



Play a game of hockey, but add 1 VERB YELLOWBALL into the mix. YELLOWBALL goals count as two, but can only be scored with your feet, not a stick.



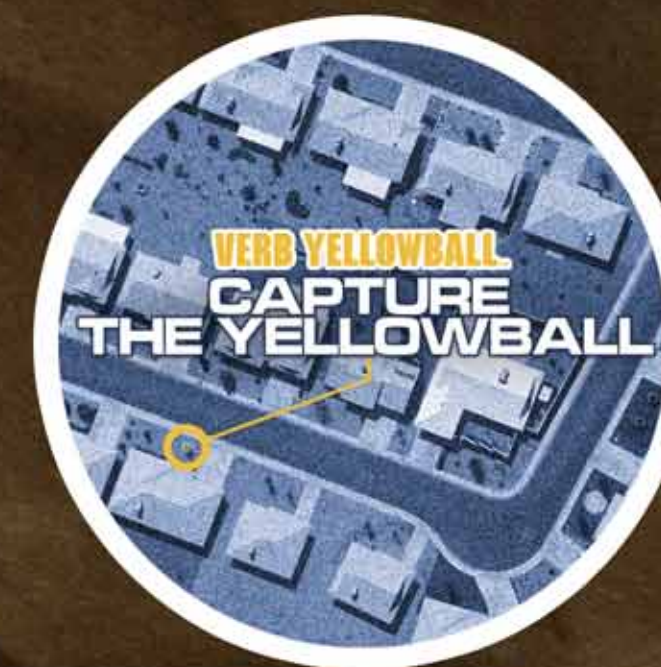
Using 2 bikes, several cones and 2 VERB YELLOWBALLS, create a bicycle relay race course. After each rider completes their lap on the course, they must kick a YELLOWBALL through a goal before the next rider can take over the bike and continue racing. The other team can also defend the goal to slow the opposing team down.



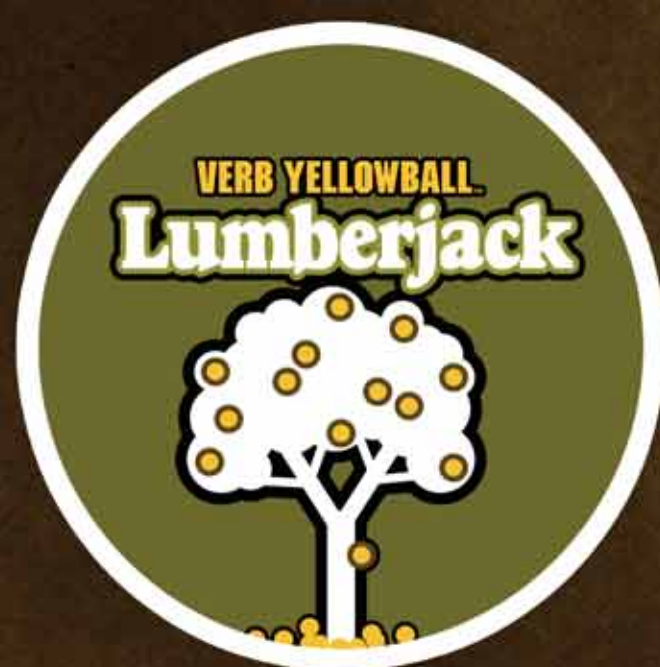
You have 1 VERB YELLOWBALL. Pick safe objects to aim at and hit, like basketball poles, bike racks or cones. It is up to everyone around you to yell and distract you as much as possible. The crowd can be as loud as they want, but they can only scream, "YELL" or "OH BALL".



Using a Volleyball court and a net, create a game with 1 VERB YELLOWBALL where the object is to get the ball under the net without touching the net or the ground.



You have 2 VERB YELLOWBALLS and two goals. Divide into two teams and start each team out with 1 YELLOWBALL. See which team can get a YELLOWBALL into the other team's goal the fastest, without getting tagged. Once someone is tagged they have to kick the ball and whichever team recovers it, may continue attacking the defender's goal.



Using 1 VERB YELLOWBALL, create a game that involves throwing a YELLOWBALL at a tree. Play the game with the same rules as golf, where you count how many shots it takes to get to the tree and hit it.



Everyone needs a little R&R. Design a game using a rope, a radio and 1 VERB YELLOWBALL. The object of the game is to see how many times you can jump rope and bounce a YELLOWBALL while jumping to a song.



Play kickball while using 1 VERB YELLOWBALL. To make it more challenging run the bases backwards.



Using 1 VERB YELLOWBALL, create an obstacle course that includes one of the following: singing of the school fight song, break dancing, or a rendition of an 80s rock band music video.



Play a game of football but add a VERB YELLOWBALL into the mix.



Using 1 soccer ball divide teams into two and give each team 1 VERB YELLOWBALL. Play a normal game of soccer, but use the added YELLOWBALL that each team has as an additional way to score. Each team nominates 1 person as Captain YELLOWBALL. Only Captain YELLOWBALL can try and score with their team's YELLOWBALL. Everyone else can only score with the soccer ball.



Using 3 VERB YELLOWBALLS, create an obstacle course that has 4 challenges that must be completed in 5 minutes or less.



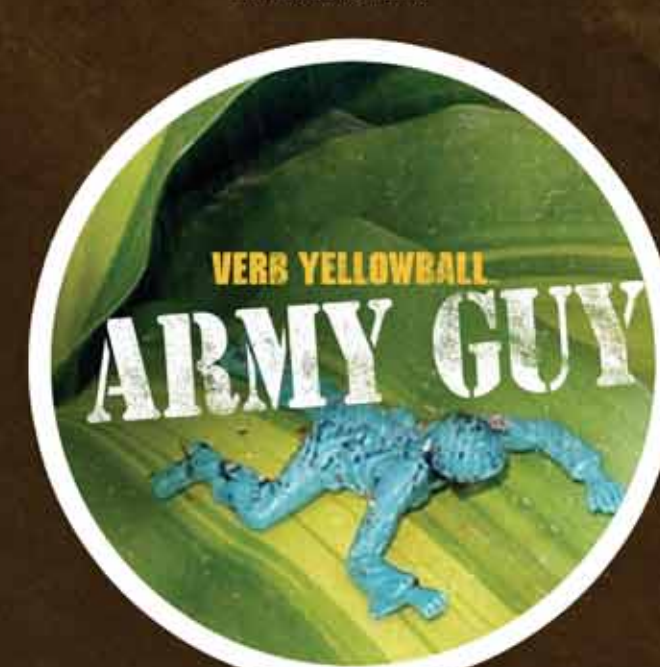
Create a game using 2 VERB YELLOWBALLS. The object of the game is to see who can punt YELLOWBALL the farthest. Points can also be given for catching YELLOWBALL punts.



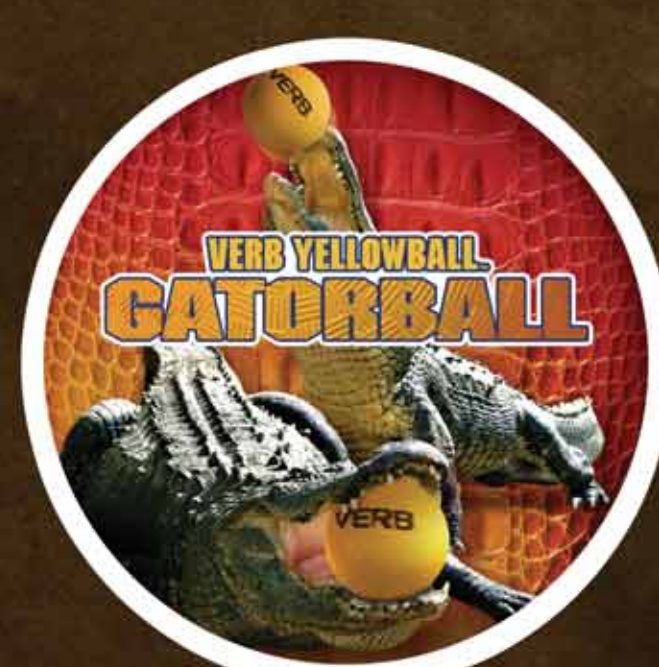
See how long two people can volley a VERB YELLOWBALL back and forth. "YUM!" is slang for "you and me."



You have 2 VERB YELLOWBALLS, one teammate and 60 seconds to do something amazing. Everyone around you votes on what you do, from 1-10, with 10 being the highest.



Using 1 VERB YELLOWBALL, cones and jump ropes create an obstacle challenge where crawling gives you the best shot at completing the course the fastest.



Using 2 VERB YELLOWBALLS, create a game that is played using both land and water. With one exception, the YELLOWBALL cannot go under water or touch the ground.



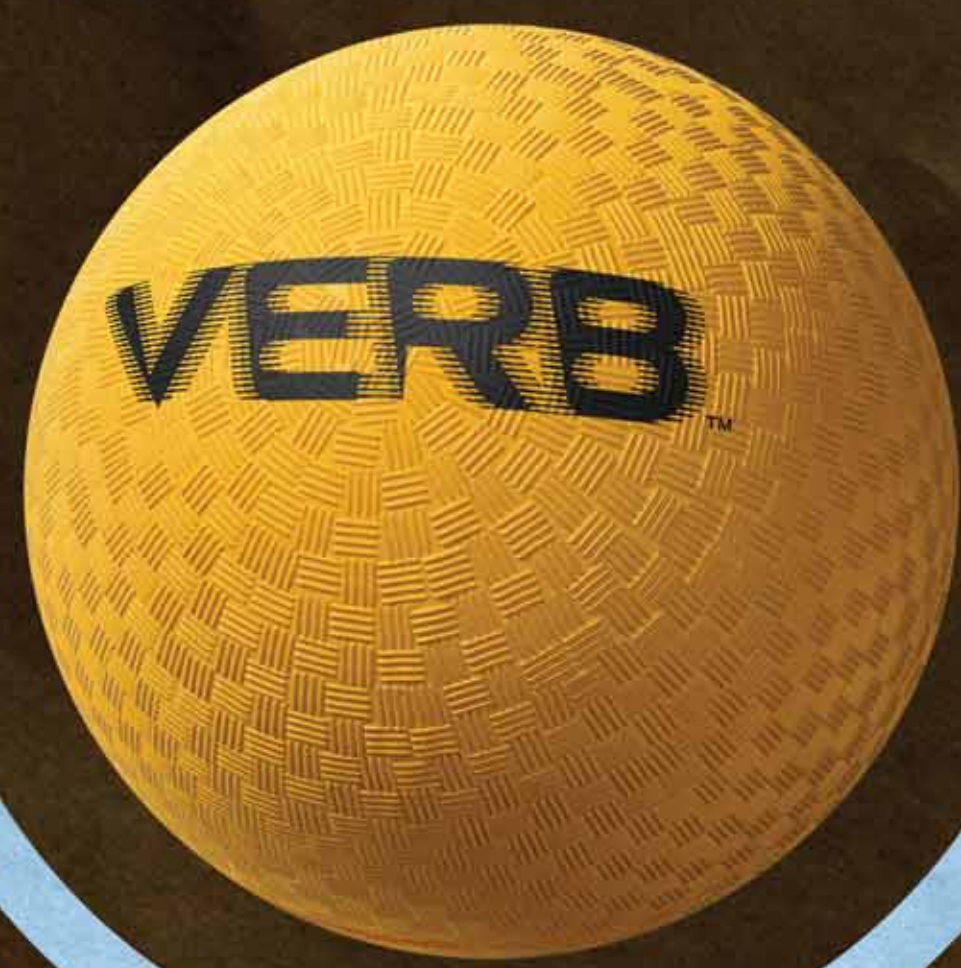
Using only a VERB YELLOWBALL, create a trick while using one of the following: a skateboard, skis, or a snowboard. Remember to wear the appropriate safety gear.



You have 1 VERB YELLOWBALL and a basketball hoop. The object of the game is to kick the VERB YELLOWBALL into the hoop for 5 points. Whoever catches a VERB YELLOWBALL off the rebound, gets 1 point, and a chance to kick it in for 5. Alley-oop dunks count as 10 pointers for kicker or rebounder.



You have 1 VERB YELLOWBALL. Make up your own game.



# VERB YELLOWBALL: BUILT FOR ENDLESS PLAY

IF YOU HAVE AN IMAGINATION AND A VERB YELLOWBALL ANY GAME CAN HAPPEN.

For the latest on YELLOWBALL—go to  
[VERBNOW.COM](http://VERBNOW.COM)