

Playing Electro Ball

What is Electro Ball?

Electro Ball is a non-contact team sport played with a special electricity-infused [orb](#). It is played in two 30-minute halves, with substitutions allowed between points and for injuries. Halftime breaks of 10-15 minutes are standard, and both teams are allowed two timeouts per half. A full game of Electro Ball typically takes 75-90 minutes to complete.

Who Can Play?

To play Electro Ball, you must be at least 18 years of age and have a permit. All players must also adhere to the game's [rules](#) to ensure player safety and fair play.

Required Items and Conditions

Electro Ball can only be played if you have a regulation [orb](#), the proper [equipment](#), and play on a regulation [gamepark](#) with the appropriate [conditions](#).

Orb

Electro Ball is played with a special orb infused with an electrical charge, which increases the potential velocity, altitude, and distance covered of the orb when projected. The regulation size for an orb is 27.5 inches in circumferences. Orbs come in special charging vaults and must be fully charged prior to each game.

Equipment

Basic equipment worn by Electro Ball players includes a helmet, guards (padding), and gloves. Helmets must be worn over any masks, and guards must be worn over any gowns.



Warning: Due to their electrical charge, an orb can cause severe burns if it contacts your skin, even when not fully charged. To avoid injury, always wear the appropriate equipment during games.

Gamepark

A regulation gamepark is 110 meters long and 37 meters wide, with end zones 18 meters deep. Each gamepark includes a pair of hoops at both end zones and a functioning scoreboard. Each hoop must have a diameter of 50 centimeters. One of the hoops at both end zones must be set to a height of 1 meter above the ground, with the other one being set at 2 meters above the ground.

Conditions

Electro Ball can only be played when the temperature exceeds 50 degrees Fahrenheit. If played at night, the gamepark must have adequate lighting to permit play.

Rules

To play Electro Ball:

1. Assemble two teams, both consisting of at least seven players.

If you have more than seven players on your team, you will have to have substitutes since each team can only have seven players on the field at any given time during a game.

2. Flip a coin to determine which team will be on offense first.
3. Have both teams line up on the front of opposite end zone lines.
4. Have the defense throw the orb to the offense.
5. Advance the orb up the field by completing passes to teammates.

Players may not run with the orb. The person with the orb has ten seconds to throw it. If a pass is not completed or a violation occurs, the defense immediately takes possession of the orb and becomes the offense.

Additionally, if a player initiates contact affecting the play, a foul occurs. If a foul causes a player to lose possession, the play resumes as if the possession was retained. Players are responsible for making their own foul calls and must resolve their own disputes.

6. Score points by doing any of the following:
 - Catching a pass in the defense's end zone (1 point).
 - Throwing the orb into the defense's lower hoop (2 points).
 - Throwing the orb into the defense's upper hoop (3 points).

The teams switch direction every time points are scored, and the next possession begins with the team that just scored throwing to the offense.

7. Continue play until time expires. The team with the most points at the end of the game wins.

Troubleshooting

If you have any further questions regarding the rules or regulations of Electro Ball or want to learn more, you can talk to a mechano or visit one of the gameparks within the Enclosure.