

Equipment

- 3 hoops
- 2 brooms
- 3 dodgeballs (preferably different colors)
- 1 quadball
- (Standard USQ equipment definitions apply)
- (field setup pictured at the end of this document)

Objective

- Be the first to score 7 goals
 - can be modified for shorter or longer games

Starting procedure

- Coin flip / agreement to determine offense and defense to start
- Offense starts anywhere they want outside the 15 yard oval holding the quadball and with one dodgeball at their feet
- Defense starts anywhere inside the keeper oval holding one dodgeball and with one dodgeball at their feet

General

- Quadball rules about beats are in effect
 - Blocking, catching, play after beat, tagging back in, etc are all officiated the same unless otherwise specified
 - Both players tag up on same the center hoop
- You can only hold one ball at a time

Penalties

- Standard quadball contact restrictions are in effect for strips/wraps/tackles
 - No wraps if the player doesn't have the ball, no contact above the shoulders or below the knees, etc
- If illegal contact is made, a penalty shot will be awarded to the fouled player

Penalty shot procedure

- play stops immediately after a foul
- The fouled player takes possession of the quadball anywhere on the 10yd line
- One dodgeball is placed at each endpoint of the 10 yd oval
- One dodgeball is placed at the center hoop
- the defensive player starts anywhere inside the keeper oval
- Play resumes

Beater immunity

- If the opponent is in possession of a dodgeball, the other player can call immunity by raising a fist above their head and saying the color of the dodgeball they want to get

- The opponent cannot pick up the specified dodgeball until the immune player has obtained a dodgeball (any)
- They are immune as long as their fist is still up and they are still moving towards the dodgeball that they called out

Keeper immunity

- A player can call “keeper” if they are inside the zone oval, they are not holding a ball, and the opponent is holding a ball
- Immunity lasts until the keeper leaves the zone, a goal is scored by the opponent, or if the above conditions are no longer met

Goal procedure

- When a goal is scored, the quadball is unscorable until it crosses/is taken past the 10yd line
- Either player can possess the quadball immediately after a goal
- When a goal is scored the scoring player must announce the good goal and state what they believe the score to be

15yd line rules

- If one player crosses the 15yd line and declares “i’m outside”, the other player cannot score the quadball from inside the 10yd line until the original player has crossed back inside the 15yd line and declared “i’m inside”
- Neither player can ever intentionally carry/propel a ball past the 15yd line aside from an attempted beat/shot

Potential rules to add?

- *No propel inside the 10 when opp outside 15*
- *Can propel ball outside 15 if opp is outside 15*
- *Full wrap = turnover*

Field setup:

-  Q1 Field

