



## General Rules of Play & Conduct

### **GOLDEN RULE**

Any malicious play during the course of the tournament will not be tolerated and may lead to the player or team expulsion. Remember, we are all out here for fun, not to hurt each other!

### **THE TEAM**

Teams shall consist of a minimum of six (6) players and maximum of ten (10) players. Each team will be allowed two (2) players under the age of 18; all others must be at least 18 years of age. Six (6) players will compete on a side; others will be available as substitutes.

### **THE FIELD**

The games will be played indoors on a rectangular-shaped field measuring at least 50 feet long by 30 feet wide, divided into two (2) equal sections by a mid-line. Attack lines will run parallel to the mid-line at a distance of three (3) meters on each side.

### **THE EQUIPMENT**

The official ball used in the tournament will be an 8.5" rubber ball.

### **THE GAME/ELIMINATIONS**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. Dropping a HELD ball after trying to block an incoming ball with it (held ball must hit the ground)
4. Crossing the centerline into the opposing team's field of play during the opening rush.
5. Attacking from in front of the nine meter attack line. Attacker's toe may be on the line but may not be over.

*Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).*

### **BOUNDARIES**

During play, all players must remain within the boundary lines. Players may leave the boundaries only through their end-line to retrieve stray balls. You are then determined a "non-target" and cannot be eliminated or eliminate others until you return to the field of play. You must re-enter the field of play at the end line and in a timely manner.

### **THE OPENING RUSH**

Each game will begin by placing the balls along the centerline – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the game. Teams may only retrieve the three (3) balls to their RIGHT of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can legally be thrown.

### **RE-ENTRY**

Eliminated players must stand behind their end-line, off the field of play. A player that has been eliminated may re-enter a game when:

1. A LIVE ball thrown by the opposing team is caught by a teammate. At this time, one (1) eliminated player may re-enter the game.
2. A new game or match begins.

### **TIMING AND WINNING A GAME**

Games will consist of match play. Match play consists of three (3) games. There will be a five-minute time limit for each game. The first team to legally eliminate all opposing players will be declared the winner. If neither team has been eliminated at the end of the five minutes, the team with the greater number of players remaining will be declared the winner. If the same number of players remain on each side, a two-minute sudden death period will occur between the players that remain in the game (players who were eliminated prior to the end of the game may not re-enter at any time during sudden death). The first team to eliminate a player in sudden death wins that game. All games are played, regardless of who wins the first two. Points will be awarded for each match based on the following:

1. Winner of each game will receive one (1) point per game (three available points per match).
2. The winner of each match (win at least two games) will receive an additional one (1) point.
3. If one team records a shut-out (wins all three games within a match), that team will receive an additional one (1) point.

### **TIME-OUTS AND SUBSTITUTIONS**

Each team will be allowed one (1) 30-second timeout per game. At this time, a team may substitute players into the game (players who have already been eliminated from the current game may not be used as substitutes).

### **VIOLATIONS**

1. Stalling – Stalling will not be allowed. Held balls must be thrown within ten (10) seconds, to keep game play moving. Violations will also be called if a team in the lead controls all six (6) balls on their side of the court for more than five (5) seconds (this rule also applies when the game is currently tied).
2. Head Shots – Head shots will not be allowed. It is only considered a head shot if the player who is hit with the ball is in an upright position when hit. Balls that deflect off teammates or other balls are not considered head shots. The player who is hit with a head shot will not be eliminated from the game. The individual throwing the head shot will be eliminated but may re-enter on a caught ball by a teammate.

### **RULE ENFORCEMENT**

Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a Field Monitor. The Field Monitor's responsibility will be to rule on any situation in which teams cannot agree.

THE FIELD MONITOR'S DECISION IS FINAL - NO EXCEPTIONS!



## **ADDITIONAL CO-REC DIVISION RULES**

### **PARTICIPANTS**

Each team must begin play with a minimum of two (2) players of each gender on the playing field.

### **EQUIPMENT**

The game will begin with two (2) 8.5" balls and one (1) 6" ball on each side of the center hash. Male players may only use the 6" balls when all of the opposing team's females have been eliminated. If a male throws a 6" ball before this occurs, he will be eliminated. Females may throw either size ball at any time.