



## GENERAL RULES

Entry is open to all full-time students from Notre Dame, Saint Mary's and Holy Cross (undergraduate and graduate/professional) as well as all full-time Notre Dame faculty and staff.

Tournament will begin with games on October 4th.

All games will be held at the Hammes Notre Dame Bookstore basketball courts.

Tournament is a team competition with 4 players on each team. Players will register as teams of four. Players may also register individually, in pair, or groups of three and additional players will be added to those teams.

## COURT RULES

Teams will be randomly assigned to courts, with two teams at each court for each game.

Courts organized in squares numbered 1-4. Square 1 is the "entry" square and Square 4 is the "serving" square. Players will rotate from Square 1 to Square 2, etc.

Courts will be 16'x16' composed of 4 8'x8' squares.

Each Court will have 2 balls, which will be exchanged and sanitized after every "out."

All players are required to wear masks throughout game.

All players are required to stand on designated spots if not in the game in order to maximize physical distancing.

All players on court must sanitize hands every time there is a new server.

## PLAY

Immediately prior to each game, a coin-toss will decide which team gets to choose to either serve first or have the first spot in the entry line. At the beginning of each game, one team will have players in Squares 1 and 3 and the other team will have players in Squares 2 and 4. The team that does not serve first (i.e., with players in Square 1 and 3 at the start of the game) gets to have the first person in the entry line. The remaining three players not on the Court will alternate positions in the waiting line at the start of the game and move forward after each "out."

### The Serve

The player in Square 4 serves a rubber ball from the back corner of their square to the player in Square 1. The server must let the ball drop and hit it with their hand on the up-bounce into Square 1. The player in Square 1 must hit the ball out of their square in less than two bounces.

### Elimination

Players continue the game until one player makes an "out:"

- Failing to hit a ball that bounces in their square and thereafter bounces a second time, either in that player's square or anywhere else.
- Hitting the ball out of bounds without it bounding in another player's square.
- Hitting the ball "on the fly." All balls must bounce once in a player's square before that player may hit it.
- Hitting the ball twice before it leaves their square.
- Hitting the ball with any body part besides the player's hands.

A player making an out leaves the Court and goes to the end of the player line. Anywhere outside the lines of the Court is considered out of bounds. A ball landing on the exterior boundary lines is considered still in play. A ball landing on the interior boundary lines (i.e., the line between Square 2 and Square 3) is out of bounds. Spiking is allowed.

### Shifting Squares

After a player is eliminated, all players in lower numbered squares move up one. For example, if the player in Square 3 is eliminated, then the player in Square 2 moves to Square 3, 1 goes to 2, and a new player from the player line fills Square 1.

### End of Game

Each game continues until one team has all four of their players on the court OR until 20 minutes has elapsed. If play is halted for time and one team has 3 players on the Court, they are declared the winners. If play is halted for time and each team has two players on the Court, the server serves and the first team to make an out is eliminated.