History:
Donald Benson’s grandfather created the ball for the Eclipse game. His grandfather thought of making the ball with the black and white sides so it resembled a pitched baseball with the corkscrew appearance, as it would go spinning through the air. This is a unique visual effect for players and observers of the game. His grandfather was a baseball pitcher in the early 1900’s, and it was an old trick to smear black on part of the baseball before pitching it.

Eclipse Ball was established over 25 years ago in his front lawn. This racquet and ball sport evolved from vigorous volleys and many games. The official Eclipse Ball rules were established in The United States of America.

Five years later the larger Eclipse Ball (Oval Junior ball) was used and rules were established for people who did not have the racquet skills to play original Eclipse Ball game. Eclipse Ball game is combination of rules/skills from volleyball, badminton, and tennis.

Court:
The game is played on a regulation volleyball court and with regulation volleyball net and court dimensions.

Playing the game:
1. There are 4-6 players on each side of the court. Players are set up 3 in the front row and 3 in the back row similar to volleyball court set up.
2. Teams volley 3 times over the net to determine which team serves first.
3. The server must stand ¾ of the court back to serve. For the racquet Eclipse game serves can only be underhand. For the Oval game the ball can be served under, overhand, thrown, or even kicked over the net.
4. Players are only allowed one-second chance in a lifetime on the serve.
5. On a serve, if the ball goes over net inbounds it is good even if it touches the net.
6. Lines in Eclipse Ball are good.
7. Only the serving team can score, with the exception of the “Play it” situation.
8. Players rotate clockwise when serve is won.
9. Games are played to 21. Half games are 11 and a skunk is winning 11-0. A team must win by 3 points (Volleyball 2pts.). Players should call game point when the winning point is served.
10. Double hits are allowed. Players can never score on a double hit (setting themselves up). Double hits should be used to keep the ball in play passing to teammates.
11. The ball is allowed to bounce once in between hits. Passing to players on the same side of the net is unlimited before returning the ball over the net to the opposing team. (Volleyball only 3 per side).
12. The receiving team must allow the ball to bounce before players can play the ball. This rule may vary in Physical Education classes.
13. If a ball hits in bounds first then out of bounds, a team has 3 consecutive bounces to bring out of bounds balls under control and back into play.
14. Players must stay on their side of the net and are not allowed to go under the net. Players are not allowed to touch the net or break the plane of the net with their racquet/body.
15. If a team fails to call “Play It!” on an opposing team’s fault, and keeps the ball in play, the game is continued as usual, with only the serving team being able to score.
16. A team member who decides to keep the ball in play, when the opposing team is at fault may call “Play It!” This player calls “Play It” as the ball passes over the net. The team winning that volley scores 2 points regardless of who served.

**Game Highlights**

Eclipse Ball is a game that teamwork and passing the ball between players is encouraged. Eclipse Ball is a game that involves vigorous volleys that aren’t terminated easily and second chances extend play even longer than a typical net sport game. The “Play It!” rule is a great rule addition, which adds an extra edge to the game when there are 2,4, 6, or 8, or more points on the line. This increases the intensity and excitement for those volleys.