

## Lesson Plan #15

### Objective of the week: Attacking the right team

Strategically, when a team hopes to win a KIN-BALL® sport game, that team should attack the team that has the lead in points in order to catch up with them. Once the team has the lead it should then attack then second team in rank to keep the lead. In the beginning, you have probably noticed that the players were not always aware of which team they were attacking and perhaps a team was always attacked by the two others and ended the game with a lot less points than the two other teams. Not really rewarding...

Happily, there is a KIN-BALL® sport rule that prevents the team with the lowest score of being attacked. This rule is called the **unjustified attack**. In summary, you must attack the team that has the most points. With this rule, the score is always closer and each team feels that they have a chance to win. Even though a team is not as talented as the two others, it will not show in the final score.

#### Unjustified attack<sup>1</sup> :

- A team cannot call another team that has two points or more of difference with them, unless they call the team that is in the lead.
- If the attacking team has the lead, it is obligated to call out the team which is second in points.
- If the attacking team is equally in the lead with another team, it is obligated to call the team sharing the lead, unless the third team is behind by no more than one point.

In order to fully understand this rule, here are different examples of unjustified attacks.

Score			Examples of unjustified attacks
Blue	Grey	Black	
14	12	10	Grey attacks black Black attacks grey Blue attacks black
13	12	11	Blue attacks black
14	13	11	Blue attacks black Black attacks grey Grey attacks black
16	16	12	Blue attacks black Grey attacks black
14	13	13	No possibility of unjustified attacks
16	12	12	No possibility of unjustified attack
15	15	14	No possibility of unjustified attack

<sup>1</sup> The unjustified attack rule cannot be called during the final minute of the game.



## Modified games:

In order to encourage your participants to use the skill during game time, you can proceed with two different modified ways of playing the sport.

The **first** one would be to give a bonus point to a team each time a player of that team makes the right designation. The players will be much more aware of which team they are attacking to and will be looking at the scoreboard before making a designation. It is not mandatory to call out the right team but if they do they get an extra point.

When you proceed this way, the team that executes this skill the most often will get more points and will be more involved by the game than the other teams. If you are using this game, to avoid always having the same team attacked over and over, you have to make sure that the teams are balanced and you could want to reset the score every two minutes.

This modified game is more efficient for younger participants (elementary schools).

The **second** modified game consists calling a “Designation Fault” when a team does not attack the right team. Since the rule is not that simple, for the first time around, you can simplify the Unjustified Attack rule. You can demand that the players attack the team that has the highest score and if they have the lead, they should attack the second team. If they do not respect these rules, you will give them a “Designation Fault”. In order for this modified game to work better, make sure once again that your teams are balanced.

Once your participants have assimilated these simple rules, you can explain the remaining subtleties of the Unjustified Attack rule: the two point difference and what happens when the score is tied between two teams. From there, you can fully apply the Unjustified Attack rule. The official signal for an unjustified attack is “Designation Fault”.

This modified game is more efficient for all participants (elementary, middle and high schools).



REMINDER:

You should not use modified games for the entire playing time. You should use this modified rule for a maximum of 10 minutes if your activity lasts one hour.

### *Game of the week*

#### **Water, Air, Fire, Earth, Omnikin**

All the players are scattered in the gym and must listen to the teacher's orders. When the teacher says "WATER", the players must touch something that is blue. When the players hear "AIR", they must not touch the ground anymore by climbing onto a bench. When "FIRE" is heard, the players must jump up and down. When the teacher says "EARTH", all must lay on the ground and if they hear "OMNIKIN", all the players must come touch the Kin-Ball. The teacher can give a point to the first team which all players have executed the order correctly.

Safety tips:

*In order to avoid injuries, ask the players not to push each other when heading in a direction and verify that there are no dangers close to the walls.*

Thank you very much for your interest in the sport, please contact us for any question.

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