Territorial or Invasion Games

Steal the Treasure

**Grade Level**
Third through fifth

**Purpose**
To pull the flags of the other team and avoid having one’s flags pulled, and to capture the other team’s treasure

**Equipment**
- One flag for each player. Flags must be of two different colors and can possibly be borrowed from the physical education teacher. Another option is strips of material or bed sheets of two different colors.
- Hoops or markers to designate the jails, a place to put the treasure, and markers to designate boundaries
- 20 beanbags or other objects to serve as the treasure

**Organization**
The game begins with players scattered on their side of the playing field. Each team has a jail on their side (use markers or two hoops and place in one corner) where captives are to go when their flag is pulled. All players place the flag in the back of their pants so

that at least three-fourths of the flag is showing. Some players may need to tuck in their shirt. Two hoops are located on each end; five beanbags or other objects in each hoop represent the treasure (T).

**Activity Description**

1. When the game starts, the entire field is open for players to attempt to steal the opponent’s treasure.
2. To prevent the other team from stealing the treasure, players pull the opponents’ flags. Once a flag is pulled, it is dropped on the ground and the captured player must go to jail.
3. To be rescued from jail, a teammate must bring a flag to the jail; players put the flag back on and return to the game in the order in which they entered the jail.
4. If a free teammate is attempting to rescue jailed players and his flag is pulled, he must drop all flags in his possession and go directly to jail. If a player is in possession of treasure and his flag is pulled, he must return the treasure before proceeding to jail.
5. No one can guard the jail by standing directly in front of it.
6. One treasure guard can be appointed for each team. This player stands in between the two treasure hoops and pulls flags. No other player can directly guard the treasure.
7. The game ends when one team has captured all of the other team’s treasure or captured the entire other team, or at a set time limit determined by the teacher.

**Conducting the Game**

- Students should first play Jail Tails as a lead-up to playing this game. Jail Tails is the same game without the treasure.
- This is a noncontact game. Players should be instructed to go only for the flag and may not pull clothes or hold body parts.
- You will have to encourage players to free their teammates in order to keep the game going.
- You may choose to call “Jail break” and allow all players to come back into the game, find a flag, and restart the game.
Keep Away Three Versus Two

**Grade Level**
Third through fifth

**Purpose**
The object of the game is for the offensive players (O) to maintain possession of the ball while the defensive players (D) try to gain possession. (The game can be played as a soccer game or a throwing game using a ball or disc.)

**Equipment**
One ball or flying disc per five players

**Organization**
Players scattered in a small field area in groups of five. Several fields will need to be marked off, with space between each field.

**Activity Description**
1. Arrange class in groups of five scattered in their assigned playing area. One offensive player has the ball and attempts to pass it to one of the other two offensive players.
2. Defensive players attempt to intercept the ball.
3. Offensive players are to move and fake the defensive players in an attempt to get open and receive the pass.
4. A turnover results in the teams changing roles, with the last offensive player to touch the ball remaining on offense.
5. A ball that goes out of the boundary area is considered a turnover.

**Conducting the Game**
- Encourage players to make short, quick passes.
- Encourage players to move at sharp angles to get open.
- Have a group demonstrate.
- Enforce the boundary rule for safety.

Small-Sided Soccer

Grade Level
Third through fifth

Purpose
To play small-sided soccer, which allows for more ball contact than regular soccer

Equipment
- One ball per six to eight players
- Four cones per six to eight players
- Poly spots to mark off several playing fields

Organization
Mark the area with as many playing fields as necessary to keep the game at three versus three or four versus four. Each field should be about 40 by 60 feet (12 by 18 meters), with safety room between each field. Cones mark the goals and should be about 6 to 8 feet (1.8 to 2.4 meters) apart.

Activity Description
1. The game begins with one team kicking off.
2. The players can choose to use a goalie or not. If a goalie is used, that player must swap positions after the next goal or 3 minutes, whichever comes first.
3. A goal counts only if the ball goes between the cones at a level lower than the height of the goalie.
4. If hands are used by any player with the exception of the goalie (when actually within a few feet of the goal), the opposing team takes the ball at point of contact.
5. If the ball is kicked out of bounds, a kick is used to put it back into play.
6. No rough play or contact is allowed.

Conducting the Game
- The first time the game is played, you should make sure there is at least one knowledgeable soccer player per team.
- After a few minutes, mix up teams or have teams challenge each other.
- Encourage passing and teamwork.
Mass Soccer

Grade Level
Third through fifth

Purpose
To play a mass soccer game with four teams and four goals, which allows for more ball contact than regular soccer

Equipment
- Four balls
- Eight cones (if possible, four different colors)
- 12 beanbags (if possible, four sets of three beanbags, with each set the same color as one of the cones)
- One hoop
- Four different-colored pinnies or jerseys, or armbands (enough for one-fourth of the class)

Organization
The field is organized in a giant square with the hoop in the center of the field. At an equal distance from the center on each of the four sides, a goal is set up using cones about 6 to 8 feet (1.8 to 2.4 meters) apart. Beside each goal cone are three beanbags (one of each color except that of the cones).
Activity Description

1. The game begins with players scattered in the field. One player from each team has a ball and one foot in the hoop. One player from each team is the goalie and stands between the cones of the same color as the team.

2. Players attempt to score in all three of their opponents’ goals. A kick through the cones and below the head or even with the head of the goalie counts as a goal.

3. After scoring, the person who has scored must retrieve the ball, roll or kick it back into play, pick up a beanbag the same color as his team, and run and place it in the center hoop.

4. The first team with all three beanbags in the center hoop wins.

5. After a win, allow a different person to start the next game, and have each team select a new goalie. A player can be goalie for only one game.

6. If someone kicks the ball at a goal but misses, she must retrieve it and give it to the goalie to kick back into play. Goalies should not leave their goals unless all the beanbags at their goal are gone.

7. Teammates need to communicate with and inform others when they have scored on a goal. A team may score only once at each goal.

8. No pushing or rough contact, including slide tackles, is allowed.

9. The no-hands rule applies as in regular soccer. If a player uses hands, a nearby player who calls the hands penalty obtains possession of the ball at the point of the infraction.

Conducting the Game

- The first time the game is played, you should make sure there is at least one knowledgeable soccer player per team.
- If one or two teams dominate, create new teams.
- Encourage passing and teamwork.
- Enforce the rule that a player who scored or who kicked at a goal and missed must go get the ball.
Ultimate Ball

Grade Level
Fourth and fifth

Purpose
Players use passing skills to move the ball down the field to score a goal.

Equipment
- Pinnies or jerseys or other items to designate teams
- One 7-inch (18-centimeter) rubber or foam-coated ball per game
- Markers to indicate boundaries

Organization
Outdoor field area marked off for several games. Teams should have only four to six players. End lines and goal lines are marked off an equal distance from the midline. The field should be a minimum of 40 by 25 yards (37 by 23 meters). Teams line up on opposite goal lines to start the game.
Activity Description

1. A coin is flipped, and the winning team receives the “throw-off” and will be on offense first. The other team is on defense first and “throws off” the ball to the opposing team. The defense may charge on the throw but may not cross the midline until the ball has been touched by the offensive team.

2. The object of the game is to pass the ball to teammates and eventually to someone in the “end zone.” Successful teams generally use several short passes to move down the field.

3. Traveling (walking or running) with the ball is not allowed.

4. The defensive team cannot make contact with an offensive player but can intercept or deflect a thrown ball. If the ball is intercepted, play continues in the other direction. If the ball hits the ground or goes out of bounds, the opposing team picks it up, and the offense and defense roles change. If a player holds the ball for more than 5 seconds, it is a turnover. The defensive player is responsible for the count.

5. After a successful throw into the end zone, the scoring player stays and the other team walks the field to receive a throw-off.

Conducting the Game

- The first time this game is played, you may have to remind players not to walk or run with the ball and remind them to change quickly from defense to offense on a turnover.
- After 10 minutes of play or a designated number of points, mix up the teams or have different teams play each other.