

NITROBALL STUDY GUIDE

HISTORY:

- 1. NITROBALL WAS CREATED IN SUMMER OF 2005 IN SARASOTA, FLORIDA. AND WAS FIRST KNOWN AS "INVERTED VOLLEYBALL
- 2. CREATED BY PETER BOUCHER AND BECAME NITROBALL AT CANTON HIGH SCHOOL IN MASSACHUSETTS.

OBJECT:

SCORE MORE POINTS THAN THE OPPOSING TEAM BY PASSING, STRIKING, OR HITTING THE BALL OVER THE NET SO THE OPPONENTS CANNOT LEGALLY RETURN THE BALL.

NUMBER OF PLAYERS:

GENERAL GUIDELINES ARE 6-8 PLAYERS PER TEAM. CAN BE PLAYED WITH AS LITTLE AS 4 PLAYERS.

COURT SETUP

TYPICAL COURT MEASURES 78 FEET BY 36 FEET (SIZE OF A DOUBLES TENNIS COURT) WITH THE SERVICE LINE 21 FEET FROM THE NET. THE NET IS TO BE 36 – 42 INCHES HIGH

SCORING

USES RALLY SCORING IN WHICH A POINT IS AWARDED EACH TIME THE BALL IS SERVED. THE FIRST TEAM TO SCORE 21 POINTS WINS (TEAM MUST WIN BY 2 POINTS)

SERVING

PLAYERS TAKE TURNS SERVING IN A CLOCKWISE ROTATION, WITH THE SERVER STANDING BEHIND THE SERVICE LINE. THE BALL <u>MUST</u> BE SERVED UNDERHAND EITHER OUT OF HAND OR OFF A BOUNCE.

GAME PLAY

ONCE THE BALL IS SERVED, PLAYERS CAN MOVE IN ANY FORMATION ON THE COURT. THE SERVING TEAM CONTINUES TO SERVE UNTIL THE OPPOSING TEAM SCORES A POINT; THE SERVE IS THEN AWARDED TO THAT TEAM. A SERVICE FAULT OCCURS IF THE BALL FAILS TO MAKE IT OVER THE NET, TOUCHES A PLAYER OF THE SERVING TEAM, LANDS OUT OF BOUNDS, OR THE SERVER'S FOOTSTEPS OVER THE SERVING LINE. IF THIS OCCURS, THE SERVE IS AWARDED TO THE OTHER TEAM.

- THE BALL MUST BOUNCE OFF THE COURT BEFORE EVERY STRIKE (EXCEPT THE SERVE)
- THE PLAYER MAY NOT HIT THE BALL CONSECUTIVELY
- KICKING OR HEADING THE BALL IS NOT ALLOWED
- BLOCKS ARE ILLEGAL AS THE BALL MUST HIT THE GROUND BEFORE EVERY STRIKE
- THE BALL CAN BE STRUCK WITH ONE HAND OR TWO HANDS

A POINT IS SCORED WHEN:

- THE BALL BOUNCES TWICE ON THE OPPONENTS' SIDE
- THE OPPOSING TEAM IS UNABLE TO RETURN THE BALL WITHIN THREE HITS
- THE OPPOSING TEAM CANNOT LEGALLY RETURN THE BALL INTO THE COURT
- THE OPPOSING TEAM HITS THE BALL OUT OF BOUNDS
- THE OPPOSING TEAM COMMITS A FAULT OR FOUL

