

Eclipse Ball

Object of the Game:

- The object of the game is to score 21 points. Points are won by the serving team except in a "Play-It" situation. Games must be won by at least 3 points.

To Begin:

- Typically there are 4 to 6 players per team.
- A volley should be played for the serve. To start a volley the ball should be tossed underhand from one side to the other and the ball must then go over the net at least 3 times for the volley to be good. Whichever team wins the volley wins the serve.

The Serve

- All serves must be underhand and should be taken from the back right corner.
- The server has only one chance to get the ball over the net and in bounds, however one second chance is allowed in a lifetime, so be honest.
- A serve is good if it hits the net and goes over.

Service Return:

- A tennis racquet is used in this game to return the ball, however it is not against the rules for a player to use their hands, head, feet or body to keep the ball in play.
- It is against the rules to catch the ball and throw it.
- Players cannot score on a double hit, this is to discourage setting themselves up for a slam, however other players may set you up. Team work and passing is encouraged.
- During play the ball is allowed to bounce once in bounds any number of times, and is allowed to bounce 2 times in bounds, once per side, per volley.
- A second double bounce results in a loss of serve or a score.
- A player may not cross over or under the net.
- A player or his/her racquet may not touch the net.

Recovery:

- If the ball lands in bounds and then enters another court, it is automatically a dead ball. The team who hit is out either loss of serve or it is a score for the other team. (This is for Safety)
- On the wall side of the court, if the ball lands in bounds and then out of bounds, the team trying to recover the ball can still play it. The above rules for the number of bounces allowed apply.

"Play-It" Situation:

- A "Play-It" situation is possible when one of the teams is at fault and the opposite team wishes to keep the ball in play.
- Each time that one team is at fault members of the opposite team have the option of returning the ball and shouting "Play-It!". This alerts all players that the ball is still in play and is worth 2 points.
- Both teams have the opportunity to rack up points on a "Play-It".
- More than 1 "Play-It" can be called on a single volley. (Points 2, 4, 6, 8, etc.)
- "Play-Its" are not allowed on serves.

Summary of Rules and Scoring:

- The serve is won by volley in the first game, thereafter the team that lost the previous game serves first.
- The serve should be taken from the back right corner and is always underhand.
- Only the serving team can score, except in "Play-It" situations. Questionable calls are either called in favor of the underdog or are served over.
- A ball that lands on the line is always in.
- Balls that hit the net and go over at any time in a game are always good. (Including a serve.)
- Player's rotation is like that in volleyball. (clockwise)
- Games are to 21 points, half games are to 11, and a skunk is 11-0, very rare! (Usually the winner is determined by the best 2 out of 3 games.)
- Teams must win by a minimum of 3 points, and must call "Game Point!" when serving the game point.
- A player cannot score on a double hit but play continues.
- The ball can bounce in bounds once any number of times between hits (with a maximum of 2 consecutive hits per player).
- The ball can bounce twice in bounds one time per side per volley.
- The ball can be handled 2 times in bounds by a player before passing it.
- A player must not enter the opposite team's court in any way to recover the ball.
- If a team **fails to call** "Play-It" on an Opposite team's fault, and keeps the ball in play, the game is continued as usual, with only the serving team being able to score.
- A "Play-It!" call adds 2 points to the team winning the volley for each time that it is used.
- Rule violations must be called by the opposite team. This is not like volleyball. If you do not know the rules, you can not make a call. If you hit a ball after an error is committed the ball is live and the game continues.
- A match is won by the team that wins the best 2 out of 3 games.