

# ROCKET BALL™

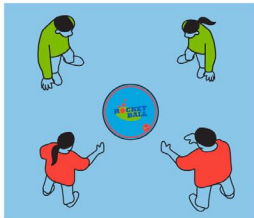
## RULES

### OBJECTIVE

Rocketball is addictive fun and a great workout however and whenever you play! It can be played as a recreational activity on soft surfaces and water, with two or more players trading bounce passes off the target board, or competitively with teams of two.

### TEAM PLAY

Decide which team serves first. Opposing teams line up across from each other approximately six feet from the center of the reversible target board and maintain this position until the ball is served. A serve is bounced off the target board to the opposing players who attempt to catch and return the ball. Players can move anywhere they want but must return the ball with a throw off the target board. The volley continues until one side is unable to make a return.



PLAYER POSITIONS

### SCORING

Once the ball is in play, points can be won by either team. A receiving player is allowed one pivot step to return the ball off the board or one toss to a teammate for a better return attempt.

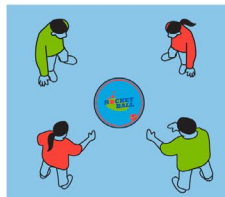
A team scores a point when their opponent is unable to catch and return the ball. Teammates rotate serving, and teams change possession after each point, or if the server misses the target board. The first team to reach 21 points wins the game, though any agreed upon total is acceptable.

### TIPS

- ✦ The faster the play, the better. A quicker throw makes it more difficult for the opposition to set up a return.
- ✦ Aiming the ball between players may catch them undecided on who should make the play, or all tangled up going for it!
- ✦ When bright sunlight is a problem teams should switch sides halfway through the match.

### GAME VARIATIONS

Teammates stand diagonally opposite each other and maintain this position until the ball is served. A player serves the ball attempting to complete a bounce pass to their teammate, while the opposing player tries to break up or intercept the pass. Teams score a point with each completed pass or interception. A team maintains possession until throwing an incompleteness, interception, or the server misses the target board. The first team to reach 21 points wins the game.



PLAYER POSITIONS

For another variation that doesn't require keeping score, teams take one step backwards after each pass completion with each team receiving two chances to complete a pass at the new distance. Distances increase until one team fails on both attempts, making the other team the winner!