



Salt'nLight
YOUTH MINISTRY INC

Fall/Spring Battleball Tournament SnL Worship Night: 6:15 – 8:00pm

Regulations

- Battleball Teams must consist of 12 – 25 players
- A maximum of four non-youth (youth worker) participants are allowed on the court at a time.
- Teams must be gender inclusive
- Registration fee - \$15 per player
- Each team is guaranteed a minimum of three games.
- The winning team will be honored with Battleball champs t-shirts and two new 12-packs of Battleballs.
- SnL Battleball rules apply:
 1. If you are hit anywhere, except the head, you are OUT.
 2. If you catch the ball, the thrower is out and a team member may return to the playing floor
 3. If you cross the center line, you are OUT.
 4. If you catch a ball that hits the floor, wall or another person first, there is no effect.
 5. If you are hit with a ball that hits the floor, wall or another person first, there is no effect.
 6. If you are hit with a ball that bounces off of you and then you catch it, you are safe, the thrower is out, and a team member comes back in.
 7. If a teammate is hit with a ball that bounces off of them and then you or another teammate catches it, the teammate who was hit is saved, but no additional player comes back in.
 8. You may not use a battleball to deflect another ball. If you do, you are OUT.
 9. If you are hit, you must move to the sideline immediately with an opportunity for possible return. Team members must stay in the order they were taken out. Violations will result in team penalties at the discretion of the ref.
 10. Rulings of the referees are final.
 11. For this tournament, each game has an EIGHT-TEN minute time limit.
 12. A team is considered the winning team if it eliminates all other players prior to the time limit or has the largest number of remaining players when the time limit expires.
 13. ROLLING RULE- If near the end of the game there is excessive rolling of the balls back and forth, the head ref has the ability to declare no more rolling. Players are expected to throw the ball only from that moment forward or be called out.
 14. After a game that times out, the refs will count the number of players still on the court. This is used in calculating tie breakers.

You may bring your own lunch or purchase food from the cafe on site.