

Fort Recovery Jubilee Battleground Shootout Rules

Section 1: Definitions

Live Ball A live ball is a ball that has been thrown and can get a player out.

Dead Ball A dead ball is a ball that can no longer get a player out.

Dead Object A dead object is anything that is not an active player in bounds or a live ball.

Active Player A player on the roster who is participating in a set.

Live Player A live player is an active player that is not out.

Out Player An out player is an active player that has been deemed out.

Entering Player An entering player is an active player that is in the process of reentering play.

Exiting Player An exiting player is an active player that is deemed out and in the process of returning to the queue.

Possession A ball is in possession of a team if it is within a team's half of the court. The ball does not have to be within the boundary lines to be in possession.

Control A ball is in control of a team if it is held by a live player.

Short-handed Starting a set with 1 less player on court.

Section 2: Participants

Rule 1: Team

1.1 A Team may have a minimum of 6 players and no more than 8 players on roster at the start of each match.

1.2 6 active players per team participate in a set. These 6 players must remain within the confined areas of court, player out queue or penalty area.

1.3 Any player from the team roster not active at the start of a set must remain within the substitution area.

Section 3: Playing Formats, Timing, and Scoring

Rule 2: Timing

2.1 Starting a Match

Both teams must be lined up for the opening rush at the scheduled time for the start of each match.

2.2 Match Clock

2.2.1 The match clock shall start with the start of the first game of each match.

- 2.2.2 During the Round Robin segment, the match clock will be 10 minutes.
- 2.2.2.1 Teams will have 5 minutes between matches to arrive at their next court.
- 2.2.3 The match clock shall only be stopped when the referee suspends play.
- 2.3 Tie-Breaking (Sudden Death)
- 2.3.1 If a winner cannot be determined after the end of regulation, the referees call “sudden death”, and the blocking rule (see Rule 11) is no longer in effect.
- 2.3.2 Sudden death takes place with whoever remains as a live player after regulation.

Rule 3: Scoring

- 3.1 Winning a Match
- 3.1.1 A match is won by the team scoring the most points.
- 3.1.2 A match can result in a draw if both teams have the same amount of points at the end of regular game time.
- 3.1.3 If the competition rules require a winning team, a tie-breaking set is played.
- 3.2 Winning a Set
- 3.2.1 A set is won, when a team has eliminated all players of the opposing team
- 3.2.2 Winning a set grants 1 point
- 3.2.3 Losing a set grants 0 points

Rule 4: Forfeits

- 4.1 When a team forfeits a set, the set ends immediately with the non-offending team winning the set.
- 4.2 When a team forfeits a match, the match ends immediately, with the non-offending team winning the match.

Section 4: Opening Rush

Rule 5: Ball Position

- 5.1 The balls are positioned on the center line, with two balls each and one additional ball rotating between each team at game start.

Rule 6: Beginning of Play

- 6.1 Play begins with all players positioned with one foot on the back line and the other foot inside the boundary lines.
- 6.2 The match officials will use the following procedure to start play:
 - (1) call teams to “Line Up” to order teams to take their places;
 - (2) verify each team is ready by calling “Team Ready” for each team;
 - (3) pause approximately 1 second and then blow the whistle to start play.
- 6.3 With start of play, all players become live players.

6.4 Players must be fully within the boundary lines before the first player touches a ball on the center line.

6.5 Playing Format

6.5.1 Players may only retrieve balls that are to the designated right center line area on their half.

6.5.2 Players may touch or cross the center line while retrieving those balls during the opening rush.

6.6 Ball Activation

6.6.1 Any balls retrieved during the opening rush, must fully cross the attack line to become a live ball.

6.6.2 Players may retrieve any balls placed on the center line once all their designated balls have been activated.

6.6.3 Players can reach over the center line to retrieve a ball, but their feet must remain on their half of the court.

Section 5: Throwing

Rule 7: Attempts

7.1 Balls may only be thrown by live players. A throw may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.

7.2 A throw must leave a player's hand. The thrown ball becomes a live ball once the player is no longer in contact with the ball.

7.3 Intentionally kicking or spiking (volleyball) a ball in an unsporting way will result in the offending player being deemed out.

7.4 A player must not throw a ball once play has stopped or after being deemed out. If a match official determines that this has been done in a flagrant or unnecessary manner,

(1) The offending player will receive a warning on the first offense.

(2) Second offense, the player will be disqualified for the duration of that game.

(3) Third offense, the player will be disqualified from the tournament.

7.5 A live ball becomes a dead ball once it touches another live ball, a surface or a dead object.

Rule 8: Advantage

8.1 Advantage is given to the team that is in possession of the majority of the balls in play.

8.2 Countdown

8.2.1 The team with advantage has 10 seconds to make an attempt. This time resets if any ball is thrown.

8.2.2 If a ball has not been thrown within 5 seconds of having advantage, the match officials will start an audible countdown.

8.2.3 If a ball has not been thrown within 10 seconds of having advantage, the offending team must forfeit all balls in their possession to the opposing team.

Section 6: Hitting

Rule 9: Outs

9.1 A live player shall be deemed out, when a live ball that hits them on any part of their body, including hair or on any part of their clothing and uniform, touches a dead object.

9.2 A hit player can continue to make valid actions until any live balls that hit them come in contact with a dead object.

9.3 Trap

9.3.1 Trapping is when a ball hits a dead object and a player simultaneously.

9.3.2 If a trap has occurred, the player is deemed safe and play continues.

Rule 10: Headshots

10.1 A headshot is any hit that makes first contact with a player's head.

10.2 A player is not considered out if

- (1) They are standing in a relaxed position, or
- (2) They are standing in a slightly crouched position.

10.3 A player is considered out if

- (1) Fully crouched,
- (2) In a 3 or 4 point stance,
- (3) The ball ricochet off of a blocking ball into head or face,
- (4) The ball hits any part of the players body before hitting their head

10.4 The following are not considered headshots

- (1) Shoulders,
- (2) Clavicle,
- (3) Trapezius,
- (4) Neck

10.5 Head Hunting

10.5.1 If a player has been deemed by an official to be intentionally attempting to hit other players in the head

- (1) First offense the player is issued a warning
- (2) Second offense the player is disqualified from the game
- (3) Third offense the player is disqualified from the tournament.

Rule 11: Exiting Players

11.1 An exiting player is a player who has been deemed out.

11.2 An exiting player must raise their hand over their head to indicate that they are out.

11.3 An exiting player must leave the playing area as quickly as possible over the nearest boundary line. They must then make their way to the player queue.

11.4 An exiting player takes position at the end of the queue behind any players that have been rendered out previously.

11.5 An exiting player must not intentionally impact play. If a match official determines that an exiting player has done so, they will issue a warning.

Section 7: Blocking

Rule 12: Blocking

12.1 A player can use one or more balls to block a live ball from hitting them.

12.2 A live ball remains a live ball after it has been blocked.

Rule 13: Disarming

13.1 When a player uses a ball to block a live ball and, as a result of that action, loses control of the blocking, they must regain control over it before it makes contact with any dead object or other player.

13.2 If a player does not regain control before a loose ball makes contact with any dead object or other player, that player is rendered out.

Section 8: Catching

Rule 14: Catching

14.1 A live ball may be caught by an opposing live player, rendering the throwing player out immediately after the catch is complete.

14.2 A catch is deemed complete, when

(1) the catching player is in control of the ball, and

(2) the catching player has at least two points of contact with the surface within the boundary lines.

14.3 When a ball comes into contact with a dead object before the catch is complete, the catching player is rendered out.

14.4 When a ball is caught, the first out player in, or on their way to the queue of the catching team is allowed to reenter the court. This player becomes an entering player.

14.5 A player is not allowed to use any part of his uniform to help them catch a live ball.

14.6 A live ball becomes a dead ball once it is caught.

14.7 When a live ball is caught after being deflected by one or more players of the catching team, those players will not be rendered out.

Rule 15: Out Players

15.1 An out player is a player who has been deemed out and is waiting in the queue to return to play.

15.2 Out players must not interfere with the path of any live ball.

Rule 16: Entering Players

16.1 An entering player is a player who is allowed to return to court after having previously been in the queue area.

16.2 An entering player must step into the playing area immediately over the back line. Once they make contact within the boundary lines with both feet, they immediately become a live player. If the player is deemed to delay their entry they forfeit their opportunity to put a player into play.

16.3 An entering player cannot be hit out or make any plays.

16.4 An entering player must not pick up any balls.

Rule 17: Out of Bounds

17.1 If any part of a player touches over a boundary line, they shall be considered out of bounds. If a player is touching, but not over, a boundary line, they are still in bounds.

17.2 If any part of a player touches a surface, dead object that is not a ball, or non-active player outside the boundary lines, they shall be considered out of bounds.

17.3 If any part of a player touches the opposing team's territory they shall be considered out of bounds.

17.4 If any part of the player touches the center line, they shall be considered out of bounds, except during the opening rush.

17.5 Any player who is considered out of bounds is deemed out immediately.

17.6 If a player steps out of bounds while making a play, it is up to the match officials' discretion if that play was completed before they stepped out of bounds.

Section 9: Simultaneous Play

Rule 18: Simultaneous Play

18.1 Simultaneous play occurs, when two or more plays happen at the same time and the match officials cannot determine which play was completed first.

18.2 Should there be simultaneous play, all results of the plays are resolved simultaneously.

18.3 Should simultaneous play result in all active players being deemed out, all results of the plays are voided.

Section 10: Injuries

Rule 19: Player Injury

19.1 Should a player become injured and requires immediate attention, the match officials shall call a timeout and stop play immediately.

19.2 If an injured player is unable to continue play, a team is allowed to substitute them for a player on the roster.

19.3 The substituted player may enter the game at the end of the queue.

19.4 If the substituted player was a live player, the first player in the queue is allowed to enter the court immediately.

19.5 If a player is replaced during a game, they may not participate in the match as an active player until the following set after the current set has concluded.

19.6 Match officials may substitute players at their discretion, if they determine that the player presents an unreasonable risk to themselves or others.

Rule 20: Blood Injury

20.1 If a participant is found bleeding or discovered to have blood on their uniform, match officials shall call a timeout and stop play immediately to allow treatment.

20.2 A player will not be allowed to participate any further in the set current and may only return to play once treatment has been administered there is no blood clearly visible on the player or their uniform.

20.3 Rules regarding a player's uniform may not be enforced should a blood injury require a player to change their uniform.

Section 11: Officiating

Rule 21: Officiating

21.1 Scorecard

21.1.1 At the end of every match the officials will accurately fill out the scorecard, retrieve signatures from both team captains, sign it themselves, and turn in to the tournament manager.

21.2 Ball entering play from a different court

21.2.1 If a ball from another court enters the court you are officiating, blow your whistle to stop play, return ball to appropriate court, and blow whistle again to resume play.

21.3 Gathering to make call

21.3.1 If an official deems it necessary to confirm a call or resolve a disputed call, the official will call for a meeting with the other official and, if present, line judges.

21.3.1.1 During the meeting, players from each team should return to their backline.

21.3.2 Any call made as a result of the meeting is final and game play will resume at the official's whistle.

21.4 Official Abuse

21.4.1 When officiating, you experience or witness a player refusing to acknowledge an official's call, excessively arguing against an official's call, or in any way attempting to intimidate an official, inform the tournament manager.

21.4.2 When the tournament manager has received information about a player acting in an unsportsmanlike manner, they will issue

- (1) A first offense of a warning,
- (2) A second offense of being disqualified from the game,
- (3) A third offense of being disqualified from the tournament.