



I've Got Your Number

Balanced teams, unpredictable matchups

Overview

- ★ # of Participants: **8 to 40**
- ★ Where to Play: **Indoors**
- ★ Age of Participants: **Elementary / Middle / High School**
- ★ Approximate Time to Play: **15-45 minutes**
- ★ Materials: **Dodgeball / Kickball, Exercise Ball (optional) Frisbee (optional)**

Summary

- ★ Players compete in fast-paced soccer-style team matchups to score points.
- ★ Leader calls random numbers to create different player combinations to play that round.
- ★ Teams score by getting the ball to opponents' wall.
- ★ New objects and rules can change each round.

How to Play

Each player chooses a partner, the leader assigns each pair a number, then every pair plays a single round of rock paper scissors. All winners form one team, all losers form another team, and every player holds onto their number for the rest of the game. You now have two balanced teams, where every number is a pair of players that are about the same size, age, and/or athletic ability.

To play this game you'll need a large indoor space with high ceilings and two walls about 60 feet (~20m) apart from each other. (Like a basketball court, but playing half of the court.) Designate a wall for each team. A ball is placed in the center of the court, and both teams start lined up on the same sideline (on the half court line so they aren't in the way of the scoring areas). The goal of the game is to get the ball to hit anywhere on the opposing team's wall.

The leader begins the round by calling out the number of one of those pairs from before, for example "3". Both number 3s come sprinting out, and now it's a 1v1. Using soccer rules, a.k.a. kicking only, players will try to control, juke, and ultimately shoot the ball so that it makes contact with the other team's wall. Whoever is successful earns a point for their team, and everything resets. The twist is that the leader can call as many numbers as they want at once. For example, they may call four, seven, and two together, and you've got a 3 versus 3 scramble. Every round results in different combinations of your team vying for a point, and leads to fast-paced high-intensity matchups.

New objects and rules can apply for each round. An exercise ball can mean eliminating the kicking only rule. Scoring is exactly the same, but the game itself turns from a soccer match into something a lot closer to a rugby scrum, and the small change leads to a massive shift in strategy. A frisbee means you cannot move with the disc, but the target on the wall needs to be higher to avoid anyone getting hurt.

This game is an absolute classic that gets your whole group energized. Be creative and have fun!

Watch the
Video Explanation Here!

