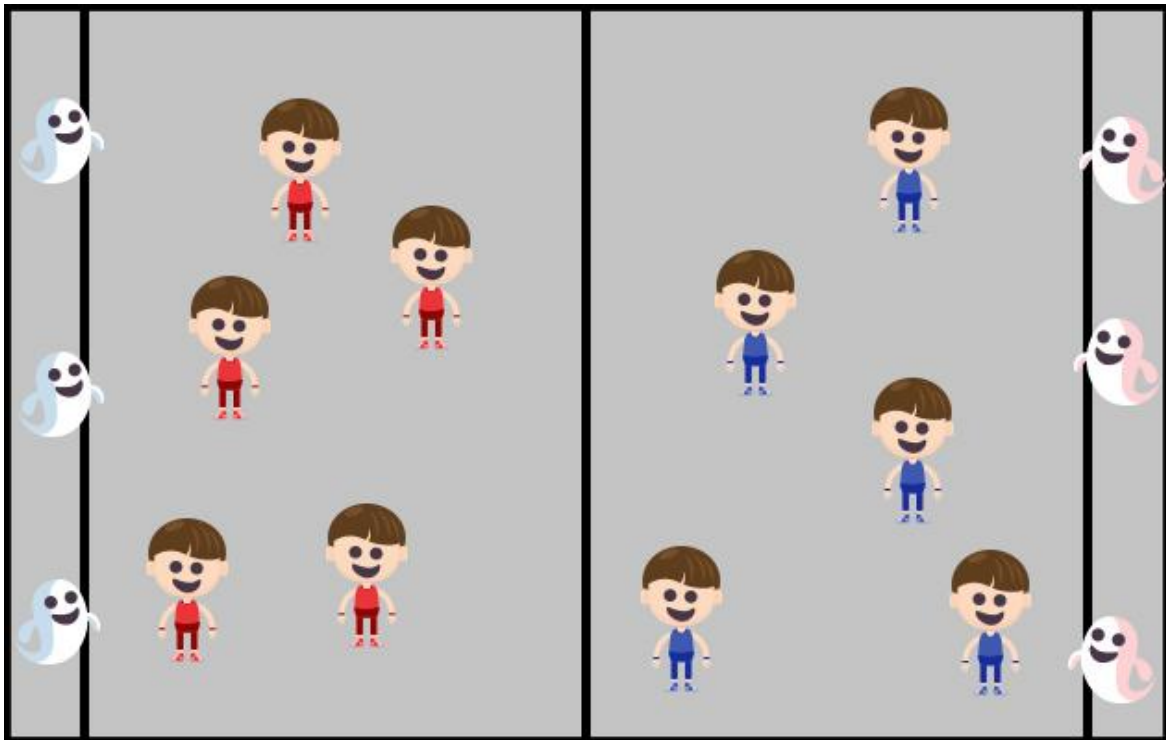


Student Cup Ghostball – Rules of the game



Each team starts with a number of players on each side of the center line with one player starting as a ghost, who is "behind" the opposing team. The ghost you choose from the beginning gets a free life and can run back to "save" the team at the end of the round. The ghost zone must never be empty.

The goal is to throw the ball and burn the opponents. If you get burned during the game, you become a ghost and move to the ghost zone. If you burn someone as a ghost, you live again and get to the regular playing surface.

Hands, forearms, head and neck are free. If the ball bounces before it hits, it "loses" its charge and is not allowed. If one catches a lyre (a direct lyre with the hands and not against the chest or against the body) the person who threw is burned.

One team can have 6-10 players (we don't even it up just because one team have lesser players than the other).

When you catches or pick up the ball to throw your not allowed to take any steps.

The game is over when one team has knocked out all living players on the opposing team, or the team with the most living players left when 10 minutes have passed.