

WhirlyBall Rules

The Basics

1. Arrive 10-15 minutes early to fill out the release and receive training
2. There are 10 People on the court at one time, 5 on the red team, 5 on the yellow
3. There are four 13 minute games in an hour, leaving two minutes to change between games

Other Game Options

1. Three 18 minute games in an hour
2. Five 10 minute games in an hour
3. 30 second team possession Clock
4. Net Only - 2 points for the net, 3 point for $\frac{1}{2}$ court or longer shots
5. 5 second key clock

Driving

1. Put your foot on the gas pedal
2. With the stick pulled toward you, you should be going forward
3. To go backward make one full circle with the stick (360 Degrees) Either direction
4. To turn left, move the stick to around your right knee
5. To turn right, move the stick toward your left knee
6. To stop, move the stick away from you and take your foot off the gas

Scoring

1. The Red Team Shoots at the red backboard, and the yellow team shoots at the yellow backboard
2. 2 points for hitting the backboard, 4 points for hitting the net
3. Shots that bounce off the ceiling are no good
4. The backboard is only the Front, not the top, bottom, back, or sides

Penalties

RUNNING ON THE COURT - EJECTION

Walk on and off the Court if you run the Referee will eject you from that game

SCOOP FOUL - 2 POINTS

Do not beat on each other, the carts, or the ball out of the other guys scoop
Throwing your Scoop also falls under this

HAND PENALTY - 2 POINTS

Only touch the ball with your hands when it's inside your cart or to loosen it in your scoop

DELAY OF GAME - 1 to 2 POINTS

Once your team scores leave the ball alone and let the other team pick it up

GOAL TENDING - 2 POINTS

You must keep one cheek in contact with the seat at all times

PUSHING OFF/HOLDING - 4 POINTS

Don't push off the other carts, the floor, or the walls
Grabbing and holding other carts count as the same

PINNING - 2 POINTS

You can only pin someone without the ball against the wall for 5 seconds
You can pin anybody in the middle of the court for as long as you want

RAMMING - 4 POINTS

Collisions with excessive speed, especially from behind or when their picking up the ball
Try to avoid launching them out the other side of the cart

CRUSHING THE SCOOP - 6 POINTS

If you allow you scoop to get crushed between cars or the wall it will cost your team six points.

SEATBELT VIOLATION - 4 POINTS

Keep your seatbelt on at all time

ASSAULT - 2 to 4 POINTS

Striking an opponent about the head or face
With the ball counts too

HARASSMENT - 2 to 4 POINTS

Verbal, Mental, or physical abuse of your referee
Refs have feelings too

GETTING OUT OF YOUR CART - 8 POINTS / EJECTION

Stay in your cart

