

The End Line

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Abstract

The End Line is an outdoor physical competitive game played by two teams of 4 or 5 players. Players try to reach the opposite end of the field to cross the opponents' End Line--but they need to watch out! Players must cross the field while freezing opponents and unfreezing teammates, while using Umbrella Shields to ward off attacks. This fast paced game features multiple rounds and encourages constant strategic modifications.

Goal

The first team to win 3 rounds is the champion. A team wins the round by successfully having more team members cross the opposite end line without being frozen per round.

Players

Two teams of 4 or 5 players (5 recommended).

A referee is recommended. Referee monitors out of bounds play and calculates the score at the end of each round. If there are any disputes, the referee will resolve the conflict. Referee's word is the last word.

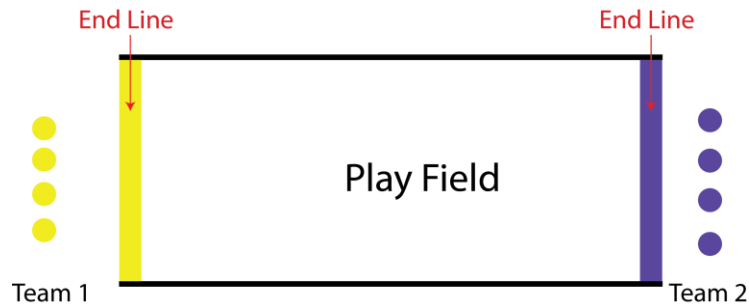
Materials

- 2 Attacking Balls (smaller balls) per player.
- 4 Healing Balls (bigger spiky balls) (2 per team).
- 2 Shields (umbrellas) (1 per team).
- A rectangular field (about 20m x 7m) with clearly marked boundaries (marked by ropes or other markers). The narrow sides are called "End Lines".
- Two sets of shirts, one color for each team



Setup

- The game takes place on the playfield. Use ropes or other markers to indicate the boundary of the field.



- Each player takes 2 Attacking Balls. Each team takes 1 umbrella. Each team has a maximum of 2 Healing Balls available for purchase at the cost of 2 Attacking Balls per Healing Ball.

Rules

[Attack]

- Players throw Attacking Balls to freeze opponents and yell “*Attack!*” to freeze them.
- When a player is hit by an Attacking Ball, she is frozen and may not move at all before she is “healed”.

[Shield]

- The umbrellas serves as shields. The Attacking Balls that bounce off of Shields doesn’t freeze players.
- The Shields cannot be given to or taken by another player once the round of play begins.

[Heal]

- Players throw Healing Balls to frozen teammates and yell “*Heal!*” to unfreeze them.
- When a frozen player is hit by a Healing Ball, she is unfrozen and can move again.

[Balls]

- Players may give their own balls to teammates any time during the play.
- Players are allowed to take balls from frozen players’ hands, either foes or friends.
- Players may catch the balls that are thrown towards them; if they do, they can keep them and use them.
- Players may use the shield to bounce/catch balls for retrieval and use.
- Balls on the ground cannot be picked up.
- Players may hold as many balls as they can.

[Scoring]

- Players can score 1 point by crossing the opposite End Line. Once a player crosses the End Line, she is out of the play for the current round (she cannot re-enter the field or throw balls).

[boundaries]

- Players are limited to the field boundaries.
- Exiting from the boundaries will result in a frozen player.

Round Order

1. **Set-up:** Teams gather in their own ends with 2 attacking balls per player and 1 umbrella per team.
2. **Purchasing Healing Balls:** Each team can purchase up to 2 healing balls for 2 attacking balls/healing ball.
3. **Distribution of Weapons:** Each team distributes their balls among the team members as they want, and chooses one player to hold the Shield (umbrella).
4. **Strategizing:** Each team discusses their strategies.
5. **Get Ready:** When one team is ready to go, they shout “Ready!” and count loudly from 10 seconds to zero. If the other team is also ready, they shout “Ready!”, too.
6. **Round Starts:** When the ready team finishes counting or both team have shouted “Ready!”, the game starts. Each team starts from their own End Line.
7. **Round Ends:** When all of the players crosses the opposite End Lines or are “frozen”, the round is ended. The team has more players reaching the End Line wins this round. If both teams have same amount of survivors reaching the End Line, it’s a draw.

End Game/Winning

The first team to win three rounds wins the game.