

“Kick the Can”

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Number of Players:

- Three or more

Materials Needed:

- Softer ball that can be kicked

Rules:

1. Gather children/adults and select one player to be the “leader” position. The leader is in charge of the ball at the beginning of the game and it is the object of the game for the leader to ultimately capture all the players.
2. To begin, all players will randomly spread out over the area of play.
3. Choose any player to kick the ball (any player except the “leader” position). This selected player will kick the ball as far as they can in any direction and the leader position must chase it down and return it back to the original spot it was kicked from. In the meantime, the rest of the players will spread out to find hiding spots before the leader places the ball back in the original spot.
4. The leader must then look to capture players after he/she has replaced the ball back to the spot.
5. If the leader sees a player hiding, he or she will call their name and then quickly run to tag the ball. The leader is essentially racing that identified player back to the ball.
6. The player whose name was called also runs back to ball in an effort to beat the leader back to the ball. If the identified player succeeds, they must kick the ball, then quickly run and hide again. If they do not beat the leader back to the ball, then they have been captured.
7. The leader will continue to seek out the remaining hiding players (outlined in steps 5 & 6).

8. In order to free any captured players when the leader is not looking, players can race back to the ball and kick it, which will then free all the captured players. But, if the leader beats the player (who attempted to free) back to the ball, that player is now captured.
9. Once the leader has captured all players, another round may be started, this time with the leader position now moving onto to first person who was captured during the last round.

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