

## **Mini Game: BOOT**

- Setup
  - 6-20 participants. Played in 2 teams of relatively evenly matched numbers.
  - There should be two boxes with a single standing cone in them on opposite sides of the field of play. There should also be a line of cones demarcating a “center” line between the two boxes.
  - The object of the game is for teams to knock down the cones standing in the boxes. Each time the cone is knocked down it’s worth 1-point and games are played to 3 or 5.
- Rules
  - All regular ultimate rules apply in terms of gameplay rules. The stall is to 10 and can be counted from anywhere.
  - Players must pass to others on their team with the goal of getting close to the standing cones and knocking them down to score a point. Defense is trying to prevent the offensive team from knocking the designated cones down.
  - After a turnover of any kind, the disc must be passed across the center line before it can be used to attack a cone. Once it has passed the center line, the offensive team may choose to attack either box with the scoring cone in it.
- Key Points
  - The disc must be thrown to score a point. Offensive players are not allowed to knock the scoring cones down with the disc in their hand.
  - Offensive players are responsible for resetting the scoring cone after they knock it down.
  - Defensive players may stand outside the box to prevent scores but may not step in it. If a defensive player knocks a cone down trying to defend then it is a penalty and results in a point for the offense.
- Skills Being Developed: throws + catches + game strategy
- Adjustments
  - You can make the field bigger to make it a bit more physically challenging.
  - This is a game where coaches and instructors can be encouraged to play
  - You can use 2-discs at a time for extra chaos! This is especially effective when playing in larger groups.

**BOOT: Starting Positions**

