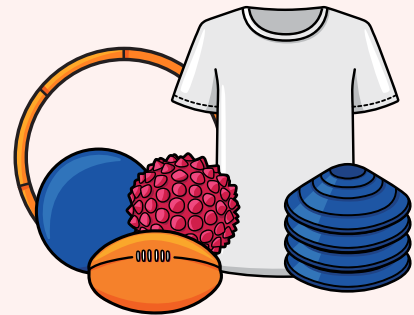


HOW TO PLAY

- 1 On "Go!" one Auskicker from each group tries to steal a ball from the "Ruckman's Treasure" and run it back to their team without being caught.
- 2 After the first Auskicker has made it back, the next team mate has a go!
- 3 The Ruckman stops balls from being stolen by tagging the Auskicker while they are holding the ball. The ball goes back in the hoop and the tagged Auskicker returns to their team.
- 4 If the centre hoop is empty, Auskickers start stealing balls from other groups. If they get tagged by an opponent while holding a ball, they return that ball back to the centre hoop.

EQUIPMENT

A collection of balls, 4 cones, 1 hoop and at least 1 adult.



SET-UP

Place two cones on each corner of the activity square.

Place a hoop in the middle and all the balls inside the hoop. This is the Ruckman's Treasure!

CHANGE IT UP

- Have players bounce the ball as they run.
- When grabbing a ball from the centre hoop or stealing the ball from rival groups, Auskickers can try rolling, handballing or kicking the ball back to their group.