

11th Annual Brooklawn's Intense Games

Event #1 – Blind Catch

PARTICIPANTS: 12 (1 thrower, 1 coach, 10 catchers)

TIME ALLOWED: 2:30

SCORING:	PLACE	1st	2nd	3rd	4th	5th	6th
	Student Teams	6	5	4	3	2	1
	Adults/Alumni	6	4	2			

EVENT RULES:

- *One team member will be the “thrower”.* He/she will be blindfolded, and must stand or kneel outside the “neutral zone” (between the two center red lines on the basketball court) and remain in his/her lane at all times. The throwers from the other two lanes must do the same – placed around them will be about two hundred foam balls.
- *The second team member will be the “coach”.* The coach must also remain in his/her lane at all times, but may enter the neutral zone only to kick balls out of it and toward the thrower. Most importantly, the coach may absolutely NOT touch the thrower at any time. His/her job is to direct the thrower on where to pick up and throw the foam balls.
- *The remaining ten team members will be the “catchers” and hold a large tarp.* They must begin behind the start line, and when the horn sounds they will move up the lane – but may not have their feet enter the neutral zone at any time. All catchers must keep BOTH hands on the tarp at all times and may not leave their lane. Their job is to catch the foam balls thrown at them without losing the ones they already have.
- *The object is to catch and keep as many foam balls as possible in the time allotted.* Any ball that lands inside the tarp of any opposing team will count for that team, regardless of who threw it.
- *The thrower may NEVER be in possession of more than one foam ball.* The coach may not touch a foam ball, except to kick them out of the neutral zone as specified above.
- *The catchers must work together to keep all foam balls in their tarp and off the floor.* The tarp itself may NEVER touch the floor – if it does, ALL balls are removed! Any foam ball that falls off the tarp and touches the floor also will not count. None of the catchers may let go of the tarp at any time to save a ball, since both hands must be kept on the tarp at all times. However, balls may be deflected off the body of any catcher into the tarp.
- *The thrower has 2:30 to throw as many foam balls as they can into their team’s tarp.* When time has expired, all foam balls legally remaining in the tarp will be counted and scoring will be done as specified above.

PENALTIES:

- A ball will be removed from the tarp if any catcher lets go of the tarp with either hand at any time.
- Balls will be removed if the thrower or any catcher enters the neutral zone, and will continue to be removed until they leave the neutral zone.