

The game of TEAMball

TEAMball is a social, high pace catch-&-throw game, where you win by throwing difficult balls to your opponent similarly as playing difficult shuttlecocks in badminton. Both teams start with 4 players on the court, and one player leaves the court when making a mistake, similarly as in dodgeball. You can revive your teammates and get them back on the court. The game demands team-cooperation at high pace, while all players on each team must rotate clockwise after every throw. The ball is thrown over a 2.5 meter high net on a prolonged badminton court with 4-6 players on each team. You win by eliminating all your opponents the most times. When time is up. One match is 9 minutes and all teams play 8 matches during Fun Cup. See short video about the game on www.teamball.dk/english/video. Everyone, no matter age, gender and sporting history may participate. TEAMball is particularly suitable for mix teams with children, males and females, stout or skinny on the same team.



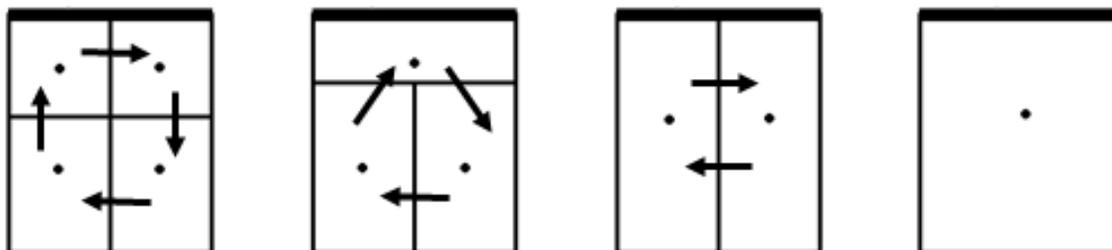
TEAMball rules

- When a player on your team throws the ball over the net from where the ball is caught, all team members rotate one position clockwise
- The play is lost when the ball is not caught, thrown into the net, thrown out of the court. The play is also lost if a player is holding the ball, seizing the play or walking, holding the ball, as the intention of the game is fast action, throwing the ball in one smooth motion immediately after catching it
- When the play is lost, the player committing the error, must leave the court, standing behind the end line
- If a player is hit by, or loses the ball unintentionally, and the ball is caught by a teammate before hitting the floor, the play is not lost, and the play continues without being interrupted
- In case of disorder in rotation, the player who should have been in the area where the ball hits the floor, must leave the court
-  An underarm serves from an arbitrary position, starts the play. The serve is performed anywhere on the court. However, the intention of the game is that skilled players serve from behind and beginners serve closer to the net. The team having won the last play, may choose to serve or roll the ball under the net for the opponents to serve. The team having lost the last play must serve if the ball is on their side on the net
- Reviving teammates: Revived players enter the court while the play is continues, not being paused. One teammate is revived by the ball being received with a volleyball pass to a teammate catching the ball. If the pass is not caught, the play is lost, no teammate is revived, and the team member committing the error leaves the court. When only one player is left on the court, the pass may be caught by this same player for the revive of one teammate to be completed. After completing the revive, the ball must be thrown in one smooth motion. A pass is only legal when the two hands are touching and the ball hitting the upper side of the arms



The court

- TEAMball is played on a badminton size court, outer lines prolonged to 20 meter end to end. Hence the court is 6,1 * 20 meter. TEAMball family: The end of the court is the end of the badminton court, hence the court is 6,1 * 13,4 meter
- The net is 2,5 meter high dividing equally sized half-courts
- Crossing to the opponent side or touching the net is allowed, as long as it does not hinder the opponent team
- Players (shown as dots) cover the court as shown below for 1, 2, 3 or 4 players on the court:



Rotation is always clockwise with both 2, 3 and 4 players on the court, as shown with the arrows on the sketch to the left.

Playing the game

- Points: A team gets one point every time the opposite court is cleared for all 4 opponent players. After one team getting one point, both teams get 4 players on the court again, and the game continues
- Number of players: 4-6 players on each team. The players takes turn in starting out, so all players gets similar playing time. Players are revived after the principle of first out, first in
- Game time: One game is approx. 8 minutes, depending on tournament. One time-out 30 sec. for each team
- Referee: TEAMball is a gentleman sport with each teams own dedicated referee to sort out disagreements between the two teams. The two referees must secure a good atmosphere, with everyone enjoying the game
- The ball is out, if it hits the floor outside the lines with no part of the ball touching the line