

# Large Group Invasion Game

King 👑 Pin 🏹

by Mike Graham  
@pe4everykid

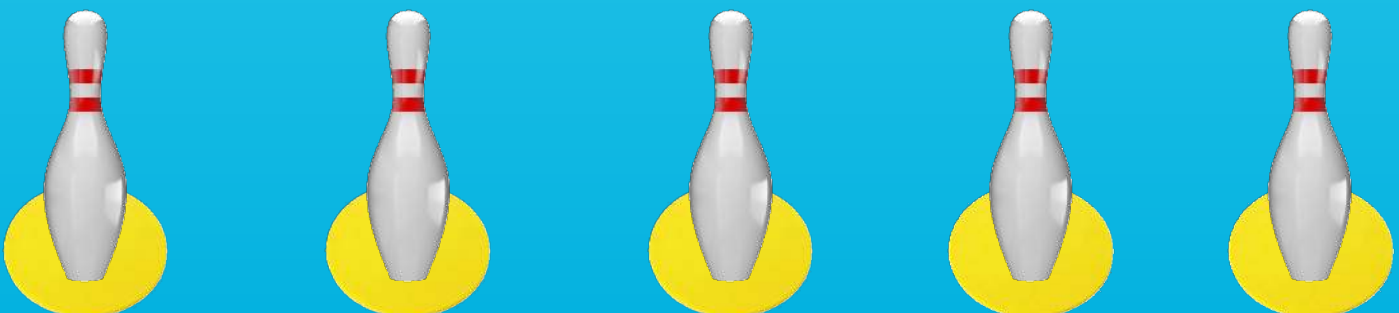
**Equipment:** 10 poly spots, 10 bowling pins, Gatorskin/foam coated balls, 2 basketball hoops, pinnies to divide teams, cones or mats to create 2 “jail areas”

**Set-up:** Divide students into 2 teams. Give them different colored pinnies. They start the game on their side of the gym. Set up 5 pins on top of poly spots across each team’s end line. Create a jail area with cones or mats on each free throw line. Give each team half the balls.

**Game Play:** There are 5 positions in the game: 1. Attackers 2. Defenders 3. Taggers 4. Jail Guards and 5. Rescuers. You can choose any position you want, you can have as many players at a position as you want, and you can switch positions any time during the game. **The object of the game is to knock down the other team’s pins before all your pins get knocked down by rolling or throwing a ball.**

**Attackers** can safely roll or throw balls from their side of the centerline at the opposing team’s pins. **Defenders** attempt to protect their pins by blocking/catching any ball that comes near their pins. **Attackers** can attempt to get closer to the opposing team’s pins to try and knock one down by crossing the centerline, however, they risk being tagged. **Taggers** attempt to tag any opponent that crosses the centerline. If a player gets tagged while on their opponent’s side, they must go to the jail. A player in jail can be saved by a **Rescuer**. A **Rescuer** attempts to throw a ball on a fly, from their own side of the gym, to a teammate in the jail. If caught on a fly, that player is back in the game and gets free walk-backs to their side. If there are multiple people in the jail when a ball is caught on a fly, the player that caught it can risk their freedom in an attempt to shoot a basket and, if they make it, rescue their entire team! If they miss, they remain in jail. **Jail guards** stand outside the jail area and attempt to block/catch balls that the Rescuers throw.

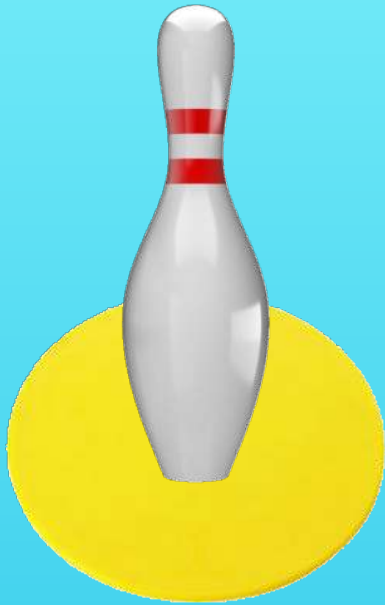
**Notes:** The ball must leave an Attacker’s hand when attacking a pin (it can’t be held, knocked down by body contact, or by kicking the ball). If an Attacker throws a ball after being tagged and it knocks down a pin, it doesn’t count. Defenders must stay standing while protecting their pins. If a Defender accidentally bumps into their own pin and it falls down, it says down until the end of the game. A rescued player cannot leave the jail to attack a pin, they must return to their side of the gym first. Jail guards cannot stand inside the jail.



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## Gym Set Up

