

The game of “**Cone Ball**” as presented using the key design questions for invasion games.

How do you score?

One point is scored each time the target ball falls off its supporting cone. The attacking team can hit the ball directly, or simply hit the cone and dislodge the ball. If a defending player accidentally knocks the ball from the cone, this is also a score to the attacking team.

Goals

The target goal is a three-inch ball (e.g. tennis ball, foam ball etc) sitting atop a 12-inch traffic cone. There is one at each end of the playing area, positioned on the center of the free throw line of a basketball court.

How can you progress towards the goal?

Players may run in any direction and for any distance while in possession of the ball. They may also throw it to a teammate. The pass does not have to be so that the ball does not touch the ground. That is, it is possible to roll the ball or drop it and then kick it to a teammate. If a player in possession is tagged (irrespective of whether they are running or not), possession changes to the tagger who then can make one throw (but not run) without being tagged. If the tagger begins to run, they may then be tagged.

How do you get possession?

Possession can be achieved four ways; (i) by tagging a player in possession, (ii) by retrieving the ball after a shot on goal, (iii) by intercepting a pass, or (iv) by recovering a loose ball.

How to resume after a score?

Play *does not stop* after a successful shot at the target. The loose ball is available for either team to collect. The successful team however, must replace the ball on top of the cone, and reset the cone if it is either knocked over or out of place.

How to begin the game or a period of play

Play starts in possession of the goalkeeper of the team who wins the toss.

What is the playing area and its boundaries?

While the goal zone is a square/circle around the free throw line of a basketball court, there are no other specific boundaries. Play is only limited by whatever obstructions there are in the vicinity of the playing space (e.g., side and end walls). Shots on goal must be from outside the goal zone, and only one defender is allowed inside this area.

What balls and implements will be used?

The ball sitting atop the cone can be any small ball capable of falling off when either it or the cone is hit. The traffic cone should have a hollow top to allow a small crevice for the ball to sit in. Given the goalkeeper will be the recipient of many direct hits, the playing ball is a loosely inflated ball (a soft-touch inflatable balls about 10 inches in diameter) or a foam-like ball (e.g. 6 inch gator skin)

What to do about faults and penalties?

The only faults are

1. continuing to run after being tagged
2. excessively rough tagging
3. extra defender entering the zone

For all of these, the infringed team has a free shot at the cone from the point of the foul.

Hastie's script for presenting the game to students

1. The name of this game is Cone Ball
2. The aim of this game is to knock the ball off the opponents cone – this scores one point

What you CAN do.

- Run with the ball (unlimited time, steps, direction)
- Pass the ball to a team mate
- Throw the ball at the cone
- Drop the ball
- Roll the ball along the ground
- Dribble or kick the ball with your feet

What you CANNOT do.

- Be tagged in possession of the ball – *Result is a turnover*
- Enter the opponents' defensive area – *Result is a free throw to the goal keeper*
- Have more than one player in your defensive area – *Result is a free shot from half court*

What happens after a score.

- Play *does not stop* after a successful shot at the target.
- The loose ball is available for *either team* to get and then attack.
- The *team that scores* must replace the ball on top of the cone, and reset the cone if it is either knocked over or out of place. (“makes sense eh? If the ball is off the cone, you can't score – It's not the defenders job to replace it)

Boundaries

- Teacher decision

