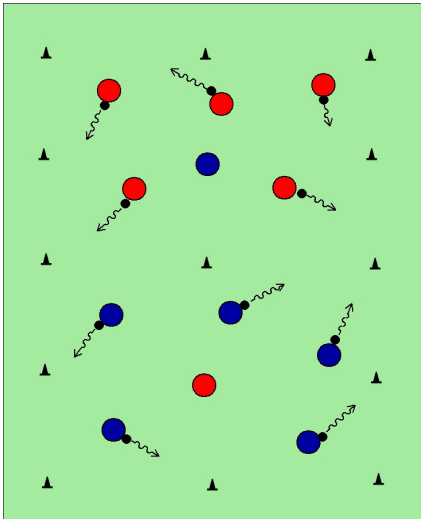




Invader



How it works

Two equal number teams start in both squares with a ball each, apart from one member of the team who becomes the Invader and starts in the opposing team's square without a ball.

Players with a ball dribble around their square and try to prevent the Invader from winning their ball.

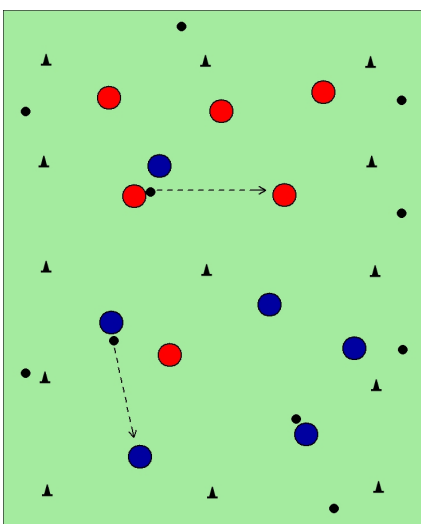
If the Invader wins a ball they have two options:

- knock the ball out of play where it cannot be retrieved until the end of the game;
- pass the ball back to one of their own team in the other square.



In this diagram the blue Invader has won a ball from a red player and passes it back into his own team's square.

The red Invader is challenging a blue player for the ball but they have passed it quickly to keep possession.



The winning team is that which keeps possession of at least one ball the longest.

Time how long the winning team can keep possession to set a record to try and beat in future games.

Play again with a different member of the team being the Invader.

Possible changes

The team that ends up with the last ball has to complete 5/10 passes to win the game. If the Invader wins the ball back before this happens, they can pass it back into their own team's square. They then have to complete the same number of passes to win. If the ball goes out of the playing area in this time then the game is a draw.