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### GAME TIME IS FORFEIT TIME!

**PLAYERS:** Each team will consist of 6 players. Coed teams will be comprised of 3 men and 3 women. You need a minimum of 5 players to start a game (3/2 for co-ed). Rosters are final as of the *day before* first scheduled game.

**THE MATCH:** Matches will be best- of-11 games.

**THE COURT:** Players are not allowed to leave court boundaries or climb walls to escape a thrown ball. If a player does so, they will be eliminated from the game. The only reason a player is allowed to leave court boundaries, is to retrieve a ball when it is their possession. Only one player can leave court boundaries to retrieve a ball that has gone out of bounds. If players touch or cross the center line (besides on the opening whistle) they are out and if a ball was thrown simultaneously it is considered dead. Once players on your team have been eliminated from the game, they may retrieve balls for your team.

**START OF THE GAME:** Captains will shoot for home/away. Home team will get to choose which side of the court they start on. Teams will switch sides between each game. The game will start with four balls lined up on center court. Teams will start **behind** the backline of the court touching the backwall. On the officials command, teams will rush center court to retrieve the balls. **Balls must be taken back to the designated line** before they can be thrown at the opposing team. If a player crosses the center line to retrieve the ball = turnover. Any other time players touch or cross the center line they are out and if a ball was thrown simultaneously it is considered dead.

### A PLAYER IS OUT WHEN:

- When they are struck with the ball from the shoulders down. If the ball touches the ground, wall, staff member or other permanent object before it hits the player, they remain in the game. If a player is hit in the neck or head first, they remain in the game. However, if the ball hits a player in the head or neck due to the player ducking, the receiving player is out.
- If the ball strikes two players in succession, without first hitting the ground, wall, staff member or other permanent object then both players are out.
- When the receiving team catches the ball cleanly. If the ball hits Player A on the receiving team then the ball is caught by Player B, the thrower is out and Player A remains in the game.
- When a player from the receiving team catches the ball that that was thrown at them, the thrower is out and the receiving team may have one player from their team return to the game. The returning player must be the player that has been sitting on the sideline the longest.
  - For this rule to take effect: The ball must be caught clean. If the ball is bobbled, the receiver is out. A Bobble is considered any ball once touched by a player that hits the ground, ceiling, wall or ANYTHING BESIDES a player, before it is caught. If the receiver is hit by the ball or touches the ball and catches the ball before it touches the ground, ceiling, wall or other permanent object, this counts as a catch.
  - A ball caught off the wall does not count as a catch.
  - If a player attempts to catch the ball and the ball becomes trapped between the floor and the catcher's hands it does not count as an out or a catch. It becomes the receiving team's ball.
  - If the receiver attempts to catch a thrown ball but drops it, the receiver is out.
  - If no players have been eliminated, this return player does NOT act as a "credit".
  - **NO SUICIDE THROWS.** A suicide throw happens when a throw jumps over the centerline, throws the ball, hits the opponent, and lands on the opponent's side of the court. **If this happens only the thrower will be deemed out.**

All players who are eliminated must leave the playing boundaries and may not re-enter the game as a sub.

### POSSESSION CHANGES:

- After a throw, the receiving team gains possession of the ball. If the ball rolls, bounces etc. back to the throwing team, the ball remains in throwing team's possession.

**PLAYER SUBSTITUTIONS:** All substitutions must take place between games unless it is to replace an injured player.

**TIME OUTS:** There will be no time outs.

**BLOCKING:** The defender may block a live Ball A with another Ball B. Ball A is still a live ball until it hits the ground, wall, staff member or other permanent object. If Ball B is dropped as a result of contact from Ball A, then the receiver is out. If Ball A hits the player's hand, the receiver is out.