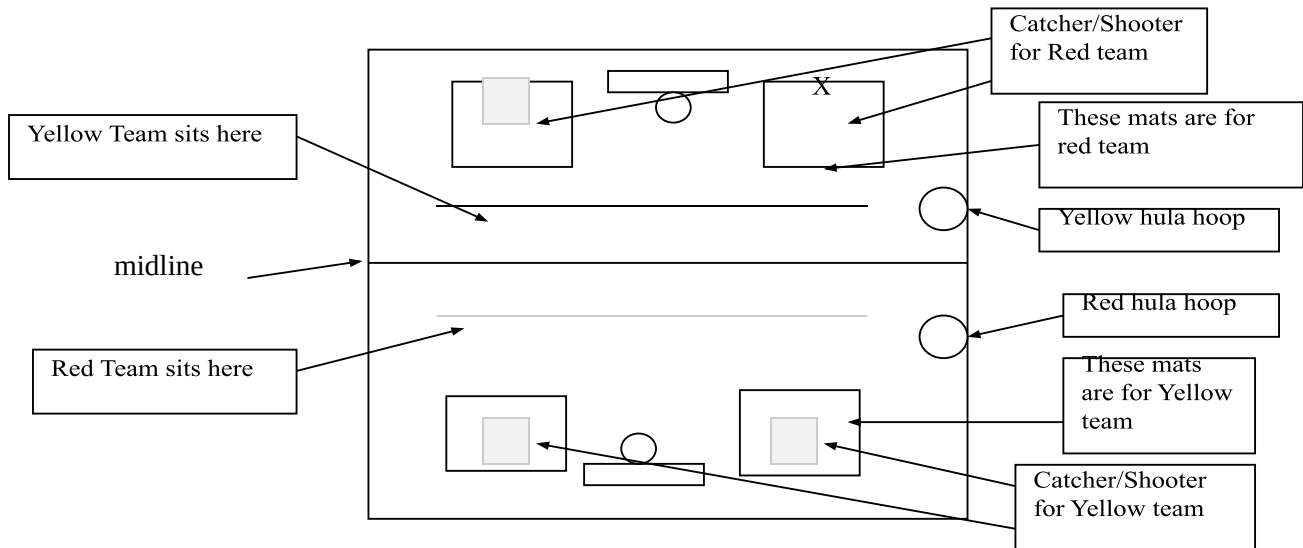


### Feed the Shooters (Nofzinger/Stevens-2010)

Equipment: 8-10 gator skin balls, 4 mats, 12 cones and a midline, one red hula hoop, one yellow hula hoop, 15 red pinnies, 15 yellow pinnies



1. Divide class into 2 teams. One team wears one color of pinnie and the other team wears another color pinnie.
2. The object of Feed the Shooters is for each team member to go to the mat on the other team's side of the gym and make a basket.
3. Have each team put on their pinnies.
4. If one team has more players, then give a player another jersey and that player will have to be a catcher/shooter twice.
5. Each team chooses two teammates to go onto the mats on the other side of the midline. These people are called the Catcher/Shooters. Everyone else is called a Tosser/Blocker.
6. Give each team 4-5 gator skin balls. (Can be played with more balls, too.)
7. The tosser/blocker has two jobs.
8. The first job of each Tosser/Blocker is to throw (toss) a ball, from behind the midline, to a Catcher/Shooter. This is what I call feeding the shooters.
9. The second job of each Tosser/Blocker is to block the other teams' throws and shots at the basket.
10. Tosser/Blockers may block passes and shots; however, they cannot knock a ball out of a Catcher/Shooters hand or take the ball away from the shooter.
11. Tosser/Blockers are not allowed to jump over any part of the mat while trying to block a shot. (I had several blockers jump over a corner of the mat and slam right into another player.)
12. Tosser/Blockers may not step on the mats. If the tosser/blocker steps on the mat, then the tosser/blocker must give a ball to the person on the mat and let them have a free shot at the basket without anyone blocking.
13. The catcher/shooter has two jobs.
14. First, catch a ball **IN THE AIR**!
15. When a ball is caught **in the air** by the Catcher/Shooter, the catcher/shooter will shoot the ball at the basket.
16. The Catcher/Shooter gets three chances to make a basket. If the Catcher/Shooter does not make a basket after three tries, then he returns to his team and chooses someone to take his place.

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17. If the catcher/shooter makes the basket, then he will trade places with someone from his team who has not made a basket, **then he will remove his/her pinnie and place it in the hoop on his/her side.** This is an important thing to remember. The catcher/shooter will ONLY remove their pinnie and put it in the hoop on their side WHEN THEY MAKE A BASKET!!!
18. Once all the catcher/shooters have had a turn, the catcher/shooters that did not make a basket may go again.
19. Play continues until all team members have made it to the mat and made a basket. You will know when this happens when the mats are empty and all the pinnies are in the team's hoop.
20. When a Catcher/Shooter makes a basket and returns to his side, then he will be a Tosser/Blocker until the game is over.