Weaverball is a game that is played with an unlimited amount of players. It is played on a field much like a soccer field. The skills of catching, throwing, running and shooting at a target are utilized in Weaverball.

Equipment needed: 2 cones, 2 softballs, 1 playground ball for throwing at the target.

Object of the game: To knock the softball off of the opponent’s cone by throwing a rubber ball at the cone while remaining outside of the scoring area and within the field of play. Each knockdown is worth one point.

Start-up: The team wearing the vests starts with the ball at the center of the field. All players need to start at the centerline.

Play: The ball is moved up and down the field by throwing and catching the ball. Players may not run with the ball, but may take a few steps after catching a pass on the run. If the player is stationary when they catch a pass they are not allowed to take any steps. Players may pivot on one foot while holding the ball. If they use two feet, traveling is called and a turnover results. A player may not kick the ball. In the event of a loose ball (the ball is not caught on a fly or it touches the ground) then the first player to touch the ball gets possession and continues playing. After a team scores a point by knocking the ball off the cone, then the defending team brings the ball to the center line and starts the game again with a throw. It is the responsibility of the offensive team to replace the softball after a goal is made.

Defensive Play: An offensive player may hold the ball for 7 seconds. The defensive player must count out loud, (one thousand one, one thousand two, etc. up to 7000) if the player still has the ball, the defensive player gets the ball. Only one opponent may guard a player but no contact should ever be made between players.

Additional Rules: No one may go into the scoring area. If the ball stops in this area then the defensive team gets the ball. If a ball goes out of bounds (crossing sidelines or end lines) a turnover results and the opponent inbounds the ball with a soccer throw in. A soccer throw involves an overhead pass with two hands on the ball and both feet must be in contact with the ground. Failure to do so results in a turnover.

Any dangerous play will result in being removed from the game (tripping, tackling, pushing etc.) will not be allowed.