

2019 United Way Wacky Games
Complete Game Rules

H2O Throw

4-Member Team - Timed Event (10 balloons)

Equipment: Water balloons, 2 blindfolds, and 2 stopwatches, 4 trash bags

Object: Catch water balloons for points.

Rules:

1. One team member (archer) is blindfolded and turned around in a circle two time and then turns backward to the catchers.
2. Two team members (targets) will catch the balloons for points in containers.
3. The catchers are inside marked areas behind the archer and must stay in their area.
4. The fourth team member quickly hands 10 balloons (one at a time) to the archer to throw over their head toward the targets who are catching the balloons.
5. The front target will get 5 points for every balloon caught. The rear target will get 10 point for every balloon caught. Points will not be awarded for balloons caught while the catcher is outside of the marked area.

Awards: Team with most points wins. Tiebreaker is determined by fastest time.

Water Volleyball

4-Member Team – 1Minute (or 3 balloons) Timed Event

Equipment: 4 Small kitchen towels, water balloons, volleyball net, stopwatch.

Object: Accumulate the most points by using a small kitchen towel to throw a water balloon over a net to teammates who are to catch the water balloon on a small kitchen towel.

Rules:

1. The team of 4 will pair off and stand on opposite sides of a net within the confines of the playing field.
2. Both pairs will possess a small kitchen towel. Each pair will hold the towel between them. The towel will be used to throw and catch the water balloon.
3. One water balloon will be placed on one outstretched towel. The scorekeeper/judge/timekeeper will announce the start of the game. One paired team will toss the water balloon over the net to their teammates on the other side of the net who will attempt to catch the water balloon in the outstretched towel without crossing the penalty or out-of-bounds line and without letting the water balloon strike the ground.
4. Having successfully caught the water balloon with the towel, the teammates will then proceed to toss the water balloon back over the net for their teammates to catch.
5. Points accumulate for each successful catch.
6. Players may not use their hands to catch or manipulate control of the water balloon.
7. Players may only use their hands to pick up a water balloon that has fallen onto the ground, but has not broken, and return it to the towel.
8. After 1 minute or until 3 water balloons are used, whichever occurs first, the points will be tallied for a final score.

Scoring:

+ 1 point for each balloon successfully caught on the towel

Awards: Team with most points wins.

Synchronized Beam

5-Member team - Timed Event

Equipment: 4 beams w/rope, 2 stopwatches, plastic cups, 2 buckets, rulers

Object: Cross the finish line in one minute or less and accumulate the most water

Rules: Players line up facing the same direction with both feet on two parallel boards. Each player must hold a cup with water in their mouth. Team must advance 30 feet without stepping off the boards. If any member steps off the beam everyone must get off and the first person must move to

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the last position (back) and the other members move forward. Team members must dump water from the cups into buckets.

Awards: Team with fastest time and most water in their bucket wins.

HydroHoops

5-member team-Timed event

Equipment: 5-Sponge Balls, 2-Hoops/Baskets, and 2-Stopwatches

Object: Accumulate the most points with the fastest time, by tossing a sponge ball into the hoop. The ball will be passed overhead to each player, with the last player tossing the ball.

Rules:

5 person relay team line in a single column. Players 2-5 will stand with their backs to player 1 and will pass the wet sponge ball overhead to each player until it reaches player 1. If the ball drops to the ground the team will need to start the relay over again. Player 1 will toss the ball into the hoop, then the whole team will rotate positions.

Awards: Team with the most points wins. Tiebreaker is determined by fastest time.

Tri-Wack-A-Thon

4 Member Team – Timed Event – 30 second time limit – 3 attempt maximum

Equipment: Water balloons, 3 colanders, 1 whiffle bat, stop watches

Object: To get through the entire course as quickly as possible.

The Setup: The team lines up in their designated spots. Person 1 holds whiffle bat and water balloon. Persons 2, 3, and 4 hold colanders.

The Game:

- Person 1 tosses balloon to Person 2. Person 2 catches the water balloon in their colander. Person 2 takes the balloon out of the colander and tosses it to Person 3. Person 3 catches the balloon in their colander. Person 3 takes the balloon out of their colander and tosses it to Person 4. Person 4 catches it in their colander. Person 4 takes the balloon out of their colander and pitches it back to Person 1. Person 1 attempts to hit the water balloon with their whiffle bat.
- If at any point the balloon busts before Person 1 hits the balloon with their whiffle bat, the team may start over with a new balloon.
- Teams only have 3 attempts to get through the course.
- Teams have up to 30 seconds to get through the course.
- Fastest time wins.
- Bonus: 1 second removed from overall time for hitting and busting water balloon with whiffle bat.