

You are invited to compete in the Seventh Annual

K_(ouba) Ball Tournament

an open-invitation, inter-troop activity

Tuesday, June 12th

Sponsored by Troop 50 and the Iron Hill District

Hosted by Troop 125 on the grounds of

St. Joseph's Catholic Church

371 East Main Street, Middletown, DE

5:30-6:30 Grub with Guillen *4 bucks for a delicious scout-cooked dinner*

6:30 Opening Ceremony & 1st Round of Games

8:15-8:30 Awards, Announcements, & Closing

RSVP by June 10 to Pete Kouba, 302-388-5560, EagleT328@comcast.net

About the Game

Koubaball is a fast paced game of teamwork and skill. The objective is to knock your opponents ball off the top of it's goal post with a game ball. The game ball is always in play which only stops at half-time and at the end of the round. This is a game of teamwork, physical energy, and skill. Every player is in the game the whole time, no one on the bench just watching! There is NO COST to play the game!!!

Objective: Have fun & provide an opportunity for scouts to get to meet each other.

Tournament: A round robin style tournament with 2 divisions:

Division 'A' for Troops with > 20 players.

Division 'B' for Troops with < 21 players.

Division 'C' for Crews, Teams, & Venture Patrols

Cubs are welcome as spectators... if enough show up a pick-up game is possible

Registration: Please let us know by unit that you are coming!

- Unit Number
- Approximate number of Scouts attending
- Unit's Youth Leader Name and Contact info (phone & email)
- Color of your troop's tee-shirt if available
- Are you planning to Grub with Guillen?
- **RSVP by June 10 to Pete Kouba, 302-388-5560, EagleT328@comcast.net**

Be Prepared - When you come be sure you have this:

- Water bottle (be sure to bring a full one – you'll need it!)
- Troop Class "B" uniform – everyone should have the same or similar color tee shirt



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Koubaball – The Game

Objective: Score points by knocking the top ball off the opponents goal post.

The Basic Rules of Kouba-Ball (variations may be adopted by agreement):

1. Divide the group of players into 2 teams - may be by Unit.
2. Agree on the safe-zone area (usually a 20-30 foot radius around the goals).
3. Determine who gets the game ball first by rock-paper-scissors or by throwing fingers. At half-time the opposite team gets the game ball.
4. The game begins with the game ball in the starter's safe-zone.
5. If the ball is knocked from the opponent's goal post, a point is awarded
6. After each score, the top ball is placed back in the cup at the top the goal post. Play continues with the defender throwing the game ball from his safe-zone.
7. Only a defender may retrieve the game ball from within the safe zone.
8. Up to 1 defender may be in the safe zone at a time – no other players may enter the safe zone.
9. The playing area has no out of bounds except that campsites, cooking areas, vehicles, and buildings are off limits.
10. During play, the ball can be thrown or carried. Kicking is not allowed.
11. If a player with the game ball is tagged by an opponent, that player must “freeze” and has 3 seconds (“Mississippi's”) to pass the ball. Otherwise, possession changes sides. Person who did the tagging counts out loud.
12. Players cannot hit the game ball out of an opponent's hands (rule can be relaxed for older players).
13. Play and change of possession is continuous.
14. The clock stops only at half-time and at the end of the game. Games can last 20 or 30 minutes.
15. Fighting, pushing, tripping, spitting, cussing, trash talking, or other un-scout like behavior is considered to be very bad form.
16. Rules may be amended upon agreement by all players (except for #9, 10, & 15)

