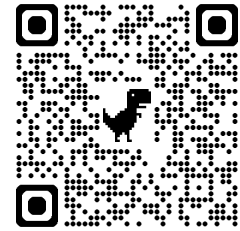


# Team Keep Away



Object of the Game: To have more consecutive passes among your teammates than the opposing team within the time frame of the game - **consecutive**, not cumulative.

Boundaries: The game should be played within a specific area such as half of a basketball court, a high jump apron or two halves of adjacent tennis courts.

Equipment: Each player will need a colored jersey to identify different teams. The implement or ball used can vary (basketball, volleyball, tennis ball, medicine ball, Frisbee, rubber chicken) depending on the space available to play the game, desired speed of the game and the skill level of the players.

Start of the Game: The game is started with a jump ball as in basketball. (Remember, 12')

Playing Defense: Teams should have an equal number of players. Teams should play man-to-man defense. Should a team have one fewer player than the opposition, the team down a player needs to hustle a little more than their opponent. The defense may not guard the player with the ball. No "Hot" defense on the player with the ball. The defender whose specific opponent the ball should drop back into zone or quickly double team an open player on the opposition.

## Playing the Game:

- A player picks up/catches the ball. He/she may not move with the ball. He/she can pivot.
- The player with the ball has up to three (3) seconds to pass the ball to any teammate, except the one who threw the ball to him/her. No throwbacks.
- Teammates on offense hustle around to avoid their defender and get open for a pass from the teammate with the ball.
- Once caught, all members on offense must call out "ONE!" Each successive pass on this turn will follow in sequential order, etc. "TWO!", "THREE!", "FOUR!"
- All passes made by the offense must be caught by the offense. If the offense throws it, but fails to catch it is a turnover.
- When the ball is dropped, intercepted or thrown out of bounds it results in a turnover. The 2 teams quickly switch roles - offense to defense and vice versa.
- The team on offense always starts counting at "ONE!", but gets credit for the highest number of consecutive catches made within the time limits of the game. i.e., Team A gets 1 - 2 - 3 - 4 catches then drops the ball. Team B gets 1 - 2 - 3 catches then throws an errant pass out of bounds. Team A gets the ball back and gets 1 - 2 - 3 catches. Team B gets the ball back and gets 1 - 2 - 3 catches as time expires. Team A wins the game 4 to 3 over Team B.
- Teammates are not permitted to hand the ball off teammates only throw/catch the ball.
- Players may not hand the ball to the opposing team. Drop it on the floor and play defense.
- The center of the room is referred to as the area of inactivity. Staying in this area for more than 3 seconds means one lacks hustle, therefore, not attempting to excel in class.