

## Laufspiele im knietiefen Wasser



### **Run after**

When running after, the third parties must be beaten off. Here the pursued hare must save itself diving by the legs of a player.

### **Black man with diving**

All dive and may only be knocked off above water.

### **Day and Night**

The players face each other at 2 paces in the water. The referee throws 1 black and white board between them. The person who sees the day on his side must run away, the other person must follow. (cf. [Running - "Day and Night"](#))

### **Hetzball, Neckball, Schnurball**

Everyone throws from the place where he is. String about 70 cm above the water. Under the string = minus point.

## **Numbered running**

Call on 2 numbered players to get the ball into the middle.

## **Sources**

- **Cover and content:** 1000 Youth Games, KOMM-MIT Verlag