min

## **RULES**

Animal Dodgeball is like dodgeball except all players must take the form of an animal while playing. Each animal can act in a specific way. Before the game, teams must select an animal for each player. If a player breaks animal character they are out. Players may not change animal types during the game.

**Flamingo:** Flamingoes can use both their hands but must constantly stand on one foot

**Elephant:** Elephants kneel, use one hand for movement and their other hand (trunk) for throwing the ball

**Squirrel:** Squirrels can use all hands and feet but cannot throw at the other team, they can only gather the balls and give to other players

**Crocodile:** Crocodiles may use both hands but must lay down on the floor

### **Inventing New Animals**

Players can invent new animals as long as they are approved by the referee. The animals must have a balanced set of abilities and cannot be too strong or weak.

