**EPS et anglais**

[**Cycle 2**](#cycle2)

**Conduire et maitriser un affrontement collectif ou interindividuel**

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| Jeu collectif indien : Kho-Kho Game | Fiche de jeu [« Kho-Kho Game »](https://stocad.ac-nantes.fr/index.php/s/MWYS2dzwGwRGioi) |

**Eléments linguistiques :**

*The running or chasing side is decided by the toss.*

*A team consists of 12 players in which two teams of 9 playing members play against each other alternately in four turns or quarters of 9 minute each.*

*‘Chaser‘ team takes a sitting position in the cross lanes with opposite back in 8 squares and one player stands near the pole.*

*Runner tram sends players for running.*

*While other runners will wait for their turn in entry zone area. Chaser team attempts to catch the running players while passing on Kho from one player to another.*

*Chaser player can only move in one direction without crossing the central lane.*

*The points are awarded by the legal touch of chaser player to the running players.*

*An additional inning shall be played in case of equal points where time is compared to make 1 player out.*