



9 Square in the Air

All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.

FORMAT

- Round Robin Competition
- Matches (except for the final) are self-umpired
- A scorer is to be supplied by a non-participating team on a roster basis
- Each match to be limited to a set time

TEAM ROSTERS

- Each team should consist of two (2) players.
- Each team can only have 2 players on the field playing at once. If a team cannot field at least 2 players, they automatically forfeit.

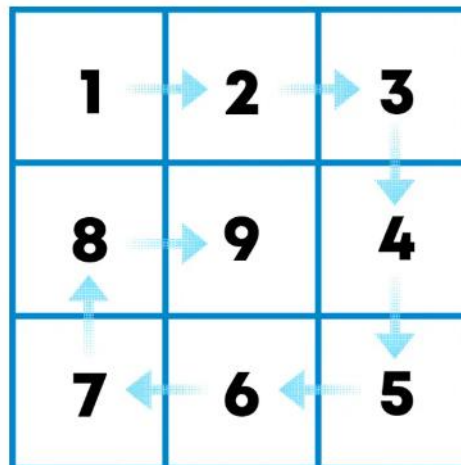
STARTING POSITIONS

- **Team 1** – 9 & Sub, **Team 2** – 8 & 1, **Team 3** – 7 & 2, **Team 4** – 6 & 3, **Team 5** – 5 & 4.

OBJECTIVE

- Advance through the 9 squares of the game to the centre square and remain there for as long as possible.

Extra players wait in a line here to enter the game.



State Youth Games is presented by Youth Vision Victoria

To ensure SYG participants are adequately covered in the event of a personal or sporting related accident it is strongly recommended that participating groups or individual participants arrange personal accident insurance. It is the responsibility of the group co-ordinator to ensure this is communicated to SYG participants associated with their groups.



GAME PLAY

- The player in the centre square serves the ball to any other square.
- The player receiving the ball must hit the ball out the top of the their square and into another square.
- Each player is allowed to hit the ball only once per turn.
- Play continues in this manner until someone is eliminated.

A PLAYER IS OUT IF

- They fail to return the ball to another player's square.
- They hit the ball outside the entire game structure.
- They double hit the ball.
- They touch the game structure during play.

The player who is eliminated will exit the game and get in line and wait to re-enter the game. The remaining players will advance forward in a clockwise manner to fill the empty square, and a new player will enter square one. Once the 9 squares are filled, the centre player serves the ball to start the next play.

DETERMINE THE WINNER

- The player in the centre square receives a point each time another player is eliminated.
- The winner is the two person team with the most combined points after the set time of the game has elapsed.
- Points are awarded for 1st, 2nd, 3rd, 4th, 5th etc and added to the ladder worksheet, to help determine the overall rankings after all round robin matches are completed.

ADDITIONAL RULES

- **Legal Serve** – the player in the centre serves with both feet on the ground. The ball must be struck, not thrown, and it must have an upward trajectory when it leaves the centre square.
- **A Rebound Shot** – If you hit a ball and it hits a bar outside of your square and rebounds to your square without being touched, you are eliminated as you are unable to hit the ball twice.
- **Blocking an Attack** – the block does not count as the players one hit as long as the player's hands were above the top of the bar during the block. If their hands were not above the bar, it is not considered a block, and would count as their one hit.
- **Catch, Carry or Hold** – a hit is considered a brief, quick contact with the ball with one hand, 2 hands simultaneously, or any other part of their body. Do not catch, carry or hold the ball when making a play.
- **Last Touch** – If a ball is hit outside the entire game structure, the person who was the last to touch the ball is eliminated.

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