# Pirates of the Caribbean Dodgeball (Tot Edition)

Purpose: Fun, Agility, Strategy

Equipment: Colored Disks, Large Spots, Footballs, Dodgeballs

Set Up: Using Colored Disks, create 6 large circles to be your islands (red, blue, green, orange, purple, yellow). The 6 islands should create a circle in it of itself. The distance between the two furthest island should be on opposite sides of half a football field. Put a circle of cones in the middle of the islands to mark the "Shark Tank". Put all the Dodgeballs/Foam Baseballs in the Shark Tank
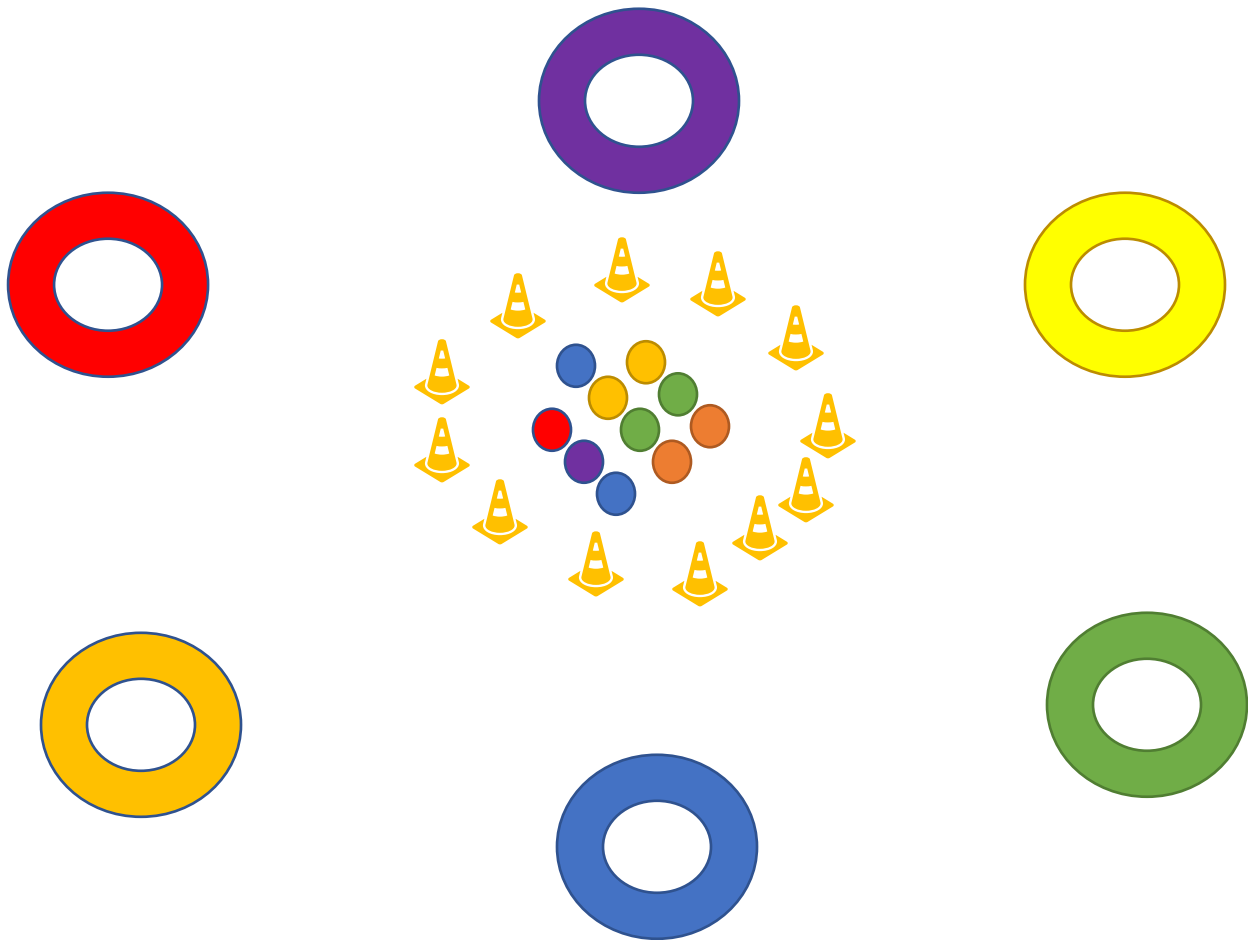
Execution:
- This game puts a fun twist on 4-corners
- Coach, or designated player, is the shark starts in Shark Tank. The shark closes his/her eyes and counts down as loud as they can from 10.
- While they are counting the remaining players (pirates) move around the play area (quietly). By the time the shark gets to "0" every pirate needs to be inside an island. Shark will call out a color (eyes still closed). "BLUE"
- The players standing on the BLUE island are already safe. Everyone else must run to that island without getting tagged by a shark (hit by a dodgeball/Foam Baseball)
- If a player gets hit by a ball, they take a knee where they got hit (INTEGRITY!)

- Once all the players have either been hit or made it to the island, count up how many points the Sharks earned (they get a point for every player on their knee).
- The players on their knee get to return to the game each round. Play 3-rounds then change the Sharks
- For large games, you can assign 1-team (aka Blue Group) to be the Sharks. For small games, assign 2-4 players to be the Sharks
- All sharks must keep their eyes closed while counting and coach assigns a different shark each round to count down and call the color.
- The size of the shark tank should grow/shrink based on the age/ability of the kids throwing the ball.
- Continue as time permits.