

# Giant Volleyball

Rules:

Here is a variation on a fast-paced favourite Aussie sport for the beach or the park using one of our 90cm volleyballs.

Feel free to add or delete rules as appropriate to adapt this game to your situation.

While the rules below are intended to give players a unique game experience, a game using only one net can also be played.

Equipment required;

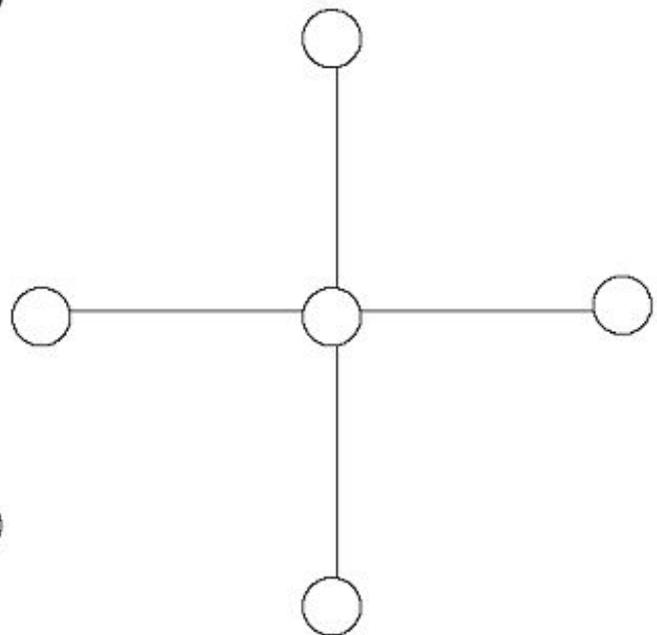
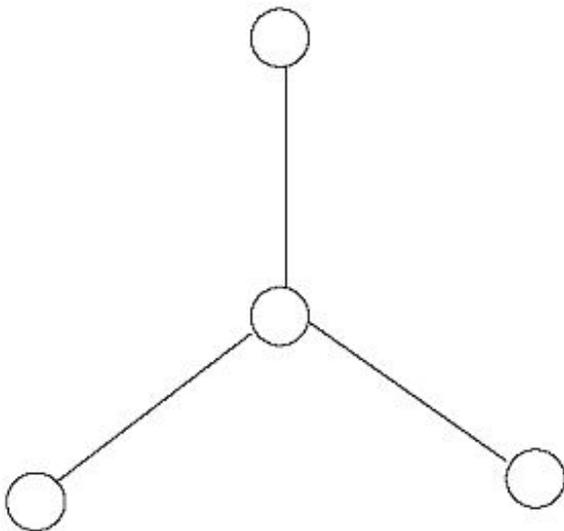
- 1 giant volley ball
- three or four nets and poles to support
- whistle
- 6m or 7.3m parachutes for each team.

1. Toss a coin to decide who gets first serve.
2. Set up the nets according to the diagrams below
3. Mark out the playing court using ropes or lines drawn on the playing surface, sized to suit the length of your nets.
4. Each team can have up to 10 people using a 7.2m parachute, or 8 people using a 6m parachute.
5. Each team holds their parachute tight, using it to catch and launch the volleyball over the net.
6. A serve must make it over on the first attempt, otherwise possession moves to the next team, rotating clockwise
7. The ball may be caught and 'spiked' twice before it must make it over on the third launch/lift.
8. If the ball fails to make it over on the third attempt, possession passes to the next team (rotating clockwise)
9. If the ball touches the ground, even when in the confines of the parachute, the team who raised the ball over the net wins a point.
10. First team to reach 15 points wins.

## Game Variations:

1. Play with two or more balls, each ball worth one point. Teams get a ball each to start, set a stopwatch for 2 minute rounds; at the end of each round, tally the number of points (balls) in each court. Following the prescribed number of rounds, the team with the least points is the winner ie. the aim is to have no balls in your court when the rounds finish.
2. Number each court (for versions of three or more courts). At the start of each 2 minute round the referee calls out a court number. The team must then launch the ball into this court, failure to do so earns them a point. Following each launch a new court number is called and so on for the duration of each round. Teams that accrue 15 points are eliminated until the final 2 teams, who then play for sudden death when the ball touches the ground (team to 'drop' the ball is eliminated).

### *Three Team Court*



### *Four Team Court*