

Flyback

Rules of play

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The object of the game:

To run to the other side of the court and fly a frisbee back to one of your teammates and to have that frisbee removed from play. The first team to have all of their Frisbees removed from play wins the game.

Equipment:

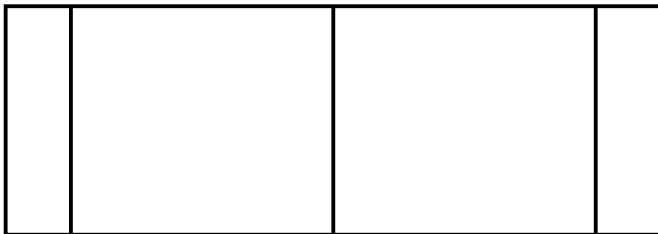
Frisbees – at least 8 with two distinguishable colours (ex. 4 green, 4 red).

Pinnies – or team markings to distinguish between teams.

Location or field of play:

Large indoor space such as high school or junior high gymnasium or outdoor field.

The court or playing field is divided into two halves by a centre line. Each half also contains an end zone. This should be approximately 10 feet away from any back wall. Use cones to show the boundaries where necessary. The walls can be used as the outside boundary for the sides of the court.



Team organization:

Teams of 7 or 8 players works best. Should be suited to the size or the space in which you are playing. You may try with larger teams, but the play area gets a little too crowded.

How to play:

Terms:

Tagged: when one player touches another player on the opposing team to remove them from play.

Tagged Player: When a player is tagged they must sit on the floor in the exact location in which they were tagged. They must be sitting down with their legs crossed or legs in. they cannot lie down on the floor.

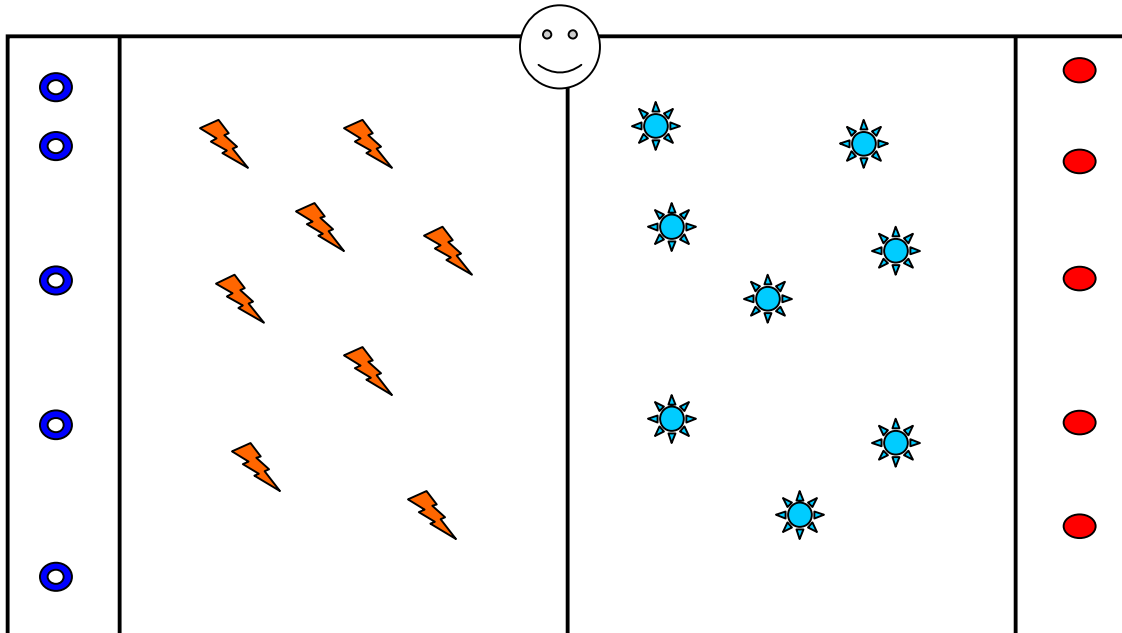
Free walk back: When a player is allowed to return to their side of the court without being tagged. This is to avoid collisions between players moving in two directions.

Fair catch: When a frisbee is passed directly from one end zone and caught within the boundaries of that teams court without hitting the floor or walls first.

Set up the court as follows. In this situation, the lighting team is trying to fly the solid Frisbees back to their teammates and the suns are trying to fly the dotted Frisbees back to their side.

The teacher, or referee, positions themselves at the center of the court on the sideline.

Each team's players are safe within their own end and in the opposite end zone where their Frisbees are located.



The game begins at the signal of the referee.

Players from opposing teams try to run through the other team's zone, without getting tagged, into the end zone where their Frisbees are located.

When a player gets into the opposite end zone without being tagged, (they cannot be tagged within the opposite end zone) they may only attempt to fly one frisbee back to their team at a time. Once they have attempted one pass, successful or not, they must return to their side of the court. This is done by a "free walk back".

Fair Play Rule:

Both teams assist in returning frisbees that have not been caught to the appropriate end zone. This keeps the game moving and makes it more fun to play.

Players may tag opponents who enter their court.

When a player is tagged they must sit on the floor in the exact location in which they were tagged. They must remain seated on the floor until they are brought back into the game by one of their teammates.

Bringing seated players back into the game. This happens when a player from their team tags them while they are seated. Once tagged by a player from their own team, both players receive a free walk back. Players may not be brought back into the game on a free walk back. Only one

player may be brought back into the game at a time. Teammates may not tag or bring more than one player back into the game at one time.

A player entering the other team's zone may either tag one of their own players sitting on the ground or attempt to go into the end zone to throw a frisbee back to their side. They may not tag a player and then proceed to the end zone.

Players may never tag one of their own players, who are sitting on the ground, during a free walk back.

A frisbee is taken out of play when it is caught by a player from a direct pass from a teammate from the opposite end zone. The player who receives the Frisbee must take it to the referee. The first team to take all of their frisbees out of play.

How to assess Flyback:

This game is skill based therefore it is easy to use a passing and receiving rubric.

My experience has been that this game is ideal for the General Outcome Cooperation. You will see Leadership, Fair Play, Communication, and Teamwork all naturally come out of your students.