Snowball Battle

Objective: Snowball Battle is a fast-paced, team-based game similar to dodgeball, but with a winter twist using soft "snowballs." The goal is to eliminate all players on the opposing team by hitting them with a snowball.

Setup:

- **Snowballs:** Gather soft snowballs and place them in a tote at the center of the play area.
- **Boundaries:** Use tape to mark the boundary for each team's side of the room.
- **Obstructions:** Arrange tables and chairs within the play area to provide cover and strategic positions.
- Jail Area: Mark a designated area on each side of the room as the "jail."

Rules:

- 1. **Teams:** Divide players into two equal teams.
- 2. **Starting the Game:** Place all snowballs in the tote at the center of the room. Players start behind their respective boundaries.
- 3. **Playing the Game:** At the signal, players rush to grab snowballs and start throwing them at the opposing team. Players are eliminated if they are hit anywhere on their body, including their head.
- 4. **Elimination:** Once hit, a player must leave the battle zone and go to the designated jail area.
- 5. **Jailbreak:** Periodically, call "jailbreak" to allow all players in jail to return to the game. This keeps the game exciting and ensures no one is left out for too long.
- 6. **Winning the Game:** A team wins when all players on the opposing team are knocked out. After a win, switch sides and start a new round.

Game Flow:

- Start: Players start behind their boundary lines.
- Action: Players run to the center to collect snowballs and begin throwing them.
- Elimination: Hit players go to jail.
- Jailbreaks: Call jailbreaks frequently to keep players engaged and the game dynamic.
- Winning: The game ends when all players on one team are eliminated.

Variations:

• **Boys vs. Girls:** After a few rounds, you can play a boys vs. girls match if there is a clear winning team.

• **Timed Rounds:** Play rounds with a time limit, and the team with the most players remaining at the end of the time wins.

Obstacle Course: Add more obstacles for increased strategy and cover.