

“Beater”, “Two Fires” or a variation of Dodgeball

The game requires a pitch or sizable (about 100 square meters) rectangle divided into two equal parts and a ball (can be one to play volleyball).



Rules

Two teams compete in the game (with the same number of players, depending on the size of the playing field, there may be between 3 and even 20 in each team). One player on each team is chosen, they stand at the back of the opposing team – they are called the “mother”.

The course of the game

The game is based on mutual "beating", i.e. on hitting the people on the opposing team with the ball. Players cannot go beyond their half of the field. Beating someone (or scoring a point) occurs when the thrown ball touches the player of the opposing team and drops to the ground. It does not count if the ball bounces off the ground. Catching the ball counts as being beaten, unless the player catches the ball from his "mother". Depending on the rules you set, you play "to beat" or "to score points".

- The first event means that the hit player leaves the field (then the team that loses all its players loses). The hit player has one last chance to save themselves, a last throw, and if they manage to hit an opponent, they stay in the game. The beaten players join their team “mother” at the back of the opposing team, where they can help hit their opponents, if the ball manages to reach them. The “mother” is called in once all other players on the team have been beaten. The “mother” has three “lives”, and so may be hit three times. Otherwise, the same rules apply to this player. Once the “mother” is struck down a final time, the team loses.
- The game of points is based on the fact that each hit is counted as one point; the team that scores more points wins. There are also other versions.

