

## W13666 Ricochet Reaction Ball

### Instructions

**Set-Up:** Inflate the target until it is firm to the touch. We recommend using a high volume inflator like W10085, W2407 or W5970. These types of pumps will inflate the target faster and generally won't overinflate the target. If you use a sports ball pump with a high volume adapter, be careful not to overinflate and pop the target.

### Game Play:

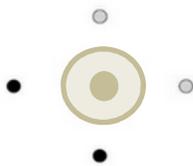
#### Overview:

This game is played very similar to the way you would play Ricochet Reaction Ball® or Slammo. The main difference in the games is the targets. With the inflatable target in Ricochet Reaction Ball there will be no balls that hit the frame (often called pocket shots or lets). The entire top surface of the target is in play. For balls that hit the edge of the target (where the top surface meets the sides of the target), the requirement is that the ball must bounce upward off the target. If the ball hits the edge and bounces off either horizontally or toward the ground, then that counts as a missed shot. If there is a question or argument about whether it bounced up or horizontally when it hit the edge, please keep the game friendly and play the point over.

#### Quick Instructions:

1) The game is generally played with teams of 2 players per team with the inflatable target placed between the teams.

2) A player starts a point by serving the ball down on the target so it ricochets up at to the opposing team. That team then has up to three hits between them (just like Volleyball) to control the ball and bounce it back off the target. When one team fails to bounce the ball off the target on their turn, the other team scores. they miss, you score. The first team to 21 points wins the game.



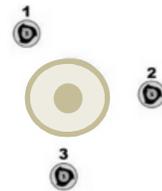
#### 2 VS 2

Team sport played 2 vs 2 with the ball put in play with a serve.



#### 360 PLAY

After the serve, players can move anywhere with no sides or boundaries.



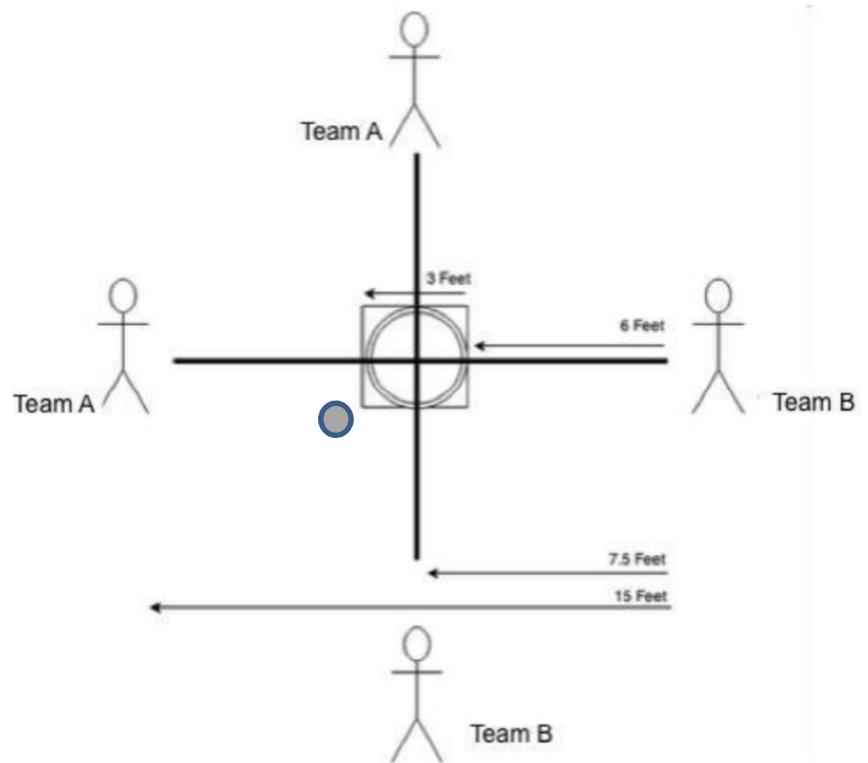
#### 3 TOUCH

Players must alternate touches and have up to three to return the ball to the net.

## Detailed Rules:

### Overview

Ricochet Reaction Ball is a team sport played by two teams of two players. Opposing teams line up across from each other with the Ricochet Reaction Ball target in the center. The ball is put in play with a service—a hit by the server from behind the service boundary into the target to an opposing player. Once the ball is served players can move anywhere they want. The object of the game is to hit the ball onto the target so that the opposing team cannot return it. A team is allowed up to three touches to return the ball. The rally continues until the ball is not returned properly.



### Setup

#### Equipment

- Ball – Inflatable ball
- Ricochet Reaction Ball Target
- Court Dimensions (see image above)
- Winner of rock, paper, scissors gets to pick side or serve.
- Opposing players line up across from each other.
- Before the ball is served any players not receiving the serve must be 6 feet from the target. The returner can stand at whatever distance they choose.
- Once the ball is served players can move anywhere they want.
- Possession changes when the ball contacts the target.
- Each team has up to 3 hits per possession, but they do not need to use all 3 hits.
- When sunlight is a factor, teams should switch sides half way through the match.

### Scoring

- Rally scoring (points can be won by the serving or receiving team)
- Games are played to 21. You must win by two points.
- Switch sides after one team reaches 11 points.
- Points are scored when
  - The ball isn't hit back into the target within 3 hits
  - The ball hits the ground
  - The ball hits the edge and rebounds either downward or horizontally
  - The ball does not bounce off the target in a single bounce
  - There is an illegal serve or other infraction

## **Serving**

- The receiving team sets their position first. Server stands directly across from the receiving player. Only the designated receiver can field the serve.
- The ball must be tossed up from the server's hand before it is hit. It cannot be hit out of the server's hand. If the server does not like the toss, they need to let the ball drop to the ground. They will have one more opportunity to toss and serve the ball.
- Server's feet must be behind the service line (at least 6 feet away from the target) when the ball is hit. They can lean over the service line, but their feet may not cross the service line until after the ball is hit.
- The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.
- Serves can be as hard or as soft as the server likes, and drop shots are allowed.
- Serves must be below the receiver's raised hand. If the ball can be caught by the receiver, it has to be played. If the ball is too high, the receiver must call "let" before their teammate touches the ball. The serving team has one more try to serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let", continue play.
- The ball must come cleanly off the target on a serve and must rebound up off the target. If the serve misses the target or does not rebound upward, then the serving team has one more try to give a clean serve. If the serving team cannot hit a legal serve on the second try, they lose the point. If the receiver does not call "let", continue play.
- After a server wins the point, they change positions with their teammate so they are directly across from the other member of the receiving team.
- The four players serve in the same sequence throughout the match, changing the server each time a rally is won by the receiving team.

## **Contacting the ball**

- Hits must alternate between teammates.
- The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with two hands (this includes putting both hands together while contacting the ball with your hands).
- You can use any part of your body to hit the ball and it counts as your hit. (You cannot contact the ball twice in a row regardless of what part of your body it touches)
- Once the ball hits the target, it must bounce off in a single bounce. It must clear the target in order to be good. Basically, if the ball bounces on the target twice the team that hit that ball onto the target loses the point.

## **Infractions**

- Defensive players must make an effort to get out of the offensive team's way. If a member of the defensive team is in the way of a play on the ball, the player being blocked must call "hinder" and replay the point. The offensive team must have a legitimate play on the ball to call "hinder."
- If the defensive team gets hit with the ball, call "hinder" and replay the point. The offensive team must have a legitimate play on the pass to call "hinder."
- If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- If a player hits a shot off the target then the ball hits their teammate, they lose the point. If a player hits a shot off the target then the ball hits him/her, they lose the point.
- If any player makes contact with the Ricochet Reaction Ball set that moves the set or affects the trajectory of the ball, they lose the point. If the contact with the Ricochet Reaction Ball set does not move the set or affect the trajectory of the ball, play on.