Game List for NBA Field Day

#1 ALL-STAR PLAYER RELAY: Teams will line up in a single file line waiting their turn. On the signal, the first person from each team will run out into the field and flip over one of the dome cones to see if they found one of the All-Star players. If the cone has a player taped under it, they will bring it back to their cone and place into the teams basket. If there is no player, they will leave the cone flipped over and return to their line. This will repeat until every All-Star player is found (25) or all the cones are flipped over. Team with the most chosen All-Stars receives a win. \*\*\*Please reset the game for the next team.

#2 EAST vs WEST TUG OF WAR: Each team member finds a spot on the rope on their side. On the signal, both teams begin pulling and tugging. When a team pulls the opposite team’s flag past the marked spot, that team receives a point. Give the students a brief break and play a “best of 3 or 5” format if time allows. The most wins per team is determined the winner of this game.\*\*\*Please reset the game for the next team.

#3 KYRIE IRVING THREE-POINT SHOOTOUT: The teams are to line up behind one of the “3 point” (closer line for K-2) lines on the basketball court. Each team will have a basketball. On the signal given by one of the helpers, the first person in each line will take a shot at the basketball hoop and proceed to get their rebound and give the ball to the next person in line and repeat. If a shot is made, the team gets 1 point. There is a 5 minute limit to this game. The most points per team will determine the winner. \*\*\*Please reset the game for the next team.

#4 CAVALIERS SKILLS CHALLENGE: The teams will line up behind the starting line(cones). Each team will have a basketball. On the signal, the first person in each line will begin the challenge which consist of dribbling the basketball around cones, through hula hoops, jumping over hurdles and bounce passing back to the next teammate in line. \*\*This is a timed challenge. The quickest team that all teammate complete the challenge, wins. \*\*\*Please reset the game for the next team.

#5 KEVIN LOVE’S HERCULES PASS: This is going to be a throwing contest. The teams will line up behind the starting line. On the signal, the first person in each line will throw a pass with a torpedo ball. The team with the furthest throw gets 1 point. Teams keep track of their points until everyone on their teams complete 2 throws. Once completed, the team with the most points win the contest. \*\*\*Please reset the game for the next team.

#6 QUICK PASS RELAY: Line up each team shoulder to shoulder. Each team will have a ball. The object of this game is to quickly pass the basketball from one team member to the next while trying to cross the finish line(marked lines on the grass). After the first person passes the ball to the second person, the first person moves to the end of the line and waits for their turn. This repeats until the entire team is across the finish line. The quickest team wins the game. \*\*\*Please reset the game for the next team.

#7 LEBRON’S SOGGY DUNK CONTEST: Teams will line behind the bucket of orange water. Each team will have a bucket and sponge. Across from each team will be a clear bucket(ball) with “LeBron James” written on it. Each teammate will take turns soaking a sponge in the water and running over to the clear bucket(ball) and ringing it out and running back to their team so the next teammate can take a turn. The team that fills their bucket(ball) with water up to the “LeBron James” line wins. \*\*\*Please reset the game for the next team.

#8 TEAMWORK MAKES THE DREAM WORK: Teams will work together to complete a hula hoop (K-2) or tread (3-5) relay.

**For the Hula Hoop Relay:**

Each team has to be in a straight line holding hands. The first person on each team will have a hula hoop. On the signal, the first person will step into the hula hoop, while still holding hands with the person next to them. The team that passes their hula hoop down their line and back to the first teammate.

**For the Tread Relay:**

Each team needs to be split in half into two groups. On the start signal, the first set of students will enter into the tread and work as a team cooperatively to move down the course to the other cones. Once they reach the cones they will change direction inside the tread and work their way back to the starting line. When they finish, they will change places with the second half of their team and repeat the course. The first team to complete the course twice receives the win. \*\*\*Please reset the game for the next team.

#9 KOBE BRYANT’S 20 LAP RELAY AROUND THE NBA: Each team will line up behind the starting line. The first teammate in line will take a baton and on the signal, they will begin running. Once they complete a lap, they pass the baton to the next teammate. The objective will be to complete 20 laps (for as many years as Kobe was in the NBA) around the circle the quickest. If there are not 20 teammates on the team, one or more teammates will complete another lap. The team that completes 20 laps wins the race.