

# Čuvari ognjišta

(Guardians of the fireplace)



**Aim of the game:** To knock over the opponent's "fireplace" with the ball and thereby collect a total of 12 points during two halves.

**Set up:** Any indoor or outdoor area with a hard surface that allows participants to play freely. The dimension of the field is not defined

## Rules:

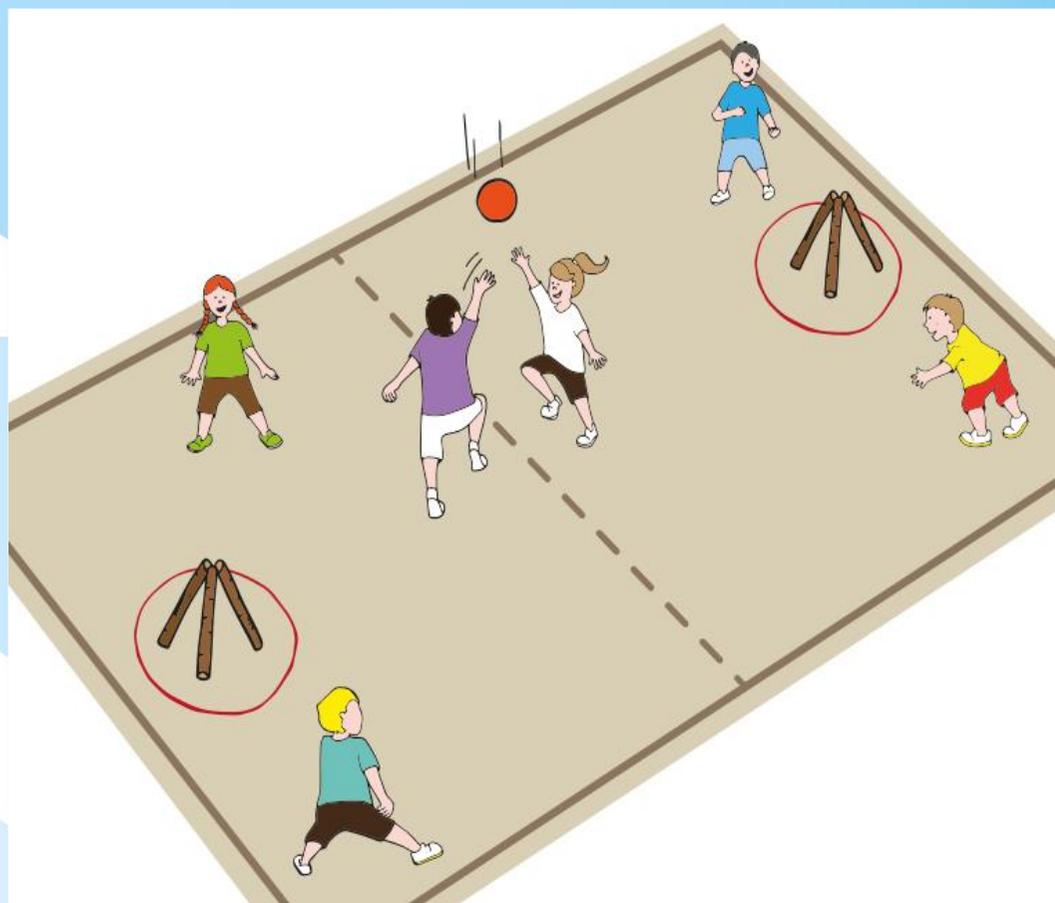
The playing field has two "fireplaces", each centered in 3 m diameter "fireplace circle" that is at 5 m distance from one another. The "fireplace" is made out of 3 sticks forming a pyramid-like shape.

The game consists of 2 halves in which two teams of equal number of players attempt to score a total of 12 points. The game starts from the midpoint of the field, with teams being on their respective ends. The attack starts by throwing the ball from the midpoint of the field to one of the team members.

After 3 steps, the player must throw the ball or pass it to his teammate. Players can pass the ball to each other a number of times to find the best place to hit the opponent's "fireplace". If they manage to knock it over, they score one point.

Attack action can be done from all sides of the field. It is important to note that the attacking team cannot enter the "fireplace circle" of the opposing team, while the defending team can be placed either inside or outside of it.

After the first half, teams swap their ends of the field.



## Equipment and Materials:

Ball, 6 sticks, rope/chock or tape to mark a place.

**Age:**  
5+

**Number of players:**  
4- 8 in two teams

**Duration:**  
2 sets of 6 points

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Co-funded by the European Commission



**TAFISA**  
The Association For International Sport for All

## Let's Inklusivize TSG!

### Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the teams
3. Complete a walk through the playing area
4. Practice games before introducing scoring
5. Encourage players to communicate throughout the game
6. Safety instructions to be tailored to the environment and participants playing the game.

### Equipment

1. Range of balls can be used that vary in weight, size, speed, texture, density etc.
2. Audible equipment can be used ( e.g. place buzzers at fireplaces)

### Rules

1. All team members must make contact with the ball before a point is scored.
2. Only one team member can attack a player at a time.
3. Change the 3 step rule to 3 seconds.
4. Create safe zones throughout the field where players cannot be attacked.

### Environment

1. Increase/decrease the size and distance of the fireplace circles.
2. Ensure the playing area has a smooth surface and is free of obstacles

