

## Rules of Dropball

Dropball is to be played by two teams, preferably of 5+ players, on opposite sides of a volleyball court. Two volleyballs are to be used, initially each team in possession of one. The game starts when both balls are put into play at the same time.

- 1) A ball is put into play when it is thrown by a player into the opposing team's territory.
- 2) A ball is considered a fair ball while it is a) in possession of a player and b) over fair territory.
- 3) A ball is considered a dead ball when it is not over fair territory.
- 4) A ball is considered a dropball when it lands on fair territory.
- 5) If a ball becomes a dropball, the team member who is closest to the dropball must leave the field. This player then becomes out. For every dropball, a player must leave the field.

- 6) If a player catches a fair ball (prevents it from becoming a dropball), then the player is considered to be safe and set while in possession of the fair ball. The player cannot be called out on another dropball (in this case, the next player closest to the dropball is called out).
- 7) If a player catches a fair ball, but fumbles said ball, and the ball then becomes a dropball, the player is called out on a fumble. If a second player also manages to catch the ball while in the air after being fumbled, he becomes safe and set. If said player instead also manages to fumble the ball, and the ball becomes a dropball, this player is also called out on a fumble (only exception to #2).
- 8) In order for a safe and set player to put the ball into play, he must launch the ball into the opposing team's territory. This player is not allowed to move in any way, but he is allowed to pivot on any one foot. He is also allowed to make a jump in any direction before releasing the ball.
- 9) If a player catches a fair ball and lands on the ground, he is allowed to get back up. As soon as

both feet are planted firmly on the ground, he is considered safe and set.

10) In order to prevent a fellow teammate being called out, a safe and set player is allowed to pass his ball to another player in order to catch an incoming ball that he wouldn't be able to catch regardless. The passed ball is put into fair play and the above rules (#5-#9) again apply. The safe and set player is also allowed, if able, to catch the second fair ball, in which case he must release both balls simultaneously.

11) If a player grazes a ball headed outside fair territory, this player is called out on a graze.

12) A dead ball is allowed to be put into play only by the team currently in possession of ball. If both balls are put outside fair territory, the team on whose side of the net both balls are located then takes possession of the balls.

13) A team that has no out players is allowed (under the rules of #12) to put a dead ball into fair play by any one team member; this team member becomes a safe and set player as soon as both feet are planted on fair territory. If a

team has one or more out players, then any one out player can put the ball back in play by tossing to any of the remaining players.

- 14) Any player who leaves fair territory becomes out. The exception is any player who, while catching a fair ball, lands outside fair territory. This player then becomes safe and set when both feet are firmly planted on fair territory. If the player catches the fair ball outside fair territory, or lands outside fair territory in the process of catching the fair ball, and then fumbles the ball, is called out.
- 15) A player who launches his ball into his own side of the net causing the ball to land back into his team's fair territory is called out on net. If the ball grazes the net but passes, the ball is considered fair ball.
- 16) If a team is down to one remaining member, this member is allowed to recall out players per caught ball (maximum number of recalled players is two).
- 17) The team with the last remaining members is the one to win the match.