

Guidelines - Full Rules for Play AirBall

Play AirBall is a dynamic fusion sport that blends the best of football, volleyball, and tennis into one exhilarating game. It is played with a football on a tennis court, where hands are off-limits. Players rely on their feet, heads, or any body part other than their hands to pass the ball to teammates or skilfully manoeuvre it over the net to outscore their opponents. With restrictions on passes and touches, every move becomes a strategic play, showcasing the players' agility and skill. This non-contact sport not only requires teamwork but also challenges players to think strategically. By combining elements from three popular sports, Play AirBall introduces a whole new level of excitement and expertise to the court, captivating both players and spectators alike.

Choosing teams

Play Airball is a mixed gender sport, therefore teams can be made up by both male and female players without requiring the same ratio of genders on each side, e.g. in a game of trio, 3 v 3, one side could be made up of 3 males playing against 2 females and a male. Teams can consist of any number players who can safely fit on the court, however the recommended number of players per side is 1- 5 members.

Teams are allowed up to 2 substitutes.

Teams are only allowed to substitute after a Set (see Sets)

Mixed teams do not need the same number of male or female player on each side.

Playing A Game

A coin is tossed to decide which side serves first.

Players start by serving from behind the baseline on the right diagonally into the the opponents serve box (See Serving) . The ball must be allowed to bounce from a serve. The opposing side must keep the ball in the air and return the ball over the net to the opposing side. Teams win points once the opposing side fail return the ball over the net within the permitted number of touches

A Rally

Once a player touches the ball, it cannot touch the ground again it must be kept up in the air. Players can pass to teammates but the ball cannot not bounce between passes. The ball can only bounce once when it crosses over the net, i.e.immediately after it's been touched by the opponent.

*Each team's allowed 2 passes. Each player is allowed a maximum of 3 consecutive touches.

Players can move around anywhere but must stay on their side of the court.

The rally continues until one side fails to return the ball, therefore losing the point (see Scoring).

After each point the server serves to the next player in the sequence.

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Easier version: Once a team mate touches the ball, the 3 consecutive touches resets for his/her team mates, therefore an infinite number of passes is allowed on each side (note, each team stands an increasing chance of making a mistake and losing the point by keeping the ball on their side for too long).

Rules on Serving

The Server must start from behind the baseline. Using a single kick, the server kicks the ball over the net into the diagonal serving box on the adjacent side, to the 'Receiving Player'.

The Server may kick-serve in any fashion they wish, (i.e. kicking the ball from the ground, or holding the ball then allowing the ball to bounce first or a volley kick).

The Server must serve each point from alternative sides on the baseline.

The First Serve is always from the right side of the court, to the opponents right side, knowing where you are serving from can help you remember the score, and vice-versa.

The serve has to be made at the baseline and the server can not step onto the court before the kick. It's a "foot fault" if a player's foot touches the Baseline or the Center line.

When serving, the ball is allowed to bounce inside the court but the server cannot step onto the court before contact (the kick) with the ball.

The server may only touch the ball once, i.e. one action.

The Receiver on the opposite side has to wait for the ball to bounce once before touching the ball. This is the only time the ball must be allowed to bounce first.

The Receiving player can touch the ball from a serve.

Once a good serve is received the ball is "live" and the rally begins.

After each point the server serves again until s/he has served to each player of the opposition.

After both teams have served to each member on the opposing team, the teams change (swap ends).

Second Serve

Each server is allowed a "Second Serve" if their first serve fails to land in the Receiving Player's serve box. If the Second serve fails to land in the Receivers serving box the Serving team loses the point.

What's a "Let Serve"?

A 'Let Serve' is when a served ball touches the net, strap or band, and still goes over the net and lands in the Receiver's serving box.

A Let Serve does not count the previous serve and the Server serves again. However a Let Serve does not cancel the previous fault.

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The Server can serve any number of Let Serves in a point and they are always treated as voids and not as faults.

Rules how to receive a Serve

The Receiver (player receiving the serve) must allow the ball to bounce first.

If the ball bounces in the serve box then it's a good serve and play starts.

If the ball does not bounce in the receiving box then it's called "out". If it's a first serve then the server serves again (second serve). If it's already a second serve then the Receiver wins the point.

Scoring Method

The Play AirBall scoring system is identical to tennis. Each side needs to score four points to win a game.

Points are known as:

No points is called "Love"

First point is called "15"

Second point is called "30"

Third point is called "40"

Fourth point result in the winning the "Game"

If the scores go to 40-40 this would be known as 'Deuce'.

If the Server wins the next point the score is "advantage server".

If the receiver wins the next point the score is "advantage receiver".

If the player with "advantage" wins the next point they win the game.

If the player without "advantage" wins the next point, the score reverts to "deuce".

The score can go back and forth from "advantage" to "deuce" until one player wins 2 points in a row.

The server's score is always called first.

How to win a Match

Games makes Sets. Sets make Matches.

4 points = A Game

6 Games = A Set

Recommendations of how many matches you should play according of how no of players in a team:

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Duo, 6 sets = Match

Trio – 5 sets = Match

Quad – 4 sets = Match

How points are won and lost

Winning a set is simply the first player to reach 6 games but has to be clear by at least 2 games. If your opponent wins 5 games you must win the set 7-5. If the set goes to 6-6 then a tie break is played and it's simply the first player to 7 points.

LOSING/WINNING POINTS:

The point is lost for any of the following reasons.

The server faults (see Serving ©Play AirBall)

A player touches the net whilst the ball is "live" or in "play"

The player serves two consecutive faults or failures.

The player does not return the ball in play before it bounces twice.

The player touches a serve ball "live ball" before it bounces.

The ball touches a player's hands.

The player touches the ball more than 3 consecutive times before a teammate or opposition touches it.

The player plays the ball before it has passed the net.

The ball bounces on the same side after it's touched by the player.

What Do Need to Start Playing

1. A size 5 football
2. A Net
3. Boundaries

Play AirBall is best played on a Tennis court. It's recommended use the lines for doubles.

Play AirBall Court Size for Competitive Games:

Play AirBall is played on a rectangular, flat surface, this can be on grass or concrete and/or asphalt and occasionally carpet (indoor).

The court is 78 feet (23.77 m) long and 36 ft (10.97 m) for matches.

Additional clear space around the court is required in order for players to reach overrun balls.

However, play continues even after the ball hitting a back wall, fence for games played in enclosed areas.

A net is stretched across the full width of the court, parallel with the baselines, dividing it into two equal ends. The net is 3 feet 6 inches (1.07 m) high at the posts and 3 feet (91.4 cm) high in the centre.

The Boundaries explained

The lines that delineate the width of the court are called the baseline (farthest back) and the service line (middle of the court).

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The short mark in the centre of each baseline is referred to as either the hash mark or the center mark.

All Play AirBall games use the outermost lines on a tennis court.

The line that runs across the centre of a player's side of the court is called the service line because the serve must be delivered into the area between the service line and the net on the receiving side.

The line dividing the service line in two is called the centre line or centre service line.

The boxes this centre line creates are called the service boxes; depending on a player's position, he or she will have to hit the ball into one of these when serving.

Enjoy!!!

Play AirBall is a skilful and exciting sport that combines the best of tennis and football. By following the guidelines and rules provided in this user guide, you can enjoy playing Play AirBall with your friends and teammates. Have fun and may the best team win!

If you have any further questions, please contact us: customerhelp@playairball.com