

SPIKE SPIKE™

Football and Basketball
have Gone to the Dogs!™

Rules

For 4 or More Players
Ages 5 & Up

Lay the two doghouse goals on the ground about 60 feet apart. Divide into two teams, and each team choose a goal to go for. Tip off in the center of the yard like in basketball. Teams each must try to Spike Spike in the goal they chose. You can only run five steps before you must pass Spike to a teammate. Like in football, you cannot pass forward, only laterally or backward. The opposing team tries to touch Spike while he's in mid-air. If they touch him or if Spike hits the ground, the opposing team gains possession from that spot. Each time you Spike Spike in your team's goal you get a point. Most points wins.

PATCH®