



eclipse ball™

AMERICA'S HOTTEST NEW RACQUET AND BALL SPORT

EQUIPMENT AND SPACE:

1 Eclipse Ball® ball, 1 Eclipse Ball® racquet per player, Eclipse Ball® or volley ball net. Volleyball sized court, indoors or out doors. The net is the same height as in volleyball.

INSTRUCTIONS

1. Choose teams — 4 to 6 players per side, on a volley ball sized court with net. Team size can be larger if space is increased, likewise if there are 1 or 2 players per side use a badminton size court. Players are highly encouraged to stay within their area, we recommend, 3 in front, 1 in the middle, and 2 in the back.
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 from 3/4 court or back, depending on size and the skill of the server 1/2 court is acceptable. 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 teams court.
15. If a team fails to call "Play it!" on an opposing team's 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.

ABOUT THE BALL

The idea for the black and white ball came from my Grandfather, who was a baseball pitcher in the early 1900s. In those days, he might use an old trick and smear black on part of the ball. This gave the pitched ball a corkscrewing appearance as it went spinning through the air. The black graphic patch on the Eclipse Ball® ball uses this unique visual effect to add fun and enjoyment to those watching and playing the Eclipse Ball® game.

We started playing Eclipse Ball® over 25 years ago on our front lawn. Its rules have evolved from vigorous volleys and dinner table debates, to this set of rules and thousands of kids and adults playing Eclipse Ball® in the United States and around the world. We hope you enjoy "Playing it!" and having fun as much as we still do!

WARRANTEE

There is a 1 year warrantee against manufacture defects, providing *Needle Ease™* ball valve lubricant is used when reinflating the ball. Balls will naturally become more elliptical with time, this only adds to the fun! Send all inquiries to *Eclipse Ball inc., P.O. Box 333, Grant, MI 49327* or www.eclipseball.com

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DONALD BENSON

Warning: Eclipse Ball® is a non-contact game as written in the rules and should be played as such. In any sport there is a possibility of injury. We encourage adult supervision when children are playing. Do not take part if you have consumed alcohol or other drugs. Those with heart or circulatory problems should consult a physician before playing. Great care has been taken in the writing of these rules, please read them carefully. Your purchase is an express waiver of any liability of Eclipse Ball® inc. . There are no other warranties, expressed or implied in the sale or use of this game.