



THE RULES

1. All teams must be co-ed and consist of 6 to 8 players, at least two of whom are the opposite sex. Teams that do not utilize all members during play will be assessed a penalty.
2. During play, there will be 2 referees who will be stationed at the end of the centerline, to help facilitate the game. Referees start the game, confirm hits and catches, and count ball possession time.
3. Each team can only have 5 players on the court at one time. Substitutions must be made in-between game play, not during an actual match.
4. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush, you may only grab the balls to your right. Please note, during final and semi-final games, this rule will NOT be in effect. It will be a ball free-for-all.
5. Players who obtain balls during the opening rush must first touch the back wall or base line on their side before throwing the ball at opposing team players. Please note, during final and semi-final games, players will start on the centerline with balls on the back base line of each side.
6. You are out if 1) you step on or over a sideline or centerline 2) a thrown live ball hits your body or 3) you throw a live ball and it is caught by an opponent.
7. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out.
8. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
9. If you are out, line up on the side in the order you got out (think of it as being in an “resurrection” line). If your teammate catches a ball, the player at the start of your team’s resurrection line comes back into play after touching the wall (the teammate must be in the line at the time of the catch to be eligible to be brought back in).
10. Holding a ball during play is known as stalling. It will be up to the Refs discretion if a player is stalling. If so, stalled balls need to be rolled over immediately to the other team.
11. Each team will play twice, for 10 minutes each. During that time, the best 2 out of 3 wins. If still in play at the end of 10 minutes, the team with the most points wins. If teams are tied and have not started the third game, teams will go to a “Showdown”. Each team will have 2 players on the court and 2 balls will be lined up on the centerline. The team that gets the first player out, wins. Please note, the centerline is dissolved during a Showdown.



THE TERMS

DEAD BALL: A ball that hits an object, surface, or teammate before the player, or a ball declared as a dead ball by the referee.

LIVE BALL: A ball that has been activated.

MATCH: A match is a series of games played against a team.

RAP: When a player makes a catch using another surface or object (ground, wall, teammate).

IN: Being eligible to participate in the game on court.

OUT: Being ineligible to play in the game as a result of being hit, caught, or being out of bounds.

OPENING RUSH: When players approach the centerline to retrieve the balls at the signal of the referee.

STALLED BALL: When a player holds onto a ball for too long without play. When called, ball is given to the other team.

FULL CONTROL: A player is in full control of a ball if he is able to release the ball in an obvious and deliberate action.

RESET: An attempt to stop the ball count in order to prolong possession. Any ball thrown above 6FT, or clearly out of reach of every live player on an opposing team is a dead ball, and must be turned over.

REACH: Regarding resets, one relative arm's length from a defending player's torso, plus any evasive motions of the player.