1. GAME "CLASS"

The size of each "class" or square should be 40x40 or 50x50 cm. Before the start of the game, participants determine the sequence of movements by drawing or otherwise. Then the first player throws the stone into the first "class", and then jumps: one foot to 1, 2, then immediately two to 3-4, again one foot to 5, two to 6-7, one to 8 and again both in 9-10 boxes. After that, he turns around and jumps in the opposite direction, lifting the stone along the way and taking it with him.

The participants can’t step on the line, or jump on two legs, you need to jump one foot during the game. If everything is done correctly, the player moves to the second "class", i.e. continues the game, throwing the pebble into box 2. In exactly the same way it moves to the very end, that is, on the pitch with the number 10. If a player has made a mistake, he passes the pebble to another player.

The player who finishes 10 classes wins.

1. GAME “CATCH THE TAIL OF THE GRASS SNAKE”

All players stop behind each other, firmly placing their hands on the shoulders of a person standing in the front. They act as a grass snake. The first is the "head", the last is the "tail" and one person is the catcher. The catcher tries to grab the tail, trying to catch the last one standing, but the "head" interferes with catching the tail.

The snake should not be torn, i.e. players do not have the right to release their hands. When the "tail" is caught, the catcher becomes the head, and the tail becomes the catcher. Alternatively, you can choose a new "head", a new "tail" and a new catcher.

1. GAME “THE DODGEBALL”

Dodgeball is played with 2 teams of 6 players if the game is played indoors and 10 players for outdoor competition. However, you can make the game as big or small as you want. Check out this king size game!

The object of the game is to knock all of your opponents "out" of the game without being eliminated yourself.

The game is played until all members of one team have been eliminated. The first team to knock out all of its opponents is the winner.

Playing area

An "attack line" is marked 10 ft from the centre line on each side of the court. The attack lines are parallel to the centre line and extend the full width of the court.

There is also a 4 ft.-wide "neutral zone" extending across the playing area at centre court to separate both sides.

A short hash mark is located at the very centre of the court parallel to the side-lines. The mark is used to line up the balls to start the game.

**Duration**

The first team to eliminate all opposing players is the winner. Each game has a 3-minute time limit. If neither team has been eliminated at the end of the 3 minutes, the team with the most players still in the game is the winner.

A **match** consists of a predetermined odd number of games. Tournament matches are often played to the best of 7 or 9 games.

### Eliminating Players

A player is "out" if:

* He gets hit by a ball below the shoulders – The ball may not hit the floor or wall first.
* She drops a ball that’s thrown to her.
* His ball is caught by another player.
* She steps out of bounds – During play, players may only leave the playing area to retrieve a ball, and they may only leave through their end line. They must also re-enter the game through their end line.
* He crosses over the neutral zone – Players may step safely into the neutral zone, but they may not step over the neutral zone line on the opponent’s side of the court.
* She slides or dives head first into the neutral zone.
* A ball hits him and another teammate (they are both out).
* She gets hit by a ball rebounding off of a ball lying on the court.
* He hits an opponent in the head with the ball.

**Blocking** - Players can defend themselves by blocking a ball coming at them with another ball, but they have to maintain control of the ball they are blocking with. If they drop the ball, they are "out."

1. GAME "I AM CARRYING AN EGG”

The game can be played both: outdoors and indoors.

Players sit in a tight circle on the ground. A player is selected who will carry an egg (a towel tied with a knot). He takes the egg and walks around, saying, "I'm carrying an egg!" Players sit quietly, without viewing. The carrier quietly puts an egg behind someone's back, if that player does not notice, he becomes a rotten egg. If he notices, he grabs the egg and runs around in a circle, trying to steal the fleeing and give it up, and the carrier also flees trying to sit in his seat.