

Rules for BuckBall

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Foreword

The rules for game „Buckball“ has its roots in the animated TV Series „My little Pony: Friendship is Magic“ and are based on the information given there. Because of its fictional origin and given the fact that humans neither have wings or magic, the rules have to get adjusted in such behalfs.

Materials

The following items are mandatory to play the game:

- 1x play ball (in best case a rubber ball with tangible size and structured surface)
- 2x baskets (As big as possible to ensure the ball can get caught well)
- 6x Jerseys (three each of a color, e.g. 3 green and 3 blue)
- 10x Pylons / Traffic Cones (to border the size of the playing field)

Match-Up

There are two teams with three players each, six in total. Those players get positioned within the rectangular playing field limited with ten pylons. The players are allowed to move freely within the limits of their half-field.

Every player in one team has a respective position: An **Attacker**, a **Defender**, and a **Catcher**. The attacker and the defender try to throw the ball to their team's catcher by passing it. The catcher tries to get himself in a good, free position to try and catch the ball. Opposing teams defenders try to prevent this by blocking the ball or try to catch it themselves.

There is also a **Referee**, which initiates a jump-ball at the beginning of the game or landing of a basket. Both teams attackers try to get ahold of the jump-ball to initiate an attack for their team. Furthermore, the referee calls the validation of a basket or which teams will get the ball after an out-of-bounds.

Rules

- The borders of the playfield may not trespass and players are only allowed to move within those borders.
- There is no set size for the playfield, but obviously, it is recommended to make it a decent size if possible, so the players have space for running free or passing.
- If a team throws the ball out of bounds, the opponent team gets ahold of the ball. Same if the player in possession of the ball steps out of bounds.
- There are two styles of play regarding the player who currently is in ball possession:
 - a) The player in possession of the ball may only move by dribbling (with the hands like in Basketball)
 - b) The player in possession of the ball is not allowed to move while holding it. Running free only allowed while off-ball.

Which style of play is preferred has to be set before the begin of the match between the referee and the players. The chosen style of play is then effective for both teams.

- When the ball lands in the catcher's basket, it is valued one point.
- A basket is only counted if it does not bounce out off the basket again immediately.
- After one team reaches six points, there will be a change of ends in the playfield.
- For achieving the win, one team has to score twelve points and lead with at least two points. Example: 12-11 = no win | 12-10 = win

Team Blue VS. Team Green

