BOTTLEBALL

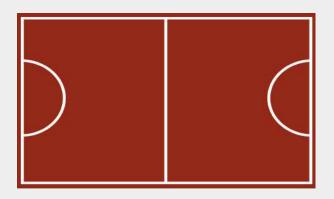
x THE GIST

Two teams fiercely compete in order to knock down the opposing team's water bottle and leave them in the dry.

* THE ARENA

A state of the art, non-slippery indoor arena, surrounded by walls which can be used to bounce the ball off of.

Divided in two halves, one for each team, the arena features two semicircles in which water bottles are placed.



x PROPS

- A ball fit for use by hand, which bounces
- Two 2 liter non-glass water bottles with no caps

X OBJECTIVE

By throwing the ball, players attempt to knock down the opposing team's water bottle until it lies completely empty. Whichever team manages to leave their opponents water-less in two out of three 10-minute rounds is declared the victor.

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X RULES OF PLAY

1. GAME STARTUP

- A team is composed of three players and is assigned half of the field at start by coin-flip.
- The ball is thrown in the air at the middle of the arena at start and is up for grabs by either team.

2. WHILE BOTH BOTTLES ARE STANDING

- Players are bound to their respective half of the field and may not cross the middle line or enter either semi-circle.
- A player may not travel with the ball in hand.

3. WHEN A BOTTLE IS KNOCKED OVER

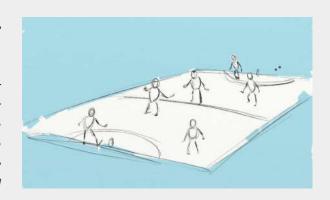
- A player with the ball in hand is allowed to pick up their water bottle and put it back into upright position.
- Players whose water bottle have been knocked over are allowed to enter the opposing team's half of the field as well as their team's semi-circle.
- The team which knocked down a water bottle is not allowed to touch the ball or obstruct the defending team in any way while they attempt to get the ball back to their water bottle.



x POSSIBLE PLAYTHROUGH

Team 1 picks up the ball in a corner of the field. Team 2 gets into a defensive position.

The player who picked up the ball is not allowed to move and is too far away to hit the bottle. He passes the ball to a teammate next to the middle line. The teammate catches the ball and is able to shoot for the opposing team's water bottle. He shoots and misses.





Team 1 now needs to get into defensive position. They choose to have one player guarding the ball, by sitting in the back by the semi-circle, and two players by the midline.

This is also a good strategy since, should the opposing team manage to knock down the water bottle, they have a player close by to pass the ball to and pick the bottle back up.

Team 2 manages to knock down the water bottle. Team 1 now has to restore the bottle as fast as possible and they require the ball to do so. The ball has rolled away into the opposing field.

One player from Team 1 passes the mid-line to retrieve the ball and throws it back to their teammate by the bottle. They manage to get it back up before all water runs out.

