

Action Rainbow Stick 360

Objective: Be the team with the most points at the end of a predetermined amount of time.

Number of players: up to 24 players

Setup: Use the play area available, a basketball court is recommended.

Adjust according to age/ability of players.

I suggest you make the circle a safe place so they do not knock over the stand while they are pulling the flags off.

Divide the play area into 6 sections. Create a 10' diameter circle in the center of each play section. Randomly place the colored flags on 6 goals. Place the goals in the center of each circle. Divide the players into 6 even teams. Designate each one a rainbow color.

Provide each player with a belt. Designate 2 players as defenders.

Players begin anywhere on their section of the play area. At the signal, players rush to collect their team's flags from their opponents' play areas and return them to their goal.

Players may collect only one flag at a time before returning it to their team's goal. Each player places the flag on his/her belt to return to the team's goal.

Defenders try to steal the flags from their opponents' belts. If a defender steals a flag from an opponent, he/she can place the flag on his/her belt or return it to the goal. Defenders can collect up to 6 flags before returning them to the goal. Players can steal flags from defenders' belts.

Defenders can play in any of the play areas, but they cannot cross into the circle around the goal.

Flags may not be stolen back from the opponent's goal.

The team with the most points at the end of a predetermined amount of time, wins 1 flag = 1 point.

Flags on belts are not counted.

Action stick 360 wild color

Objective: be the team with the most points at the end of a predetermined amount of time.

Number of players: up to 24 players

Setup:

I suggest you make the circle a safe place so they do not knock over the stand while they are pulling the flags off.

Use the play area available: a basketball court indoors is recommended.

Place 1 goal in the middle of the play area. Place the 5 goals equal distance from the middle goal.

Designate one goal for each team.

Randomly place colored flags on the middle goal.

Divide the players into 5 equal teams

Provide each player with a belt.

Designate 2 players from each team as defenders

Players begin anywhere on their section of the play area.

At the signal, players rush to collect their team's flags from the center goal and return them to their goals.

Players may collect only one flag at a time before returning to their team's goal.

Each player places the flag on his/her belt to return it to the team's goal.

Defenders try to steal the flags from their opponents' belts or from their opponent's goals.

If a defender steals a flag from an opponent, he/she can place the flag on his/her belt or return it to the goal. Defenders can collect up to 6 flags before returning them to the goal.

Players may steal from defenders' belts.

Defenders play anywhere on the play area. Flags may be stolen from an opponents' goal.

Scoring: The team with the most points at the end of a predetermined amount of time wins.

1 flag= 1 point. Flags on belts do not count.

Small sided game:

Objective: Be the team with the most points at the end of a predetermined amount of time.

Number of players: up to 24 players

Setup: Divide the play area into 6 sections

Designate one section for each color

Create a 10' diameter circle in the center of each play area. Place the goals in the center of each circle.

Place flags in rainbow colors on each goal creating one goal in each color.

Divide players into 6 even teams. Designate each team a color.

Designate two colors to play against one another.

Example: Red vs Green, Orange vs Blue, and Yellow vs Purple

Provide each player with a belt.

Designate 2 players from each team as defenders.

Players begin anywhere on their section of the play area.

Game play:

At the signal, players rush to collect their team's flag from the opponents play area and return them to their goal.

Players may collect only one flag at a time before returning to the team's goal.

Defenders attempt to steal the flags from their opponents' belts.

If a defender steals a flag from an opponent he/she can place the flag on his/her belt or return it to the goal. Defenders can collect up to 6 flags before returning them to the goal.

Players can steal flags from defenders' belts.

Defenders play only in their team's area, but they cannot cross into the circle around the goal.

Flags may not be stolen back from an opponent's goal.

Scoring: The team with the most points at the end of a predetermined time, wins. 1 flag in team's color = 1 point

Options:

Defenders can play anywhere in the play area.

For added difficulty, designate 3-4 defenders per team