

Spordas

CatchBall™ The Game

A game for participants ages 5 through adult that teaches eye-hand co-ordination as it enhances math and socialization skills.

The object of the game is for a player or team to add or subtract points by catching the CatchBall™ by one of its six numeral/colour coded SoftSpokes™. Addition Games begin at 0 and require 32 points to win; Subtraction Games begin at 32 and are won by reaching 0. An easier Additional Game can be played by beginning at 0, with the first player or team reaching 32 losing. The last two games are easier as they make the two zero-value yellow SoftSpokes™ more valuable.

Players with math problems should be helped and encouraged by other players, including their opponents. This interaction builds important socialization skills, encourages leadership development and builds trust.

At beginner levels, consider the 32 or 0 point score as reached when they are equalled or exceeded (32 or more; 0 or less). Intermediate and advance games should end only when the target numbers are achieved exactly.

Competitive games are played by two or more. Individuals can practice by throwing the ball in the air and catching it themselves.

Rules

1. Players should stand facing each other; adults 6 to 9 meters apart; smaller children 3 meters apart.
2. The Catchball™ must be held by a SoftSpoke™ and thrown in a slow arc, allowing an opponent adequate time and opportunity to catch the ball.
3. A Catchball™ being thrown properly by opponent 1 and not caught by opponent 2 will result in opponent 2 losing 1 point.
4. A Catchball™ thrown by opponent 1 short of, too far to the left or right of, or too high over the head of opponent 2, will result in the loss of 1 point opponent 1.
5. Fast spins of the Catchball™ are not allowed, except when agreed upon by opponents in an advanced game.
6. Points are added or subtracted according to the number of the SoftSpoke™ being caught.

Blue	1 point
Orange	2 points
Green	3 points
Red	4 points
Yellow	0 points

7. A choice of two game rules can be employed regarding catching a CatchBall™ by the yellow SoftSpoke™. In normal Addition and Subtraction games it is treated as the number zero. In advanced Addition Games it zeros out the catcher's (or team's) score.
8. A player may double the amount of points earned on any throw by calling out the colour he or she will catch before the opponent throws. For instance, if a player calls red and catches red, the points on the catch double from 4 to 8 points. If the player does not catch the CatchBall™ by that colour, double the amount of points of the colour actually caught must be deducted from the player's score.
9. In intermediate and advanced games target score must be reached exactly. If opponent 1 has 31 points, only a catch by the 1-point Blue SoftSpoke™ will win the game. A catch of any SoftSpoke™ that increase the total above 32 is not considered as either a miss or a catch. No points are therefore awarded or subtracted.

Optional Rules for 4 or More Players

When 4 or more players are involved, all rules remain the same. However, the ball should be passed as shown in the illustration below.

