

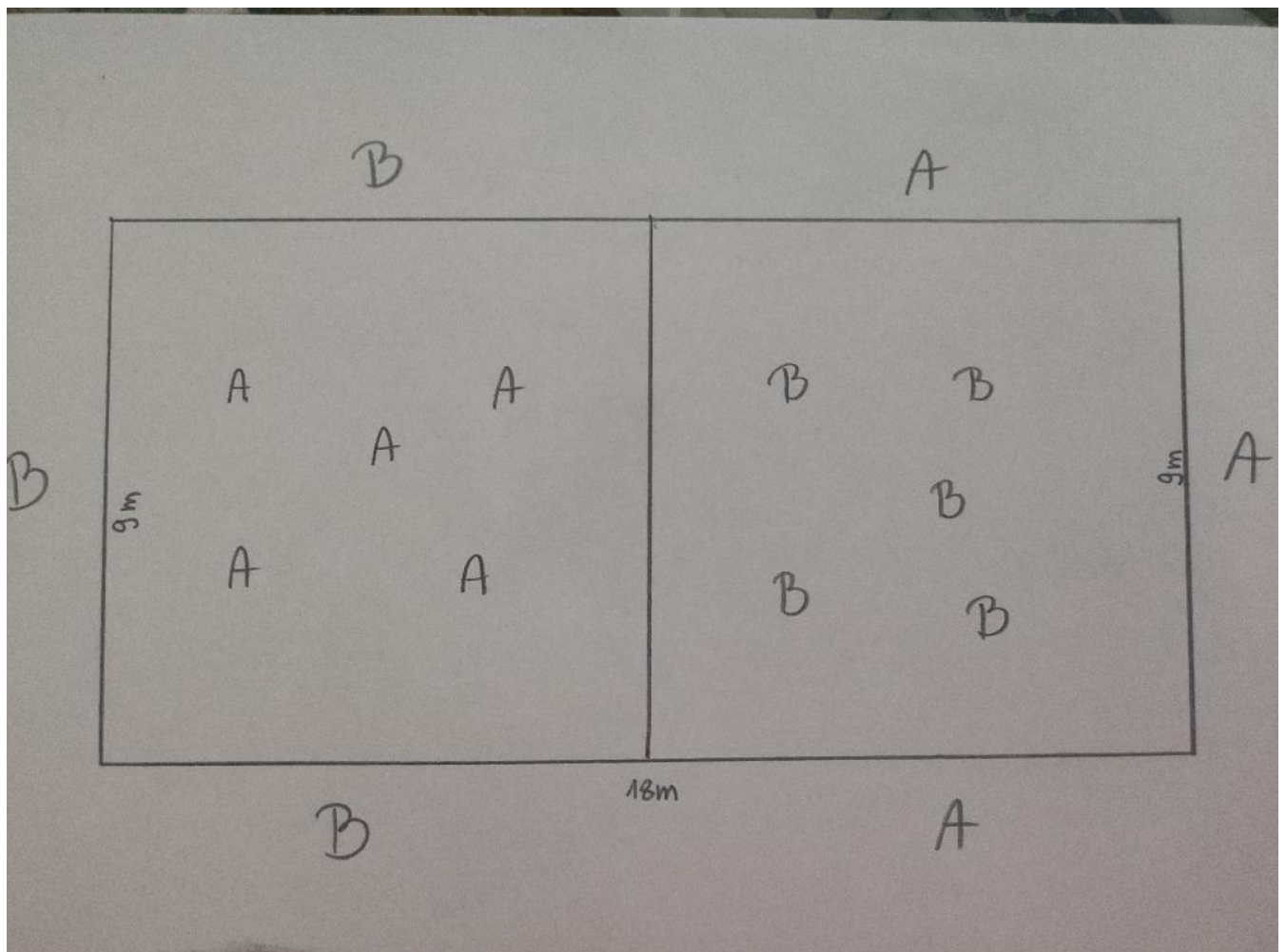
The game involves two teams : team A and team B with 8 players in each.

Field dimensions: 18m long and 9m wide, with a centre line in the middle of the length of the field dividing the field into two equal squares of 9m sides.

The game is played with a soft ball.

Teams position themselves in front of each other on the pitch with 5 players inside the pitch and 3 players flanking the opposing team's end line and sidelines.

The distribution of players of teams A and B in the schematic graphic:



The aim of the game is to hit as many people from the enemy team as possible in the given time. A hit occurs when a fly ball thrown by a player of one team towards a player of the opposing team touches a person on that team. A hit is counted as completed when the ball falls to the ground after touching a person. A hit is not scored when the ball first bounces off the ground. It is also not permitted to kick the ball.

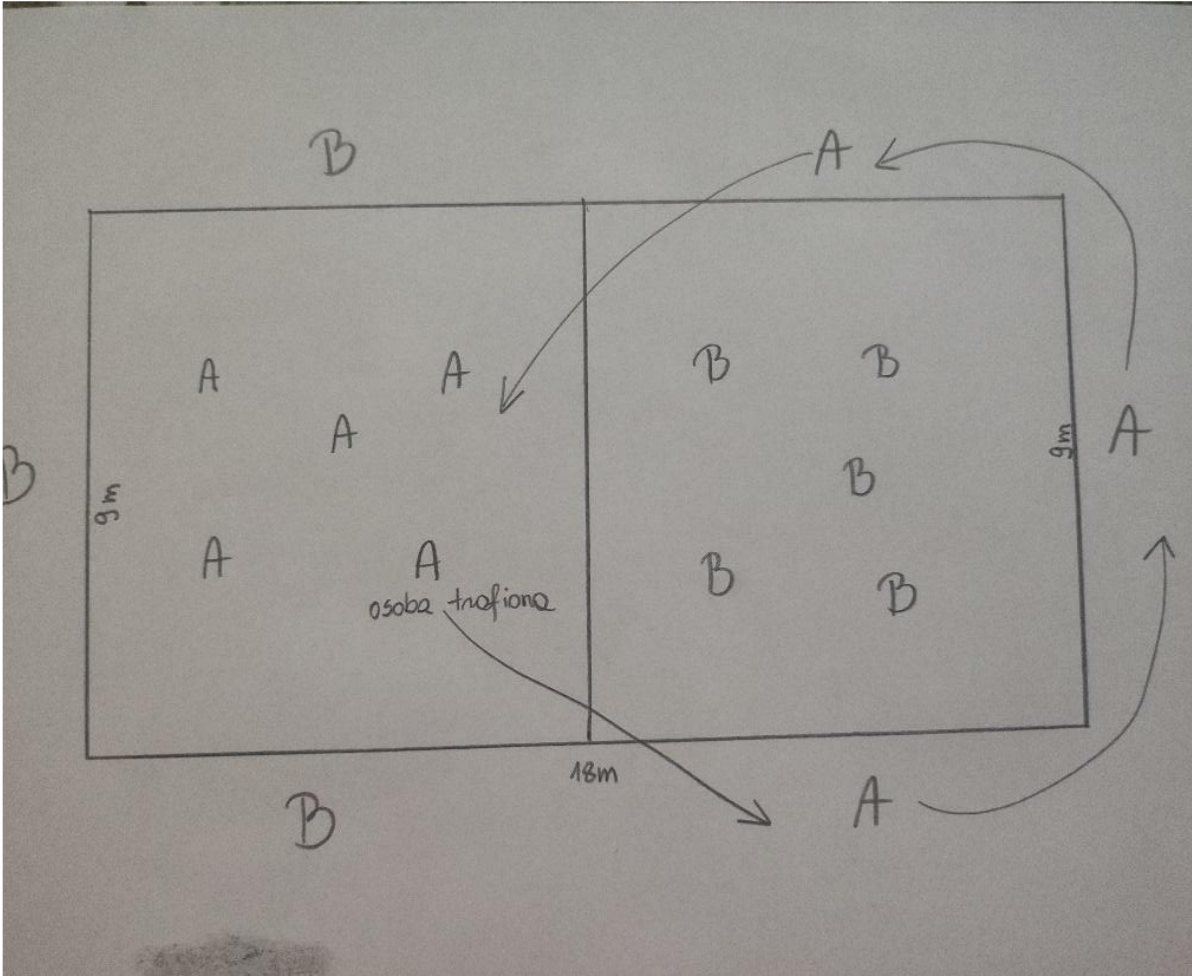
If the ball touches a person and the person standing next to them catches the ball, then a hit is not scored. If the ball touches two persons in a row and falls to the ground, only the first person is considered to have been hit.

TRANSITION AFTER A HIT (SCHEMATIC GRAPHIC BELOW)

The person hit with the ball moves to the right side of the opponent's court, that person who was standing behind the sideline on the opponent's right moves behind the end line, the person on the end line moves behind the sideline on the left, and that person who was standing on the left enters the court. In this way, we make rotational changes beyond the opponent's side and end lines. Once a person has been hit, the game continues with the team whose player has been hit.

You can throw and pass the ball to your team's players.

Diagram of transitions after a player is hit with the ball.



Of course, you can run away from the ball or catch it. However, it is not possible to run outside the designated playing area.

Players standing outside the lines marking the opponent's field of play may not enter the opponent's field, nor may they take the ball that is in the opponent's field; only when the ball goes outside the line may it be intercepted and a throw be made. In a situation of unauthorised passage into the opponent's field, the referee declares a foul and the ball is given to the opposing team.

The team that has been hit fewer times in the time allowed wins.

The refereeing service for the entire tournament is the responsibility of KU AZS UMB. There will be two referees at each match and they will count all the points. It is the referee who finally decides whether a player has been hit. The referee also determines a foul or an unregulated play by a player. In all other matters not covered by the rules, the main referee decides all matters of sportsmanship.

All participants take part at their own risk and will not make any claims against the organiser in the event of any random events occurring during the event.

All participants are obliged to read and comply with these rules and regulations.

Playing time: 10 minutes (the duration of the game may still change slightly depending on the number of teams registered)