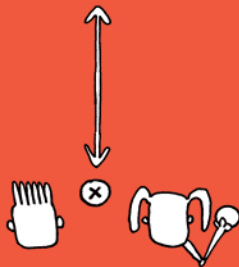




Measure a set distance out in front of the Crazy Catch, between 2 and 5 metres. Mark the distance and centre point.



Both players must be behind distance line and on their own side when throwing.

PAIRS GAME | PLAYERS 2 | SCORE FIVE

6 RECOMMENDATIONS:

- x For safety reasons, when the distance is 3m or less, you need to limit the throwing speed by:
 - throwing underarm
 - an agreed maximum over-arm throwing speed
 - limiting the throw wind-up.
- x The angle of the Crazy Catch should be set so that the ball usually remains at a catchable height.
 - x If there is a difference in skill level, set a higher winning target for the higher skilled player.
- x Record on the calendar all victories over Mum and Dad, or older brothers and sisters!!

EQUIPMENT:

- * Crazy Catch net
- * Crazy Catch ball
- * Marker cone or rope

HOW TO PLAY

» SET UP:

- x Use the insane side of the Crazy Catch.
- x Place marker rope or cone at set distance.
- x Players stand one on each side of the centre position.

» THE GAME:

- x To start, one person throws ball at net. Both players attempt to catch rebound. Whoever catches throws next.
- x Before each throw, players must be standing on their own side and behind the distance line/mark.
- x The winner is the first to reach 5, or if the other player reaches -5.
- x At the end of each set, the loser chooses which side they want to be on and has the first throw. If there is a new challenger, they choose the side and also have first throw.
- x The loser / challenger can also decide on the distance from the Crazy Catch and the method of throw allowed (under-arm or over-arm).

» SCORING:

- x Whoever catches scores one point.
- x If ball is dropped, the player responsible loses a point.
- x If ball lands behind distance line and is not touched, the player whose side the ball is on loses a point.
- x If the ball lands in front of the distance line there are no points scored or lost.
- x If thrower hits the Crazy Catch frame or misses net altogether, they lose a point and the next throw is taken by the opponent.

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

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