
Stinky Ball

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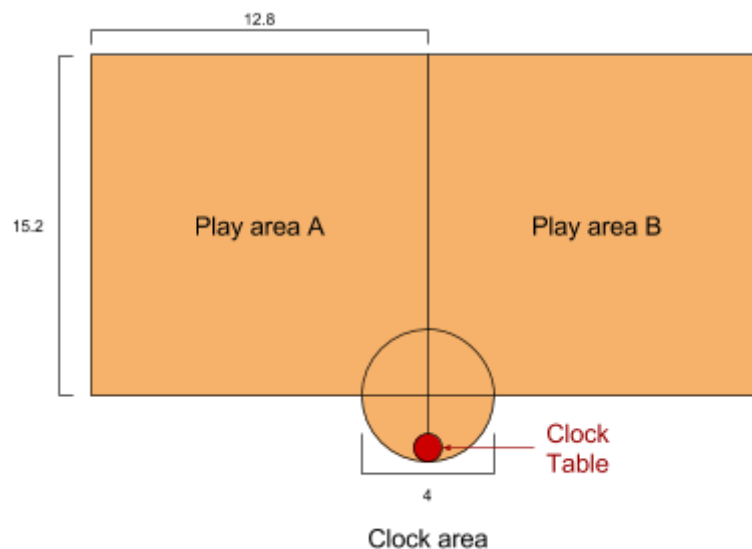
Overview

Goal

The goal of the game is to ensure that the ball is in the opponent's side of the play area so that their time runs out before your own time.

Needs

- 10 min pr. Round (30-50 min for total game).
- Six players
- A ball. Preferably a football.
- A chess clock. There is also an app for it:
<https://play.google.com/store/apps/details?id=com.chess.clock&hl=da>
- Clearly separated play area.



Example play area

Rules

1. Two teams of three players

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2. A game is played over the course of three rounds. The team that scores two rounds wins. Each team has a five minute timer ticking down in “blitz”¹ mode
 3. A team can switch the clock after the ball touches the opposite play area or an opponent and before the ball leaves the opposite play area
 - a. To throw the ball to the opposite play area, the player must stand in their side. If the ball exits the play area, the team who last touched the ball must retrieve it and send it back to their play area
 4. A player cannot switch the clock two times consecutively.
 5. Players are not allowed to:
 - a. enter the opposite side of the field
 - b. stand in the clock area if they are not allowed to switch the clock. After a switch, the clock area must be cleared as soon as possible

Aesthetics

The game is designed induce stress, by being a race against the clock, and the players are forced to take constant quick decisions as a team, based on what the opponents are doing. The rule about a player not being allowed to press the clock two times consecutively, gives a feeling of chaos, as the players have to exchange positions constantly and communicate about who should be the next one to press the clock.

¹ **Blitz mode:** as in blitz chess, each team as an equal amount of time. While a team is acting, their clock ticks down. After a team is done they can stop their clock and start the opponent’s clock, but it’s their responsibility to do it as soon as possible.