

Foamy Fun Game Rules

For all of these fun games, the [normal base rules](#) apply unless explicitly overridden.

Non-Dominant Arm

You may only throw with your non-dominant hand.

FAQ:

- Can I throw two handed?
 - No
 - I'm ambidextrous, which arm do I use?
 - Lucky you, this is your game, go out there and win it with either arm!
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Ultimate

When you get eliminated you must exit the court as usual and can be caught back in as usual. However, keep track of who got you out because when they themselves get out, you are back in.

FAQ:

- I forget who got me out, what do I do?
 - Uh oh, you are out of luck. You can still be caught back in though.
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Jedi

Tape off a 5 foot square box in the back center of each side of the court. Pick one of your team members to be the Jedi. The Jedi is invincible while standing in the box. When outside the box, the Jedi is a normal player, but with the ability to resurrect their teammates. The Jedi may only resurrect one teammate at a time and must "recharge" by returning to the box in order to resurrect another teammate.

If non-Jedi players get out, rather than exiting the court, they must take a seat where they are and relinquish any balls they are carrying. Players in this state are not allowed to interfere with

the game, but are eligible to be resurrected by the Jedi.

If the Jedi is eliminated then any seated players must also exit the court.

FAQ

- I was the Jedi, but I was eliminated and then caught back in. Do I still have my powers?
 - No, once your powers are lost they are gone for the duration of the game.
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America Ball

The court will have an even number of balls and one larger ball in the center, the America ball. This larger ball cannot be taken until 5 seconds have elapsed. If the ball is taken before the 5 second count then it is forfeit to the other team. Alternatively, and preferably, the ref may start the game, count to 5, and then toss the America ball into center court.

The America ball may only be thrown with two hands.

You may not block the America ball. You may not block with the America ball. You may not catch the America ball. Doing so is an immediate out and the other ball (if one is involved) is dead on contact.

Super Catcher

Pick one of your team members to be the super catcher. Who that player is is not a secret and should be made known to all players in the game. The super catcher may not throw, but they also cannot get out. Their goal is to catch or block as many balls as possible to give their team an advantage.

When your team is down to three players (including the super catcher) the super catcher loses his/her powers and is immediately a normal player.

FAQ:

- What if a player is caught back in raising the total number of players above three?
 - The super catcher is still a normal player. Once the special powers are lost they are lost for the entirety of the game.
- I didn't know I lost my super powers, or I lost them just a second ago, and was hit. Am I still out or do I get some kind of buffer?
 - You are out, as the super catcher you need to be aware of how many players remain on your team and position yourself on the court accordingly.

Mario

In the Mario game variant you have two lives, e.g. you must be hit/caught/etc twice in order to be eliminated. On the first hit you must drop to your knees and play from there. You are free to roam around, but you cannot stand up on your feet (you are small Mario now). If you are hit/caught/etc as small Mario then you are eliminated and must leave the court as usual.

If you get a catch while small Mario then you can stand back up and are at full health (you got a 1-Up and are big Mario again). Another player may come onto the court as with any normal catch.

Cones

Three cones will be placed in the back corners and center of each side of the court. You can win the game by eliminating all of the opposing players or by knocking over the opposing team's cones. You may not intentionally touch the cones on your own side of the court.