

Corner Ball

Summary

Corner ball can be played either inside or outside and is a fun game for large groups with minimal equipment.

Time Frame

1 class periods of 30 minutes each

Group Size

Large Groups

Materials

You will need four 44 gallon garbage cans (baskets), 1 or 2 soft 6" gator balls, team jerseys, 16 polypots to mark forbidden zones and cones for boundaries.

Intended Learning Outcomes

Students will demonstrate competency in throwing and tossing the ball to teammates to put themselves into a good position to be able to shoot the ball into the basket.

Instructional Procedures

Place the 4 garbage cans in the corners of the gym or playing space. Place the polypots in 4 corners around each can to mark a square area about 3 yd. X 3 yd's. This area will be called the forbidden zone. Allow space between the outer boundaries of the court and the forbidden zone on all 4 sides of the basket.

The game starts at midcourt. One team starts by tossing from midcourt to a teammate. They will then work the ball to a basket to score.

Each team will have 2 baskets they can score into. You may play so that the baskets are located on the same side of the floor, or diagonally across from each other.

To score, you must put the ball into the basket. You may shoot it like a basketball or you may develop your own style. Students must stay out of the forbidden zone to score. If they step into the FZ, the point will not count. If a player pushes or touches the goalie while trying to score, the goal will not count.

Players may not hold the ball for more than 3 seconds. If a player holds the ball for more than 3 seconds, the opposing team gets possession of the ball at that spot. This will be a freethrow, which means all players must be at least 10 feet away from the person taking the throw.

No player may be "double teamed." If more than one player ever guards another, the team will get a freethrow from that spot.

Players may not take more than 1 step with the ball before throwing or shooting. There is an exception if they catch the ball on a dead run, then they get 3 steps to stop. If a player travels, they lose possession of the ball.

If a player drops a ball, the other team takes possession at that spot.

If a ball goes out of bounds, the other team will throw the ball in from out of bounds where the ball last crossed the boundary line.

Each goal is guarded by one goalie. The goalie must stay within their designated area at least 2 feet away from the basket and must have their back to the basket. If the goalie intercepts a pass or a shot while defending the goal, he is allowed to hold the ball for up to 10 seconds and can run/walk with the ball before passing it to another player. If the goalie touches the basket while

trying to defend, the other team gets a free shot.

Players who are fouled while trying to shoot at a basket are given a free shot.

Free shots are called Back Throwing. The player fouled will stand 15 to 20 feet from the goal with their back facing the goal. The player will then throw the ball without looking at the basket.

After a goal, the goalie retrieves the ball and throws it back into play.

Variations

For large classes, the game may be played as a sideline game.

Eliminate the goalie position for more scoring.

Use more balls. Have two or more balls in play instead of one.

Use basketballs and allow students to dribble or pass.

Use soccer balls and tip cans on their sides. The ball must be kicked into the can to score. No goalies would be used in this version of the game.

Use footballs when you are in a football unit and eliminate the goalie position.

Strategies for Diverse Learners

Use a bigger ball and allow no defense except for the goalie.

Allow the ball to bounce once before catching.

Bibliography

Adapted from Tsegball presentation at AAHPERD convention 2006.

Authors

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