OMNIKIN® Poison game

Objectives:
- Engage all students actively and promote physical activity through dynamic play.
- Develop student 'game presence' and decision making ability through physically activity.
- Promote good sportsmanship and fair play, by holding individuals accountable for taking personal responsibility for their behavior in physically competitive situations.

Goal:
Become the sole survivor! That means, eventually you have to get everyone poisoned to win!

Materials:
- 1 set of 3 OMNIKIN® Poison Balls (three different colors)
- 5 to 6 objects, such as folding mats, set up scattered throughout the playing area as bunkers. (Optional)

Physical display:
Use a line or the walls to determine the limits of the playing area and set up bunkers using standing folding mats.
Designate an area (hospital) where players who get out need to wait after they have been poisoned or they committed a violation.

Description:
In this game you have no teammates; you are competing with all other players to be the sole survivor!
The game starts with players scattered throughout the playing area and with the teacher tossing the balls into the air and yelling "Poison!"
Players then compete to become to be the sole survivor by using the OMNIKIN® balls, getting all opponents poisoned without committing violations.

Poisoning

If you get poisoned by another player, you have to get to the hospital, if you commit a violation, you go to the Sick Bay and stay there until this player gets poisoned or commits a violation.

Poisoning Rules

Clean hit:	Happens when a player throws the ball straight at another player, touching it first before it touches the ground, an obstacle or another player, and this player doesn't catch it cleanly. The touched player is then poisoned.
Clean Catch:	Happens when a player throws the ball straight at another player that catches it before it touches the ground, an obstacle or another player. The throwing player is then poisoned.
Tagging:	Happens when a player holding a ball in its hands touches another player with it. The touched player is then poisoned

OMNIKIN® Poison game

Violations

During the game, violations will happen. These violations send the player committing it to the hospital for 30 seconds (self-counted)*. This 30 seconds count begins when the player enters the hospital.

Traveling Rules
Once a player takes control on the ball, he is allowed to move it around by finger dribbling it as long as he keeps it on the ground. Once he picks the ball up, he is not allowed to walk until he gets rid of it.

Traveling Violations

Walking: Picking up the ball from the ground and moving with the ball or moving with the   ball without finger dribbling it on the ground.

Double dribble: Finger dribbling the ball across the ground, picking it up and then putting it down and starting to roll it across the floor again.

Ball rules
Once a player gains possession of a ball, he has 10 seconds to use it and no one can attempt to take it away from him.
Once a player has picked up a ball and he tags someone or throws it, he is not allowed to touch that ball again until he touched one of another color. (Watch out for ricochets!)
At no time a player can be in contact with two balls at the same time.

Ball Violations

10 Seconds: Possessing a ball for more than 10 seconds.

Color Violation: Coming in contact with the same color ball after using it without touching one of another color before.

2 Balls Violation: Having physical contact with two balls at the same time.

Head-Hunting or
Head-Hunted: If a ball is thrown and the first thing that happens is that it makes contact with someone in the head, both the thrower and the targeted person (victim) are out.
Note: the thrower is always is expected to check with the person who got hit and to make sure they are okay.

OMNIKIN® Poison game

Special situations
If two players get poisoned on the same action, (for example, when two players throw at and hit each other) both are considered as if they committed a violation.

If a player is poisoned at the same time as he commits a violation, only the violation counts.

Example: A players holding a ball gets cleanly hit with another ball would be considered committing a "2 balls violation"; in the hospital for only 30 seconds, instead of waiting to re-enter when the other player is getting poisoned.

Good sportsmanship and respect of the rules are a must! Players demonstrating malicious, bullying, in-your-face or overly physically aggressive types of behaviors will not be allowed to continue to participate.

Adaptations & variations

In order to improve the experience of play, you can use adaptations or variations of the game. Here are some examples:

Active Recovery
When a player commits a violation, instead of simply sitting in the hospital for 30 seconds, he could have to do 30 jumping jacks, 10 push-ups, 10 grouped jumps or any other series of exercises.
When a player gets poisoned, he has to hold positions until his poisoner gets out like: hold the chair on the wall position, take a squat position, stand on a foot, hold the plank position or any other idea you might have.

Perfect defensive player
Give a chronometer to a player with this particular objective: stay alive for as long as possible without ever poisoning someone.

Free passes
With large groups, each player could have a free pass he or she can use at any time during a game after getting poisoned.

Game concept: Brian Skilling brian_skilling@yarmouthschools.org
Rules revised: Pierre-Julien Hamel

*Important note if you live in United States from AAHPERD:
National Guidelines: **Inappropriate Practice**: 1.3.2 "Human-target games (dodge ball) and/ or drills that allow aggressive behavior toward other students..."
See this link, page 5 for more information:
http://www.aahperd.org/naspe/standards/nationalGuidelines/Apppracticedoc.cfm