

# Net Games

## SPOTLIGHT

The spotlight for Net Games is for Campers to engage in NEW and FUN activities and games that involve/have a Net! Campers will get an opportunity to play a collection of not-so-ordinary games (Spikeball, Crossnet Volleyball, and Nine Square in the Air).

## KEY FOCUSES:

1. Introduce and teach Campers the basic rules/instructions of three new games
2. Create an environment for Campers to engage in fun and healthy competition
3. Encourage Campers with positivity and enthusiasm as they learn new games

## IMPORTANT NOTE:

- Start off Net Games by having all Campers play 9-Square in the Air **TOGETHER** for about 12-15 minutes.
- Once the Skill group has played for the allotted time given, split the Campers up amongst Volleyball and Spikeball.
- The Campers will then rotate between those two games so each Camper gets a chance to play all three activities.

## ACTIVITY #1: 9-Square in the Air

### Set-Up:

- Set up the 9-Square in the Air poles in an open playing area (this can be indoors or outdoors)
- Adjust the height of the poles depending on the age/skill of the Campers
  - *For younger campers, use the lowest height possible. Raise the height of the poles as the Skill and age of Camper increases.*
- Be prepared with a variety of ball types – the preferred ball for 9-Square in the Air is a large, light ball. Volleyballs and beach balls are great options as well!
- 9-Square in the Air is best played with more people!

### Instructions:

1. The Camper in the middle square will serve the ball by hitting the ball up and out of their square.
  - a. When the ball comes into a Camper's square, they simply hit the ball up and out of their square into another square.
2. If the ball falls into a Camper's square, they are out.
3. If the ball is hit outside of the whole game structure, the last Camper who touched the ball is out.
4. If a Camper doubles hits the ball, they are out.
5. If a Camper hits the game structure, they are out.
6. When a Camper gets out, they move to the back of the line. Everyone who was behind them will advance forward one square to fill-in the empty place.

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## Helpful Tips:

- If Campers are struggling, feel free to hop in to their square and assist them!
- Keep the energy high and fast paced. This will keep the Campers engaged and wanting to continue playing.

## Game Variation:

- *Make it harder:* To make this game more difficult for skilled Campers, create a rule that Campers can only use one hand rather than two!
- *Make it easier:* To make this game easier, allow Campers to partner up in each square.

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## ACTIVITY #2: CrossNet Volleyball

### Set-Up:

- Skill Instructor will set up the volleyball net at the designated height.
  - *For younger Campers, use the lowest height possible. Raise the height of the net as the Skill and age of Camper increases.*
- Create one space that is the entry space and one that is the Royalty Square which will be the serving square.
- Place one volleyball (or beachball/alternate ball choice depending on Village) at the playing area.

### Instructions:

1. Campers will begin the game by starting out one Camper per square.
2. Any Campers that don't have a square will line up behind the fourth square.
3. The object of the game is to keep the ball in the air and to score it in an opposing player's square.
4. If the ball lands in a Camper's square, the Camper is out and has to go to the back of the line.
5. Each time a Camper gets out, one Camper will rotate into the game.
6. The goal of the game is for Campers to be in the Royalty Square for as long as possible.



### Helpful Tips:

- If Campers are struggling to keep a volley going, allow for them to use the beach ball or an alternative ball that is lighter and easier to handle.
- If Campers are struggling to keep the ball in play, create a much larger space for each of the squares. This will allow for Campers to aim for a much larger playing area.

### Game Variation:

- *Make it harder:* To make this game more difficult for skilled Campers, create a rule that Campers can only use one hand rather than two!
- *Make it easier:* To make this game easier, allow Campers to partner up in each square. Or use a ball that is lighter and bigger for easier hitting and blocking!

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## ACTIVITY #3: Spikeball Showdown

### Set-Up:

- Skill Instructor will set up Spikeball nets with balls and use dome cones or field paint to create boundary lines around the playing area
- Campers will be split up into groups of two. Four players are needed to play Spikeball.
- Make sure you blow up and prepare a small kickball and beachball as well as the Spikeballs. *These will be best for younger or less-skilled Campers.*

### Instructions:

1. Spikeball Rules:
  - a. Only three hits per team
  - b. The ball can't hit the net twice
  - c. Spikeball is a mix between volleyball and four square
2. When the ball hits the net, it changes possession (like in volleyball, this is the equivalent to the ball passing over the net).
3. The opposing team has 3 hits or less to spike the ball back off the net. Players cannot hit the ball twice in a row, so they must spike to their teammate or the net before they can catch again.
4. There are no sidelines or boundaries – the ball can be hit in any direction, with any amount of force. When a team fails to hit the net, the opposing team gets a point. If the rim is hit at any time, a point is awarded to the opposing team. The ball can only bounce once on the net per turn. If it bounces twice, the opposing team earns the point.
5. You can use any part of your body to spike the ball.
6. Players may not interfere with another player's attempt to hit the ball. If so, the point must be replayed.
7. Play until one team scores 21 points, or whatever number you decide.

### Helpful Tips:

- If the ball isn't bouncing well, try to tighten the net by securing it tighter around the rim of the net and hooks.
- If Campers aren't able to string together consecutive hits, allow for them to catch the ball and toss it to their partner rather than hitting it with an open hand.
- For younger Campers, allow them to use the small kickball or beachball.

### Game Variation:

- *Make it harder:* To make this game more difficult, make it to where Campers can only use their non-dominant hand.
- *Make it easier:* To make the game easier, allow Campers to catch the ball before passing to their partner or allow them to have four hits between their team.

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## HUDDLE

### **Skill Verse: Hebrews 12:1-2**

“Let us fix our eyes on Jesus, the author and perfecter of our faith, who for the joy set before him endured the cross, scorning its shame, and sat down at the right hand of the throne of God.”

### **Skill Truth: Fix Your Eyes on Jesus and He Will Lead You to Him**

How do you think the activities you just played can relate to your walk with God?

In order to succeed at each of the games, you needed to keep your eyes focused on the ball. If you turned away from the ball and lost focus, you more than likely would have slipped up or made a mistake. This is just like our walk with God. As followers of God, it is important that we keep our eyes fixed on Jesus so that we can live in Him and for Him. When our eyes are fixed on the Lord, we are less likely to fall away from the path he has for us.