



Set distance from net to first player



Thrower must not catch their return.  
After throwing, they rejoin the game as a catcher at either end of the line.  
If catcher is on either end of line, remain in position but do not catch the next return.

GROUP GAME | PLAYERS 3-5 | ROTATE YOUR MATES



SKILLS:

- x Throw
- x Catch
- x Transforming from catch to throw
- x Advanced coordination
- x Advanced visual detection of early ball flight-path



Try playing two or three Dads versus two to five kids. The Dad's will always win.

**YEAH RIGHT!!!**

HOW TO PLAY:

See if you can catch more than your mates. The thrower cannot catch their own ball and must quickly get out of the way after throwing. A catch is not counted if the catcher steps in front of the distance line/mark. The first to catch 10 wins.



VARIATIONS:

- x Have the thrower positioned at a marked point, eg. 1 metre behind catchers. This will further challenge the catchers' early ball flight detection.
- x Try as a 1, 2 or 3 minute challenge and record your highest score. Monitor your progress.



SPECIAL FEATURES:

By rotating the players' positions, all players participate equally in the game.

EQUIPMENT:

- \* 1 Crazy Catch net
- \* Crazy Catch ball or Large ball
- \* Marker Cones

LEVEL 1	Side of net: Sane	Distance from net: 2-3m	Ball type: Large
LEVEL 2	Side of net: Sane	Distance from net: 2-5m	Ball type: Crazy
LEVEL 3	Side of net: Insane	Distance from net: 2-5m	Ball type: Crazy

unique sporting equipment ... rapid skill development ... unlimited healthy fun