

Moonball

Official Rules

1. DIMENSIONS

- 1.1. The court is 13.4 m long and 6.1 m wide (same as the outside lines on a badminton court).
- 1.2. Singles and doubles play on the same size court.
- 1.3. The top of the net should be 90 cm above the ground all the way across the court, but it may dip a bit in the middle.
- 1.4. A free zone should extend at least 2 meters (but ideally 3 meters) on every side of the court. The free zone should be clear of any obstructions.

2. GAME FORMAT

- 2.1. The game begins with a coin toss.
 - 2.1.1. The winner chooses either a) to serve or to receive, or b) which side to play on.
 - 2.1.2. The loser gets the remaining choice.
- 2.2. If playing doubles, each side nominates an “even server” and an “odd server”. When a side has an even number of points, the even server serves the next ball. When a side has an odd number of points, the odd server serves the next ball.
- 2.3. The side to serve first serves the first ball. After that, the side that wins the point serves the next ball.
- 2.4. The first side to 10 points wins the game.
 - 2.4.1. A side must win the game by 2 points. There is no limit to how high the score can go.

3. SET FORMAT

- 3.1. A set is made up of multiple games to 10 points.
- 3.2. Each game that a player wins counts as 10 points towards the set. For example, if Side A has won 3 games and Side B has won 2 games, the set score would be 30 - 20 for Side A.
- 3.3. The first player to 50 points wins the set.

4. SERVING THE BALL

- 4.1. The server can stand anywhere on their side of the court to serve.
- 4.2. The receiver can stand anywhere on their side of the court to receive the serve.
- 4.3. **Characteristics of the serve**
 - 4.3.1. The server can toss the ball up and hit it, or hit it straight out of the hand.

- 4.3.2. The ball, after being hit, must strike the server's court, then bounce up and over the net, then bounce on the receiver's side. The receiver can then return it.
- 4.3.3. The serve may touch the net while crossing it.
- 4.4. The receiver must let the serve bounce before returning it.
 - 4.4.1. The first time that the receiver hits the serve before it bounces, they will receive a warning. The ball will be reserved.
 - 4.4.2. Any subsequent time will result in a point for the serving side.
- 4.5. The serve is the only time a player may hit the ball onto their court first before it crosses the net.

5. RETURNING THE BALL

- 5.1. Players may let the ball bounce once on their court before hitting it, or hit it straight out of the air. (Only exception: on the serve, the receiver must let the ball bounce before hitting it.)
- 5.2. Players may only strike the ball once to get it over the net.
- 5.3. In doubles play, a pair may only strike the ball once between them to return the ball.
- 5.4. The return may touch the net while crossing it.
- 5.5. The return may pass around the outside of the net or the posts.
- 5.6. Characteristics of a return hit**
 - 5.6.1. Players may hit the ball with any part of the body.
 - 5.6.2. Players may hit the ball with more than one part of the body, as long as it is all within the same motion.
 - 5.6.3. The ball must rebound from the hit. It must not be caught or thrown.

6. TWO-POINTERS

- 6.1. A player can score 2 points if they play the ball over the net without using their hands or arms.
- 6.2. If the opposite side cannot get the ball back over the net, the play scores 2 points. If the opposite side gets the ball back over the net, but it goes out, the play only scores 1 point.
- 6.3. If a player plays the ball legally with more than one part of the body, and at least one of the parts of the body is an arm or a hand, then the player cannot score 2 points.
- 6.4. The server can score 2 points by playing the serve without hands or arms, if the receiver cannot return the ball.