

Eclipse Ball

- Court:** Regulation volleyball court and nets
Players: 2 – 6 players per team
Equipment: Plastic/wooden paddles or racquetball rackets
Eclipse balls
- Scoring:** 21 points ... must win by at least **three** points
Points are won by the serving team, except in **"Play-it"** situations

The Serve:

- Underhand serves only ... serve from a drop (the ball may not bounce first).
- A served ball that hits the net is playable.
- The server has only one chance to get the serve over the net.

Service Return:

- Return with paddle
- 3 hits maximum to get the ball back over the net
- The ball may bounce once between each hit
- **2 bounce rule:** each time the ball comes to your side of the net, you may let it bounce twice between one of the hits.
- **Double hits:** players are allowed to hit the ball twice in a row
- **Players cannot score on a double hit** ... this is to discourage a player setting him/herself up for a slam.

"Play-it" Situation:

- A **"play-it" situation** occurs when one team hits the ball out of bounds and the opposing team decides to keep the ball in play.
- **"Play-it"** is done to gamble for extra points or merely for the fun of extending a rally.
- If a ball is hit out and the **opponents** want to extend the rally, a player must yell "play-it." This alerts all players that the ball is still in play and worth **two points**.
- Once "play-it" is called, whichever team wins the extended rally earns two points.
- "Play-it" can be called numerous times on one rally. Every time the rally is extended adds two points to the value of the rally.
- *For example: Team A hits the ball out of bounds. Rather than catching it and serving for a new rally, a member of Team B calls, "play-it." The rally continues and is now worth two points to either team. If Team A hits the ball out on this extended rally, Team B can call, "play-it" again. Now the winner of the rally gets 4 points!*
- **Play-it is not allowed on serves.**

Summary of Rules and Scoring:

- The serve is made from the back of the court and must be underhand.
- Only the serving team can score except in "play-it" situations.

- A ball that lands on a line is “in.”
- Balls that hit the net and go over are good ... on the serve and during a rally.
- Players may not reach over the net to hit or block the ball.
- Players may not go under the net.
- Players may not touch the net while the ball is in play.
- Player rotation is like that in volleyball ... clockwise
- Teams must call “**game point**” when serving the game point or the serve is considered “no good.”
- The ball can bounce twice between hits one time each time the ball comes to your side of the net.
- A “play-it” call adds two points to the team winning the rally for each time it is used.