



Boy Scouts of America
TROOP 331
Omaha, Nebraska

Capture the Ball

Introduction: Capture the Ball is similar to Capture the Flag; however, there is a safe zone within the opposing team's side and there may be more than one ball/object to capture.

Objective: Players will move continuously, cooperate when deciding offensive and defensive personnel and strategy (by deciding quickly who goes where and talking with each other while the game is going on to adjust their plans).

Equipment: a field with two equal sides, 8 small cones, 2 larger cones, 2-6 balls, pinnies.
On a campout consider different type equipment: a wooded area or ravine, 2 circles of trees, 2 lone boulders/trees, 2-6 small backpacks (possibly filled with treats/prizes), and patrol/team t-shirts.

Description:

- The two teams start on their own sides. When the game begins some players try to infiltrate the other side and get to the safe zone (4 cones, each about 10-20 feet apart) which contains the ball. The goal is to get the ball back to your team's side without dropping it or getting tagged.
- If a player is tagged while on the other team's side they must go to jail (large cone not too close to the safe zone). They can be freed if a teammate comes from their side (not the safe zone) and tags them while they are touching the cone or touching another player who is touching the cone (This is called "electricity and it can extend through any number of players).

Rules:

- No safe zone to jail, no freed from jail to safe zone.
- The jail cannot be guarded.
- The safe zone may be guarded by a maximum of three players, but they may not enter the safe zone.
- Breaking of any rules results in a trip to jail.
- A player may not, after being freed from the jail, resume play until they have reached their side of the field.
- A player coming from the safe zone cannot free any teammates in jail.

Suggestions:

- Use more than one leader to referee when possible.
- Do not allow any arguments from players.
- If three leaders are available place one at each of the two safe zones (with a view of the jail as well) and one on the middle dividing line between the two team's areas.

Variations:

- Put 2 balls in each safe zone so a winning team will need to have all 4 balls on their side to win (this brings another whole element to the game and new rules will need to be added which we will let you work out.) Do not attempt this without at least 3 referees.
- Require that all balls must be in the safe zone to count as a win. And if more challenge is desired, allow players to be tagged on their own side when in possession of the ball.
- Allow passing of the ball to teammates as long as it is not dropped.