

X-Ball Lite Rules

- 1) One game is 8 minutes long
- 2) Two minute turn around between points
- 3) One (1 minute) time out per game per team must be called with 10 seconds or more on time out clock
- 4) 10 players on a team roster, one pit coach

COACHING

- 5) Pit coach areas are to the left and right of the time keepers area. The pit coach follows his team to the relevant coaching area.

SCORING

- 6) First team to five points wins or highest scoring team at 8 minutes
- 7) Tie Breaks – if at 8 minutes both teams are tied for points, sudden death is played to finish.
- 8) Teams change ends after every 2 points as does pit coach
- 9) Teams will receive one point for the following reasons;
 - A valid buzzer ring
 - Opposing coach throws in the towel (pit coach buzzer)
 - The opposing team incurs a penalty in the last 60 seconds (the clock will be stopped and the game will continue to time or 5 points)
- 10) If a player presses the end of point buzzer with a shot, the point will be awarded to the opposing team.
- 11) If a gun is found to be illegal at the end of the point, the opposing team is awarded the point.
- 12) Players will be eliminated for the following reasons;
 - Not having a barrel sock on their person on the game field
 - A player must be **AT** the start gate (capable of touching the start gate) by the 10 second buzzer
 - If marker is not touching the start gate when game on buzzer is sounded
- 13) Leaving the game field without a barrel sock on your marker: One warning will be given to team captain – second time player ban for the tournament.
- 14) Marshals will identify 60 seconds remaining. (Signal to be shown in brief). It is still teams responsibility to know down to the last minute.

MARSHALS

Identify 1 4 1

Marshal - Start gate x 2

Touching start gate at game on

Being within marker distance of start gate at 10 seconds

Checking the buzzer pusher for shots and illegal marker.