Volcage

THE NEW SPORT

Rules of the game

Volcage is a team sport that can be played **anywhere** and **by anyone**. Combining the rules of ultimate and disc golf, Volcage is a real sporting innovation, featuring a basket goal of a type completely new to sport.

Simple, accessible and fun, Volcage is a great new sport that you can play with your family, your friends and even at school. Volcage is designed to be played **on any terrain**: the beach, the woods, an indoor or outdoor pitch – in fact, anywhere!

Volcage is a **non-contact** sport **played using your hands**. The rules have been devised to ensure **fair play** and **sportsmanship**, which is why it's self-refereed. In the sport of Volcage, tact, teamwork and skill win every time!

And Volcage is not just a great way to get everyone active and having fun, it's also an **all-round sport** that develops **accuracy, reactivity, endurance, explosive power, rapid decision-making, agility** and many other athletic skills.

Aim of the game

How do you win a game of Volcage?
Work with your team to score as many points as possible.
To score points, you have to throw the ring accurately so that it ends up in the basket as many times as possible during the game. You pass it between the players on your team and work together to get close to the basket. But be careful: you can't move your feet while you're holding the ring and the defenders on the opposing team will try their best to get in your way!

Volcage playing kit

Volcage comes in kit form so you can carry it around, set it up and play it anywhere. The kit contains everything you need to play Volcage:

• 1 carry bag
• 1 Volcage basket (with everything required for assembly)
• 2 throwing rings
• Orange tapes to mark out the no-go zone around the basket
• 4 blue base markers to mark the attacking start points
• 1 rules booklet

Watch the video

Distributed by Megaform SA, rue haute 177, 4700 Eupen, Belgium
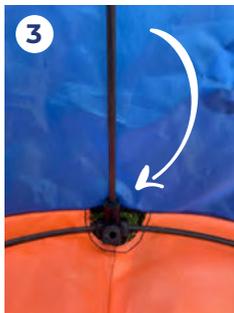
Starting a match

Setting up the basket (estimated time: 1 minute)

1

Take hold of the basket and pull the blue walls up towards you (with the Volcage logo facing upwards).

2

Insert the 6 spars into the black holders arranged around the base.
Note that 3 of the holders have 2 holes.

3

For those, insert the spar into the hole facing upwards.

4

Once the basket is standing up, the next step is to erect the dome. Take the 3 spars connected by a black end piece.
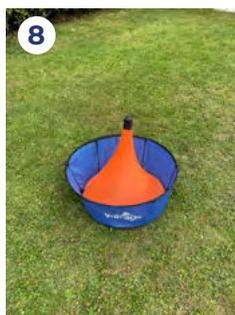
5

With the black end piece at the top, slide the spars into the hole from underneath the dome.

6

Insert the other end of the stems into the remaining holes in the black holders.

7

When the 3 spars are in place, turn over the basket.

8

You're done!
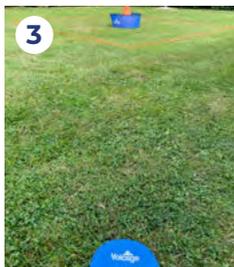The Volcage basket is ready for play.

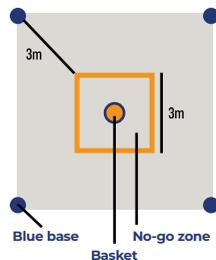## Setting up the pitch

1

Join together the orange tapes with the hook-and-loop strips to form a square 3m x 3m.
This is the no-go zone.

2

Place the basket in the centre of the square.

3

Next, place the blue base markers 3m from the 4 corners of the no-go zone.
Your pitch is ready for play!

3m

3m

Blue base

Basket

No-go zone

Note: play is also allowed outside this square. There is no limit to the playing area – the base markers are just the starting point.

Rules of the game

Forming teams

To play, form **2 teams of 3 players** + 1 substitute for each team. The minimum age to play Volcage is **8 years**. The teams are **mixed**.

Match duration

A match lasts for **15 minutes**. It is divided into 3 x 5-minute periods with a 2-minute timeout between each period.

How to score points

To score points, the players must throw the ring so it lands in the basket or over the dome.

In the basket
1 point

Over the dome
3 points

Starting a match

Which team starts on attack with possession of the ring is decided by a toss up: HEADS (the side featuring the Volcage logo) or TAILS. One team chooses HEADS, the other TAILS. A player tosses the ring into the air and whichever side lands upwards decides which team will start on attack.

Note: at the start of each period, possession of the ring switches to the opposing team.

HEADS side

When in possession of the ring (attacking) ⭕

- Attacking play must always start from one of the 4 blue base markers (players are not allowed to shoot for goal directly from a base).
- Players are not allowed to move their feet while holding the ring (except when using one foot to pivot). A player must throw the ring to pass it to another player on their team. There is no limit to the number of passes allowed.
- No player may keep possession of the ring for more than 10 seconds (an opposing player counts aloud).
- When the ring falls to the ground, the defending team recovers possession and begins attacking play from the nearest base marker (unless a defender commits a foul).
- If the 10-second rule is broken, the player puts the ring on the ground. A player on the defending team recovers the ring and begins attacking play from the nearest base marker.
- Shooting for the basket is not allowed from within the no-go zone. A player recovering the ring from the no-go zone must pass it to another player on their team who is outside the no-go zone.
- An attacker on the edge of the no-go zone (orange square) has 5 seconds to shoot.
- A player is allowed to jump and hit the ring to make it fall into the basket before it touches the ground. Note: the player is not allowed to catch (take hold of) the ring, only smash it directly into the basket.

Rules of the game

- If, after being thrown by an attacker, the ring is touched by a defender before falling into the basket or over the dome, the resulting point(s) is/are scored by the attacking team.
- Defending players are not allowed to enter the no-go zone (orange square). The rules state that only ONE player on the attacking team may enter the no-go zone at any time, for no more than 5 seconds, whether they are in possession of the ring or not. Note that each player is allowed inside the no-go zone only once per period.
- If a defender and an attacker catch the ring at the same time, the attacking team retains possession.
- The ring must be passed at least three times, including the pass from a base marker, before a shot at goal is made.

When not in possession of the ring (defending) ⊗

- Possession of the ring is gained either by an interception or after the ring falls to the ground (no contact allowed).
- Two or more defenders may not defend against the same attacker. No defender may enter the no-go zone. An attacking player may stretch out their arm to distance a defender if the defender is too close. Exception: when the defender is close to the no-go zone and there is no room for the attacker to stretch out their arm. No defender may cross the no-go zone.
- After an interception by a defender, providing the ring does not fall to the ground, the game continues and the teams switch roles. However, if the defending team recovers possession after the ring has fallen to the ground, attacking play must start from a base marker.

Fouls

- Handing the ring directly to another player
- Stepping inside the no-go zone (defender) or shooting from inside the no-go zone (attacker)
- A defender intercepts the ring inside the forbidden zone
- A defender jumping over the no-go zone or touching the no-go zone
- A defender obstructing or touching the arm of a player
- Several defenders defending against the same player
- An attacker taking a step while holding the ring
- If a foul preventing play from continuing is committed, the fouling player restarts from a base marker

YES: one defender defending against an attacking player

YES: no contact between players (see outstretched arm rule)

NO: a defender may not stand inside the no-go zone (both feet outside the line)

Fair play rules

After a team has committed 5 fouls (on attack or defence) the opposing team is awarded an undefended penalty shot. Penalty spot: a blue base marker. After this, every team foul incurs a penalty shot.

The 5-fouls rule applies to the team not individual players, over the duration of the match.

Unsportsmanlike behaviour, including but not limited to disrupting the game and taunting, is penalised by a deduction of 1 point.