

Parashoot Shot

Item #10286

Rules of Play

Overview

ParaShoot Shot is a competitive volleying game which utilizes a modified parachute as a playing field. The rules of play are similar to volleyball and the manner of play is similar to soccer. Just as in volleyball, teams try to score points on the opposition by volleying the ball into the opposing "court", scoring, or gaining service when the receiving team cannot return the volley. In ParaShoot Shot, there is a twist! We have added a goal to each side of the parachute. If the ball enters the goal for any reason, the opposing team scores 2 points and gains service!

Each team of 4-8 players works together to defend their goal and to set up shots into the opposition's court. Players will find that two or more individuals will need to coordinate their actions in order to make an effective volley. Initially, players may have a tendency to ruffle or wave the ParaShoot. You will find that teams that learn to control the ball and setup shots are more effective and have more fun!

Players at the split (the players nearest to the blue/yellow boundary) will be in a role of setting up shots by passing the ball towards players closer to the center of the court. Players towards the center will need to position the ParaShoot to assist the setup and to prevent the ball from entering the goal.

Start of Play

To begin play, the ball is placed on the center vent of the parachute while the parachute is still. On a signal, each team manipulates the ParaShoot trying to gain control of the ball, i.e. trying to get it to roll into their court. From this point the team with control of the ball maneuvers the ball to set up a volley into the opponent's court.

Service

Service is lost when a receiving team fails to return a playable volley, or when the volleying team sends an unplayable volley.

A volley is playable if it will strike the ParaShoot at shoulder height. This implies that playability will vary based on the height of the player. In no case can the receiving team cause a volley to be out of bounds by moving the ParaShoot out of position. This rule also holds true at the split. If the ball rolls off of the yellow court and into the seam (area between the yellow and blue courts) the blue team must adjust to allow their boundary player to receive that "volley". Simply being out of position to retrieve the ball is no excuse.

When service is gained, a player from the serving team will throw the ball into the court of his/her team. The serving team will then set up the serve.

Scoring

When the receiving team fails to return a playable volley from the team holding service, the serving team scores one point. When the ball enters the goal, even if it pops back out, the opposing team scores 2 points and gains service.

The first team to score 21 points wins.

Use of Body

Players must keep their hands on the ParaShoot, gripping either the handles or the ParaShoot directly. Players cannot use any body part to control the ball. This includes head, hands, chest, or feet.

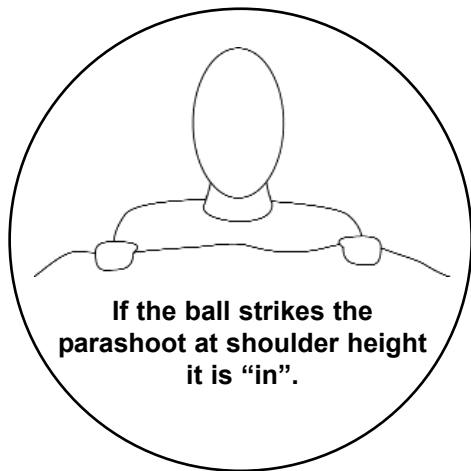
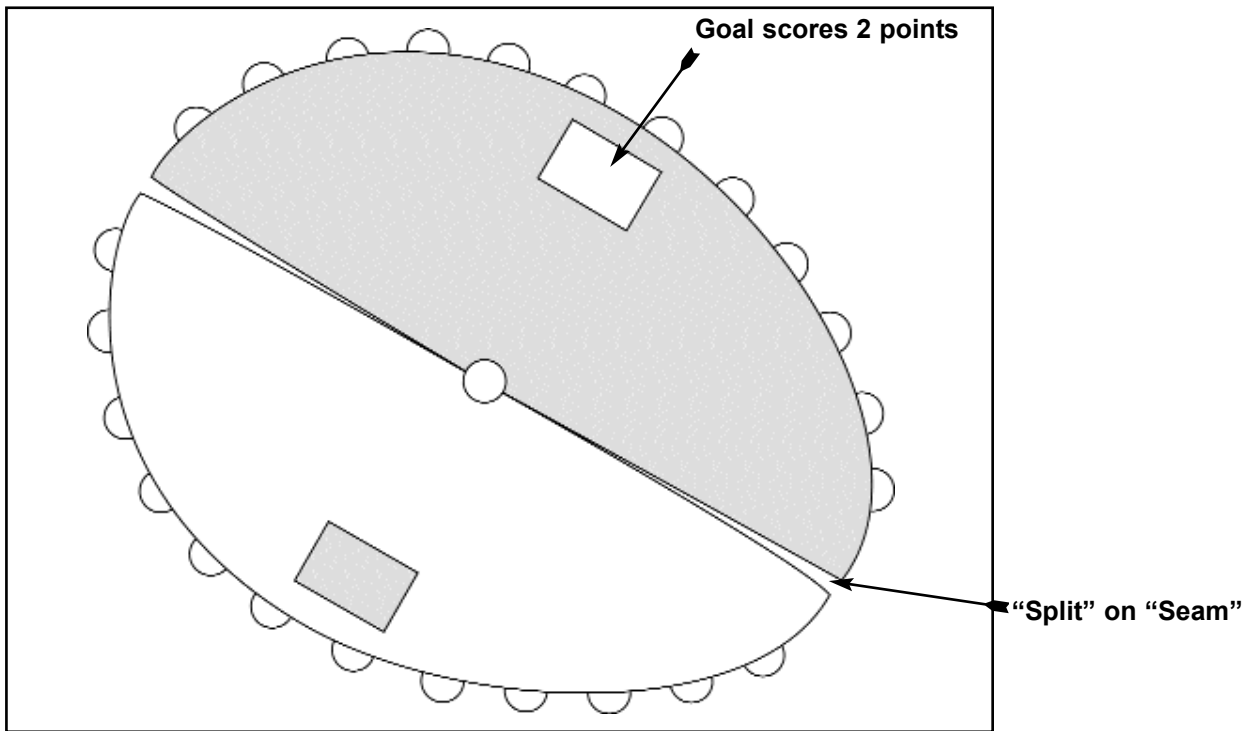
Players cannot use body parts to defend their goal. The goal can only be defended by moving the ParaShoot to prevent the ball from entering the goal. This includes making the ParaShoot go slack, tilting, flapping, etc.

Contact incidental to holding the ParaShoot and attempting to receive a volley are excluded. Intentional use of body parts to control the ball results in loss of service.

Time Limits

Since the game is played to 21 points, there is no time limit. There is also no time limit on possession of the ball by a side, but the ball must be kept moving. Allowing the ball to go dead in your court results in loss of service.





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