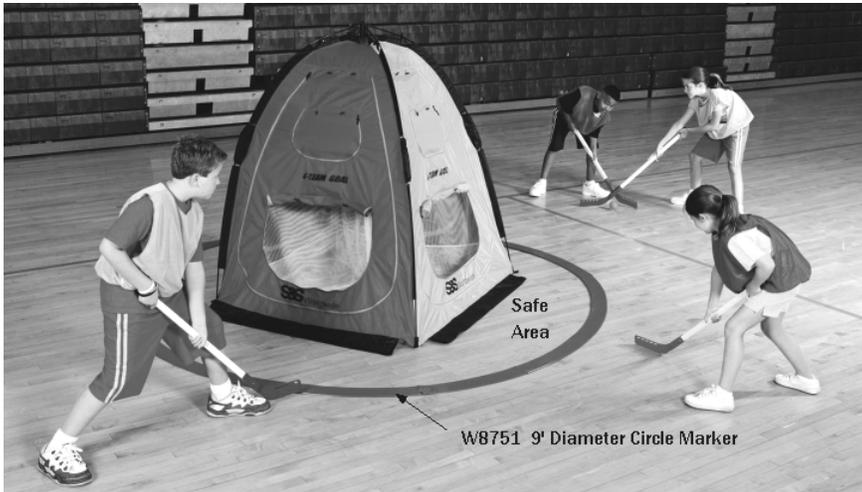


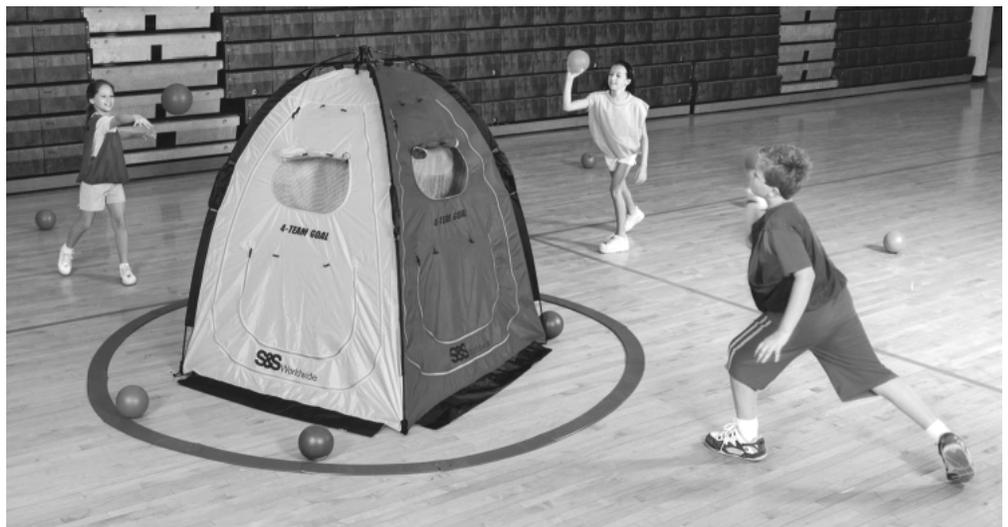
W8796 Four Team Goal Activity Guide



For Use on Hard Surfaces: For indoor use or use on a hard outdoor surface, 4 long black tubes are included that can be used as sandbags. Carefully fill these tubes with sand and either tie off or sew the ends closed tightly. Once the sandbags are ready for use, pop open the goal per the assembly instructions and slide the sandbags into the corresponding slots at the base of each side of the goal. The sandbags will help stabilize the goal.

For Use on Soft Surfaces: When playing on grass, sand or similar soft surfaces; 4 metal ground stakes have been included. Pop open the goal per the assembly instructions and use one stake at each of the 4 corners of the goal.

Overview: The 4 Team Goal can be used to add variety to just about any team game like floor hockey, field hockey, team handball, soccer, and more. It also makes a great toss target. For most activities, we recommend creating a *safe area* around the goal. The safe area would consist of a circle (9' or larger) in which the goal is placed in the center and into which players may not enter during normal play of the game. The safe area makes for safer play by reducing crowding around the goal and eliminates the need for dreaded goal tender's position. When playing indoors on a basketball court the center circle makes a good safe zone marker. S&S Worldwide also offers 9 foot diameter "throw down" circle markers. These vinyl markers (item number W8751) come in 4 colors and consist of 16 sections that snap together to form a circle.



Goal Size and Game Variations:

- **Vary Size of Goal** - Each side of the 4 Team Goal can be adjusted to have 4 different goal sizes. The size of goal is adjusted by simply opening or closing the series of 3 zippered holes on each size.
 - ❖ **Level of Ability** - The goal size can be set to match the skill and or age of the players and the difficulty of the game. For instance, for floor hockey the opening just the medium sized opening as shown in the top image above might work best for most ages. Having just the smallest opening at the top of the goal open would work best for games in which players have more control over the ball like team handball or any type of toss game.
 - ❖ **Different Values** - The two smaller openings could also both be opened to either create a medium sized goal or to allow different point goals; for instance a team would be awarded 1 point for a goal in the lower medium sized opening and 2 points for goals in the smaller opening at the top of the goal.
 - ❖ **Handicapping** - Another use for varying the size of the goal would be as a method of handicapping different teams for either the entire game or for specific portions of the game.
 - ❖ **Sequential Goal Size** - The size of the goal could become sequentially smaller each time a team scores a goal. Start with largest opening as the goal and then each time a team scores a goal the goal gets smaller. Next would be the 2 smaller openings, then just the bottom small opening, and finally the smallest top opening. This would have the effect of making it easier for the teams that are behind to catch up.
- **Vary Number of Teams** - Depending on the number of players available and the number of teams desired, one or two sides of the goal could also be completely closed.

Game Options

TEAM TOSS

Equipment:

- 4 Team Goal
- Stopwatch or Countdown Timer (W8445)
- Floor Tape (W4540) or 9 Foot Circle Marker (W8751)
- Whistle (W8388)
- Balls – 24 or more balls with an equal number of red, blue, yellow & red. (W4264 Lite Flite Softballs or W4794 GatorSkin Softi's recommended)
- Pinnies (optional – W8361, W8362 or W8363)
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Set-Up:

- Place Four Team Goal in center of play area with only the top portion of the goal open inside of a circular safe zone
- Scatter all balls on the playing surface with none of the balls inside the safe zone
- Divide players equally into 4 teams and assign each team a color. If available, give each team member the appropriate colored pinnie.
- Space players equally around the perimeter of the play area, alternating one member of each team
- Set the countdown timer for a set period of time (preferably 3 to 5 minutes)

Play:

- Blow the whistle and start the countdown timer
- Players run (or walk) pick up a ball and attempt to throw it into their side of the goal.
- A team earns two points for throwing one of their colored balls into their side of the goal and one point for throwing any other colored ball into their goal.
- Players may attempt to score from anywhere outside of the safe zone, that is they can pick up the ball and carry it to just outside of the safe zone or they can attempt to throw the ball from further away to save time and allow them to shoot another ball.
- Players may retrieve missed throws as long as they are outside of the safe zone and shoot them again.
- No intentional blocking of shots is allowed.
- Blow the whistle when play time ends.
- The team with the most points at the end of the game is deemed the GOLD team, the team with the second most points the SILVER team, the third most the BRONZE team and the least points the TIN team.

Variations:

- Use sequentially smaller goals to make it more difficult for the same team to win each time. Play the first game with the largest size goal open for each team. Each time a team wins a game, reduce the size of their goal by one.

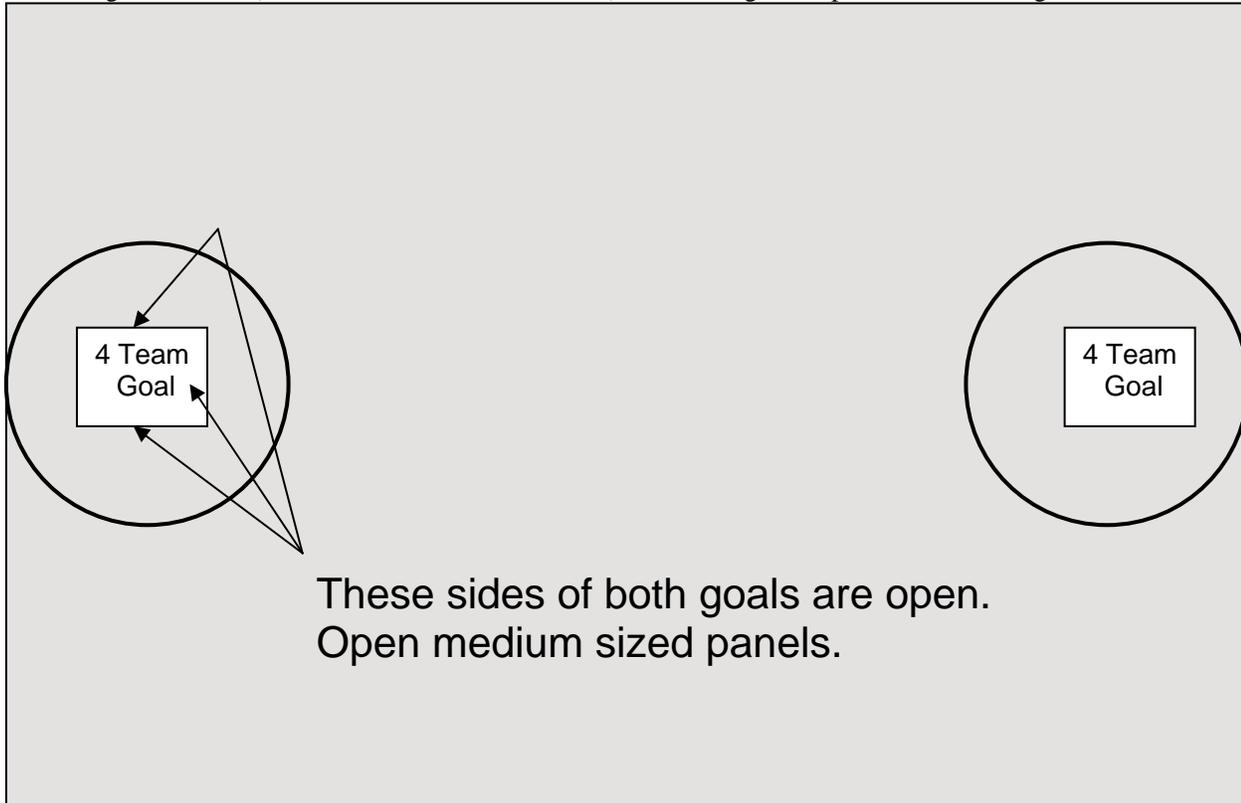
2 TEAM FLOOR HOCKEY, FIELD HOCKEY, SOCCER or Jr. LACROSSE

Equipment:

- 4 Team Goals (two required)
- Stopwatch or Countdown Timer (W8445)
- Floor Tape (W4540) or 9 Foot Circle Marker (W8751)
- Whistle (W8388)
- Hockey Puck (W8568), Soccer Ball (W7735002) or Field Hockey Ball (W7257)
- Pinnies for each player (W8361, W8362 or W8363)
- Hockey Sticks (W5543 or W4821), Field Hockey Sticks (W7592) or Lacrosse Sticks (W8115) – 1 per player

Set-Up:

- Like a traditional game with one goal at each end of the playing field.
- 3 Sides of the goals are open (only the back side is closed)
- Divide players into 2 teams
- The appropriate numbers of players for each sport are allowed to play at one time, with the other players substituting at set time intervals.
- A larger safe zone (15 to 20' diameter or semi-circle) around the goals is preferred for these games.



Play:

- Games are played according to normal rules with the only real difference is that there are 3 sides to the goal.
- Players are allowed to try to block shots and prevent the other team from scoring, but must remain outside the safe zones.
- If a ball is shot at a goal and remains in the safe area, the ball should be returned to the center of the field for a face off for hockey and field hockey and for soccer the defending team is allowed sides throw in.
- Games can be played for a set period of time or until a specific amount of goals is reached.

Variations:

- Make the size of the opening of the goal on the sides smaller and award one point for side goals and 2 points for front goals.
- Move goals more toward the center of the playing area and open the back.