Hooverball at Bitterman's

House Rules

We play on a regulation sand volleyball court. The game involves throwing a 12 lb. wall ball over the net catching it and returning it. Teams are made up of 5 players one of whom must be a woman. Teams may consist of up to 10 players who rotate in.

- 1. Points are scored when a team:
- Fails to catch the return
- Fails to return the ball back across the net
- Returns the ball Out-of-Bounds
- Fouls by traveling or spiking to the front court.
- 2. Matches are the best 2 out of 3 games played to 21 points within an hour. We use rally scoring and the 3rd game will be shortened to either 11 or 5 points if time is running out.
- 3. The ball must be caught on the fly & immediately returned from the point it was caught. The receiving player may pivot on one foot. Women may take 1 step. There is no running with the ball but you may pass to a teammate once per return. Traveling will result in a point for the opposing team.
- 4. The serve is rotated among one team until the opposing team scores a point. Then the team that scores the point gets the serve. The serve rotates among players on the team with extra players rotating in. Example: Player 1 serves and then his team loses the point. The opposing team gets the next serv. Player 1's team wins the next point and gets to serve again. Player 1 rotates out and new player 2 rotates to their position. At least one woman must stay on the court at all times. Winning team gets the first serve in the next game.
- 5. Spiking is allowed but the ball must land in the receiving court's back half. To spike a player holds the ball overhead, jumps as high as they can, and throws the ball as hard as they can toward the opponents back court. Spikes that land in the front court will be a point for the receiving team. "Dinks" and "tosses" to the front court are allowed.
- 6. Tipped balls caught by another player are allowed as long as the ball does not touch the ground.
- 7. A ball that hits the out-of-bounds line is a good return.
- 8. A player who catches the ball out-of-bounds or is carried out-of-bounds by the force of the ball, may return in-bounds before the return.
- 9. A ball that hits the net on the way over is a live ball.
- 10. Good sportsmanship is required. Points in dispute are played over.