

iMiddle Guard the Pin

Can play on two courts and split up your teams....do a best combined score or best out to 3 games for example

Must knock down the other team's pin OR eliminate everyone on the opposing team.

Rest of the game is medic ball rules

1. Teams line up against fence. Each team has 4 balls and 1 pin
2. Teams can pick their Medic. Medic cannot throw a ball and medic is the only one to revive a player who is down.
3. Teams try to knock down the opposing pin or get every player to go down. Either one can win the game. You are down if you are hit or don't catch the ball after it touches you.

- If you're hit, you're down. *Down is a hand and knee or sitting on the ground until touched by the Medic. You must also move off to the side of the court if down* Violation = elimination from the game
- If the ball is caught, the thrower is down.
- You cannot throw the ball inside the line next to the net. Violation = you are down and off to the side.
- Medics cannot throw the ball across the net. *Medics heal* Violation = game over
- You may only hit from the chest down. Violation @ teacher discretion: sitting out of that round of the game if head shot occurs.
- *If someone ducks and is hit in the head, it is not a head shot.* Overly aggressive play, dangerous play or trying to injure someone will result in elimination from the game.

