ECLIPSE BALL™ RULES

AMERICA’S HOTTEST NEW RACQUET AND BALL SPORT

EQUIPMENT AND SPACE:
1 Eclipse Ball® ball, 1 racquet per player, Eclipse Ball® or volleyball net. Volleyball sized court, indoors or outdoors. A women’s height net will be used.

GAME RULES
1. Teams of 4 players per side, on a volleyball sized court with net. The minimum number of players to start is 2. Open rules allow any number of men and/or women to compete. Co-rec rules require teams to have at least half of the team members on the court be female. There are no varsity athlete eligibility restrictions.

2. Volley for serve, a team member throws the ball over the net and the volley begins, the ball must pass over the net 3 times before the volley can be won. The winning team serves, thereafter the team that lost the previous game serves first.

3. The serve must be made from the volleyball endline. In Eclipse Ball® the ball is always served underhand.

4. There is only one second chance in a lifetime on the serve.

5. If the ball goes over the net and is inbounds, it is good regardless if it touches the net or not.

6. In Eclipse ball®, on the line is always inbounds.

7. Only the serving team can score, except in a "Play it!" situation. If a play is in question there is usually a re-serve, or the rule is in favor of the underdog.

8. Players rotate when the service is won; rotation is clockwise, as in volleyball.

9. Games are to 21 points, half games are to 11; a skunk is 11 to 0. The game must be won by 3 points and "Game point!" must be called when the winning point is served.

10. Players may not score on a double hit, (setting themselves up), however, another player can set them up.

11. The ball can bounce inbounds once any number of times between hits, with only 2 consecutive hits per player. Passing of the ball between players is unlimited.

12. The ball can bounce twice inbounds, one time, per side, per volley, the second double bounce results in a loss of serve or point, depending on which team was at fault.
13. For recovery the teams have 3 consecutive bounces and 3 consecutive hits to bring out of bounds balls under control and back into play.

14. Players must not go under the net or in any way enter the other team's court.

15. If a team fails to call "Play it!" on an opposing teams fault, and keeps the ball in play, the game is continued as usual, with only the serving team being able to score.

16. "Play it!" may be called by a team member, who decides to keep the ball in play, when the opposing team is at fault. The player calls "Play it!" as the ball passes over the net. The team winning the volley scores the points regardless of who served. "Play it!" points are worth 2 points instead of 1 and can accumulate by multiples of 2 each time there is a fault and "Play it!" is called.

**PLAYING**

The Eclipse Ball® ball is usually hit with the racquet. However, it is not against the rules for players to use their hands, heads, feet or other body parts to keep the ball in play. It is against the rules to catch the ball and throw it. Team work and passing the ball between players is encouraged.

During play the ball is allowed to bounce once in bounds, between hits any number of times, and to bounce 2 times in bounds, between hits, once per side, per volley. There is a one foot grace zone at the net and in the course of returning the ball a player must not break their wrist over the net.

Eclipse Ball® was created to have fun while playing a game that builds confidence. It is a game where the non-athletic player can be on a more equal status with the athletic. Eclipse Ball® it is a true coed sport. In Eclipse Ball® a light touch is as important to the strategy of winning as a fiercely hit return. It is a game designed to have the camaraderie of volleyball, the spontaneity of badminton, and the excitement of tennis, with rules designed with fun and action in mind. The fundamental ideas behind Eclipse Ball® are a desire for a game with vigorous volleys that aren't terminated easily and second chances that can extend play even longer. The "Play it" rule is a great addition for those who wish to add an extra edge to the game, when there are 2, 4, 6, 8, or more points on the line, the level of excitement really increases!

**RECOVERY**

In the case where a ball first hits inbounds and then lands out of bounds, the returning team has a grace of three bounces to put the ball back in play. Bounces off the wall, bleachers, etc. are counted. Once a player hits the out of bounds ball, their team has three additional bounces for each time it is hit, to gain recovery. If a wildly hit ball lands out of bounds on the opposite teams side, the same rules apply, however the players may not cross under the net or otherwise enter the opposing teams court. The other team may not touch or interfere in any way with the recovery. Note: a player recovering the ball may not handle or hit the ball more than 3 consecutive times out of bounds and 2 consecutive times in bounds.