

With Raz, the art of throwing and catching becomes second nature. Each exciting Raz game is suited for students from Kindergarten through 12th grade.

To play, Raz balls are all the equipment you will need. The rules are set up for a variety of game types, and the number of Raz balls needed to play will differ for each game.

**Raz “L” Dazzle**

[A Kindergarten to 1st grade game that requires 5 Raz balls.]

Along with teaching throwing and catching skills, this game is designed for student involvement from beginning to end. The students learn the meaning of inner and outer circle. They practice the concepts of clockwise and counter clockwise. The game emphasizes good sportsmanship.

**Raz Climb Time**

[A 1st to 3rd grade game that requires 2 Raz balls.]

This is a racing game with an emphasis on teamwork, challenging students to carefully follow direction. Watch the excitement build when accuracy and team focus take over.

**Raz Race**

[A 1st to 3rd grade game that requires 2 Raz balls.]

With Kindergarten-age potential, this is a game that can introduce students to teamwork. Position and quick thinking move these teams forward.

**Raz Tag**

[A 3rd grade and older game that requires 1 Raz ball.]

This game teaches accomplishing an objective by using strategy with teamwork—the true measure of their throwing and catching skills.

**Raz Jaz**

[A 3rd grade and older game that requires 1 Raz ball for each group of students. (3 to 9 players per group)]

This is a base-running game that teaches individual decision-making skills. Thinking on their feet,

memory, and recall are challenged.

**Raz**

This Raz challenge is the maxed-out version to the Raz experience.

[A 5th grade and older agility game that requires 1 Raz ball.]

All aspects of following rules, teamwork, and skills are tested in this game.

**The Nature of the Raz**

The Raz is an exciting, new way to experience catching and throwing. Its shape encourages and enhances easy catching with one hand. The size promotes excellent training for other activities. The material is resilient and user friendly. Though this product is designed to roll, it is built with minimal bounce.

**Catching the Raz**

The shape takes away the thumb and pinky element. When the Raz hits the palm of the hand, it naturally closes around the Raz.

**Throwing the Raz**

The Raz can be effectively thrown in a variety of ways, encouraging throwing technique and creativity.

**• Overhand**

Working out the flutter is a great way to develop technique. Flutter is the end-over-end motion when thrown out of balance. Proper motion of the arm with a smooth release gives the Raz the centrifugal movement it needs to achieve an appealing velocity.

**• Underhand**

This is a good method in teaching young throwers how to create effective rotation on the Raz.

**• Disk**

Throwing the Raz like a disc is another way to promote technique with a device that is a little more under control. The disc motion is a natural way to teach that good rotation.

**Other product applications:****• Floor Hockey**

An ideal puck with no corners and soft structure promotes another level of safety. The density keeps the action close to the floor, yet the shape allows for good passing and shooting.

### • **Bowling**

Density, with speed, allows the Raz to knock over plastic pins with authority. Its centrifugal force, along with the ability to roll the Raz to curve, is a great simulation of traditional bowling.

### • **Handball**

The size and velocity of the Raz can give handball a new twist. Another option: play handball by rolling the Raz between two cones to score.



**Raz™ “L” Dazzle**  
*Kindergarten and 1st grade*

### **Getting Started**

Twelve or more students are needed to play. Have all the students form a large circle and spread out 2-arms-length apart.

### **Part 1**

Give 5 students a Raz ball. Make sure the Raz balls are spread out around the circle. The Physical Education teacher will choose the direction for the students to pass the Raz ball. The direction will be clockwise or counter clockwise. The teacher will secretly choose how many seconds the students will keep passing the Raz ball to the person next to them in the correct direction. The teacher will blow the whistle to get the passing started.

When time is up, the teacher will blow the whistle again and the students stop passing. The 5 students with the Raz balls will put their Raz ball on the floor and form another circle inside the bigger circle.

### **Part 2**

The teacher will spread out 3 Raz balls to the students in the outer circle and 2 Raz balls to the students in the inner circle. Again, the teacher will choose the direction and time for each circle and blow the whistle to start and stop play. The 2 students with the Raz ball in the inner circle make it to the center. The rest of the students form a large circle around the two students in the center. The teacher will spread out 4 Raz balls to the students in the outer circle and one Raz ball to the students in the center. The teacher will again choose a time and direction and blow the whistle

to start and stop play. The 5 students who hold a Raz ball when play stops will reach the final.

### **Part 3**

The 5 students in the final will form a circle again, 2-arms-lengths apart. The rest of the students will form a large circle around the 5 students and sit down. The teacher will choose the direction and secretly choose how many seconds will be played. The teacher will whisper the number of seconds to one of the students sitting down and then say, “pass it on”. The student will whisper the number to their neighbor and say, “pass it on,” until the message goes all the way around the circle. Then the students in the large circle yell all together, “Who is going to be the last one standing?” The 5 students in the center of the circle reply, “I am!” Then, the students and teacher will clap out together the secret seconds, counting out loud. The 5 students in the center then start passing the Raz ball. When the clapping stops, the person holding the Raz ball is the last to stand in the circle; all the other students will sit down.

### **Winning**

The student holding the Raz ball at the end wins the game. Then, all the students who are sitting will clap and cheer for the winning student.

**Raz™ Climb Time**  
*1st, 2nd, and 3rd grade*

### **Getting Started**

At least 12 students are needed to play. All of the students will line up on the base line under the same basket. The Physical Education teacher will have the students count “1, 2, 1, 2.” The “1’s” will be on one side of the basket and the “2’s” will be on the other side of the basket, on the base line.

### **Game Set Up**

The teacher will split each team in half and choose the space distance between the halves. Each team now has 2 lines. The players from both lines turn and face the space between them. If there are an odd number of players, the teacher will sub in to make the teams equal.

### **Starting Play**

One student from each team, who is standing next to the space, will get a Raz ball. The teacher will yell the question, “What time is it?” The students will reply, yelling “Climb Time!” Repeat once. The teacher will ask, “How do you spell climb?” The students reply, yelling “C-L-I-M-B!” After the students say the letter “B”, play begins.

### **Game Objective**

The student with the Raz ball will toss the Raz ball to the student who is standing across the space from her/him. If the student catches the Raz ball, the

thrower will run out to the free throw line to form one of two lines on their side of the court. The catcher becomes the thrower. If the student drops the Raz ball, then the thrower goes to the back of their line on the base line. The person who dropped the Raz ball will become the thrower.

### **Game Flow**

Play continues on the base line until there is one person left holding the Raz ball. The rest of the players on their team will have formed the 2 lines facing each other at the free throw line on their side of the court. The player with the Raz ball will check and make sure the sides are even, the players are facing the right direction, and the space distance between the 2 lines is correct. If everything is right, that player will then take their place at the back of the line that makes both sides equal. From the back of the line, the Raz ball will be handed forward, one player at a time, to the player next to the space. The player that gets the Raz ball at the space can pass the Raz ball to his/her team across the space and play continues. This process repeats for the center court line, and the next free throw line.

### **Winning**

The first team to successfully get 1 player to the base line across court wins.

### ***Raz™ Race***

*Kindergarten, 1st, 2nd, and 3rd grade*

### **Getting started**

Eight or more students are needed to play. Divide the group into 2 equal teams. The Physical Education teacher can sub in to make the teams equal.

### **Game Set Up**

At the same end of the gym, both teams will line up in a single file line, perpendicular to the base line. Make sure to give both teams plenty of space. All players need to face the open court. Each team will have one Raz ball. The players at the back of the line will get the Raz ball. All of the other players, except for the players with the Raz ball, will spread their feet as wide as they can.

### **Starting Play**

The teacher will blow the whistle to start the game. After the teacher blows the whistle, the players with the Raz ball roll the Raz ball, on its side on the ground, between the feet of their team. The object is to roll the Raz ball to the player in front of the line. Sometimes the Raz ball falls short of making it to the player in front.

### **Game Flow**

The player who picks up the Raz ball stays where

they are and becomes the player at the back of the line. The players in front of the player with the Raz ball stay where they are. The players behind the player with the Raz ball move to the front of the line.

### **Game Objective**

As the Raz ball is picked up and the players continue to move forward, the whole line will move across the court. The 2 teams will race their lines to the wall on the other side of the court. If the Raz ball goes outside the feet of the players or goes beyond the front player, the player in front must go get the Raz ball. This player then goes to the back of the line and the other players stay where they are. This time the line does not move. Play continues for both teams, as fast as they can form their new lines.

### **Winning**

The team that runs their line into the wall on the other side of the court wins.

### ***Raz™ Tag***

*3rd grade and older*

### **Getting Started**

Eight or more students are needed to play. Define the court boundaries. Divide the group into 2 equal teams. One team will line up on the base line on one side of the court, and the other team on the base line of the other side of the court.

### **Game Set Up**

Each player in the lines will be assigned a number. Make sure there are at least 2 students who have the same number on each team. For example, if there are 9 players on each team, the students count "1-2-3, 1-2-3, 1-2-3". Three players will be group #1, 3 players will be group #2 and 3 players will be group #3. An extra player can sub in for any number group, but one person from that number group must stay in line so the groups are equal on the playing floor.

### **Starting Play**

To start play, the Physical Education teacher will throw the Raz ball to one side of the court and yell out a group number. This number group from each team will run to the open court. One player will pick up the Raz ball for their team. By running with, rolling and/or passing the Raz ball to the other players on their team, the object is to advance the Raz ball to the base line opposite from your team's starting point.

### **Playing Defense**

The players on defense can do 2 things: intercept the Raz ball and become the offensive team; or tag the players on the offensive team. When the Raz ball is intercepted, the defensive team becomes the offensive team and the offensive team becomes the

defensive team. Remember, the team must advance the Raz ball to the base line opposite their starting point. When an offensive team player is tagged by a defensive player, the offensive player must stand where they are tagged. Before they can move their feet and continue play, another player on their team must tag them or they must catch the Raz ball. If a player's feet move before catching the Raz ball, the player continues to remain still and must pass the Raz ball from where they stand. If the person with the Raz ball is tagged or the Raz ball goes out of bounds, play stops and the Raz ball is handed to the teacher. The players return to their home base line. The teacher will then throw the Raz ball again and call out a new number group.

### **Penalties**

Hitting, pushing, and/or grabbing is not allowed. The guilty player stands by the teacher. The 2 groups go back to their home base line. The player standing by the teacher must stay out the next time his/her group number is called. This means that the team group with the penalty, for one turn, must play short one player. The team group playing against the team with one player short will get the Raz ball first. When that session of play is over, the player with the penalty can return to their home base line and join their group.

### **Winning**

Each time a team reaches the opposite base line with the Raz ball, 1 point is earned for their team. After scoring a point, the players hand the Raz ball to the teacher and return to their home base line. The team with the most points after the set time limit wins.

**Raz™ Jaz**  
*3rd grade and older*

### **Getting Started**

Raz Jaz is a base running game. Three to 5 players require 2 bases. Six or more players require 3 bases. Set up the bases with the distance between the bases matching the students throwing ability. If no bases are available, use floor tape, be creative with existing floor lines, or simply create or use existing landmarks. Each player represents their own team.

### **Game Set Up**

Put 1 player at each base; these players are called the "throwers". The rest of the players choose a base to stand on. These players are called the "runners". No more than 2 runners can start on the same base at the same time.

### **Starting Play**

The throwers throw the Raz ball back and forth. The throwers are allowed to move around and tag the runners with the Raz ball. The runners try to run to

another base without being tagged by the Raz ball.

### **Safe Factors**

The runners must have their foot on the base or touch another person who has their foot on the base to be safe from a tag. If there are three or more runners on a base, then that base is no longer safe. The base remains unsafe until one player on that base reaches another base safely. The thrower can tag any number of runners at any time. Throwing the Raz ball at the runners does not count as a tag. The runners try to safely reach 10 bases without being tagged.

### **Scoring**

If any number of bases is safely reached by a player, up to 9 bases, and that player gets tagged by the Raz ball, the player loses their base count. Example: I have reached 7 bases safely. I get tagged by a thrower with the Raz ball before reaching another base safely. I must start my base count over, beginning at 0. The runner who safely reaches 10 bases earns 1 point. Once a point is earned, it is kept for the duration of the game.

### **Changing Positions**

Throwers and runners can switch at any time during the game or the Physical Education teacher can monitor the switches, so the players share equal time throwing and running. New throwers lose their base count but keep their points.

### **Winning**

The players agree on the number of points earned needed to win.

**Raz™**  
*Official Rules*

### **Requirements**

The minimum number of players required to play the game is 4. The maximum number of players is limited only by the size of the playing field. Each team on the playing field must be equal in strength. However, they may have reserve members on the sideline that may be substituted into the game during a split or a line up (defined later in the rules). The playing area is defined by mutual agreement between the two participating teams prior to the start of play.

### **Starting Play**

Place the Raz in the center of the playing area on the ground. All players, but 2, spread out over the playing area and stand still. The 2 players face each other with the Raz between them and crouch down and place one hand on the ground and one hand beside the Raz. Their hands must be opposite each other beside the Raz. At the whistle, they place the hand that is beside the Raz on top of the Raz. The

player to get their hand on top of the Raz first, wins possession. The player picks the Raz up and starts play. This action of starting play is called a “split”.

### **Movement**

The player who obtains the Raz can run with and/or pass the Raz. At this time, all players can move anywhere in the playing area. Defense defends against the pass. Offense tries to complete a pass to another player on their team. Running with the Raz is allowed at any time. The offensive player with the Raz will have the “9 Raz rule” (defined later in the rules) to attempt a pass. If the pass is not attempted in this time frame, play stops and a split is performed.

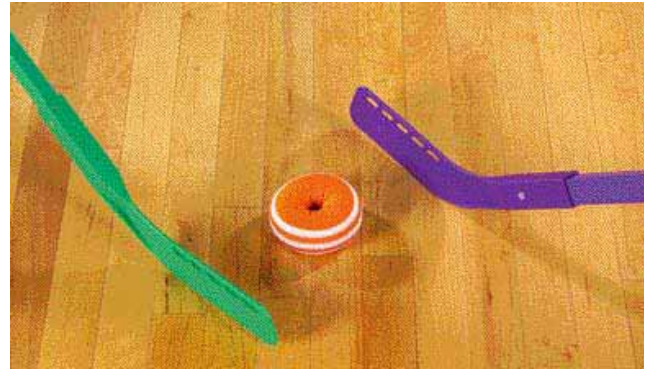
### **Passing**

The receiver of a pass must catch or touch the Raz with their hand before it hits the ground. Should the Raz hit the ground before an offensive player touches it, the defensive team takes control of the Raz and now becomes the offensive team and play continues (under these conditions no line up is required, defined later in the rules). A completion of a pass is counted when the Raz is caught within the area below the shoulder and above the waist. Catching the Raz outside the body in the area between the shoulder and the waist is also considered a completion. Moving the area between the shoulder and the knees up and down by jumping and bending the knees is allowed to achieve a completion, as long as the player is standing after catching the Raz. There is no completion when the Raz is caught above the shoulders and below the waist, or if the player is not standing after making the catch. However, the offensive team retains possession. A pass that is touched by the offensive team where the Raz goes to the ground, allows the offense to retain possession and play continues (under these conditions no line up is required, defined later in the rules). Throwing the Raz back to the player you received it from is allowed but is not considered a completion, even if the pass is caught between the shoulder and the waist. The third pass that is a completion during a teams’ possession is called a “scoring pass,” and they are awarded a point. After the point is scored, play is stopped and a split is performed. Before the split, teams are allowed to huddle and form strategies and plays for offense and defense.

### **Defending**

Only one defender at a time can guard the player with the Raz. Switching the defender that is guarding a player with the Raz is allowed. Two or more players guarding a player without the Raz is also allowed. The “9 Raz rule” limits the amount of time that the offensive player can hold on to the Raz. The defensive player who is guarding the player with the Raz will count out loud, “1 Raz, 2 Raz, 3 Raz, 4 Raz, 5 Raz, 6 Raz, 7 Raz, 8 Raz, and 9 Raz”. The player

with the Raz has until “9 Raz” to pass the Raz. If the pass is not made, play stops, and a split is performed.



### **Turnovers that Force a Line Up**

A turnover is caused by one of the following conditions: when the Raz goes out of bounds; when a pass is caught or touched by a defensive player; or when the Raz is touched by a defensive player while in the offensive player’s hand. When such a turnover occurs, all play stops and the Raz is placed on the ground at the point of losing possession. The defending team, now the new offensive team, selects a team member to retrieve the grounded Raz and the remainder of both teams all line up in a single line in the center of the playing area. The Raz is picked up by the new offensive team member. When he or she picks up the Raz, play is restarted. At this time, all players are free to move anywhere in the playing area. This method of continuing play is called a “line up”. (Hint: Your team can use predetermined plays at this time.)

### **Penalties**

Light contact is permitted, but heavy contact is a penalty. Other forms of penalties are: purposely blocking the path of other players, pushing or grabbing players, 2 defensive players guarding an offensive player who has the Raz; handing the Raz to a player on your team; kicking the Raz. If the penalty is committed by the offensive team, the Raz is placed on the ground and a line up is performed. That team loses possession. If the penalty is committed by the defensive team, 1 point is awarded the offensive team and a split is performed.

### **Winning**

Winning is established on a time or point basis. On the time basis, the team that is ahead after a given time period wins (if the score is tied, continue play and next point wins). On the point basis, the first team to reach 8 points wins. Also, if a team goes ahead by 4 points, during point basis play, that team is declared the winner.



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