

BLITZBALL



Start of the game

The arbitrator blows two short whistles and the worker throws the ball and the hitter hits it. On an effective hit, the ball flies over the control line. Subsequent to hitting the ball, the kicker stumbles into the court to the line of stake. He should race to this line before the ball has hit him, and if conceivable - and return back.

The players of the driving group attempt to get the ball and through it at the player who is stumbling into the field.

In the event that the player who hit the ball had the option to arrive at the stake and run back without getting hit by the ball, at that point these activities bring his group 2 focus. On the off chance that the player stays on the line of the knight, he hangs tight there for the second when the other hitter doesn't hit the ball. After a fruitful hit, the player holding up at the stake rushes to the city, and on the off chance that he figured out how to flee unseated, the group gets 1 point. After a fruitful run, the player has the option to hit multiple times and takes the extraordinary situation on the court of the request.

The assignment of the players of the driving group is to get the ball "in flight" and hit the hitter with the ball. At that point the group is granted 1 point and the sides change. Cooperative individuals can likewise get the ball and pass it together to overflow mates. Either the player who lifted the ball or another to whom the ball was passed can be salted.

When the drivers return the ball to the city, the game stops. The running player, in the event that he didn't have the opportunity to arrive at the center of the field, returns back, and in the event that he has not been hit, keeps on moving.

