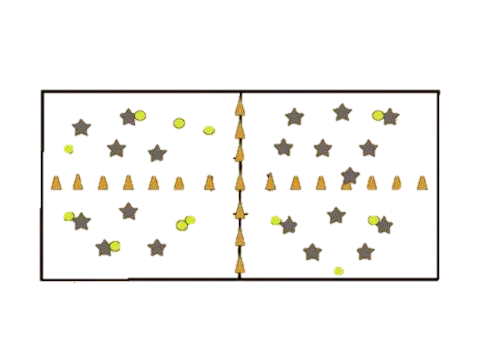
**4 Corner Dodgeball**

C

The goal of 4 Corner Dodgeball is for all players to be on one team and in one space. Players are never out and never stop moving.

D

**Outcomes**

B

A

This game fits outcomes related to strategy, situational decisions, invasion/territorial games, etc.

**Setup**

Using pylons, divide the space into 4 equal sized spaces.

Place an equal number of dodgeballs in each corner of the space.

Split the class into four equal teams.

**Rules**

1. Standard dodgeball rules apply:
   1. Head shots do not count.
   2. If a player catches a thrown ball, the player who threw the ball is out.
   3. The ball is dead off the floor, roof, or wall.
   4. If a player is hit by a ball, but another player catches it before hitting the ground, the player who threw the ball is out.
   5. If the ball hits two players without hitting the ground, both players are out.
2. Players can throw dodgeballs at players in either attaching corner, but cannot throw at the team who is kiddy-corner across from them. For example, A may throw at B and C, but not D. B may throw at A and D, but not C.
3. When a player is hit by a ball, they join the team of the player who hit them. Players will go back and forth as they are hit by different teams.
4. When the last player is hit in a corner, the corner who hit that final player also takes their space by removing their pylons. For example, if A hits the final B player, A and B remove the pylons separating their space and take over that whole half of the space, becoming one team in one space.
5. This continues until all four corners have become one team and one space.