

HANTIS RULES

COMPETITIVE GAME MODE

2-player teams play a game, match, and/or tournament against an opposing team. Tournament Play is the most popular since all the teams are guaranteed multiple games against different opponents. Double and triple elimination brackets can be setup for four to sixty-four teams.

SET UP

- 4 tables, 4 players, 1 ball
- Tables are spaced equally in all directions. Recommended spacing is 3' for Beginners, 4' for Advanced, 5' for Pro.
- In competition, 2 player teams face off in a 21 point duel to see who is crowned king. Team must win by 2.
- Depending on the amount of time available each match can be a best of 1, 3, 5, or 7 game series. In Tournament Play, it is better to have the first round of games as a 1 or 3 game series, then up the games per match as the rounds advance.

SERVING

- Ball must hit server's table first. This is very similar to a serve in ping-pong. In a proper serve, the ball must first hit the server's hand, hit off the serving table, and then into the other team's possession. The ball may be served to either defending table. Once the ball has hit the server's table, it is in play.
- The offensive line of scrimmage is the line that must not be crossed by an offensive player's waist until the ball is served. The line runs parallel to the line formed by the back of their tables. The line can be drawn on the floor of the game space or straight tape can be placed in order to prevent confusion.
- The defensive line of scrimmage prevents the defensive players from getting too close to the opposing team before the ball is live. The line is located parallel to the line formed by the front side of the defenders' tables. The line can be drawn on the floor of the game area or straight tape can be placed on the floor in order to prevent confusion.
- To begin, the players start out by choosing which player will "rock, paper, scissors, SHOOT!" for the first possession. The team that wins chooses the side they want to start on and whether they want to serve first. Teams select which player serves first.
- The player who serves first will continue for 5 consecutive serves, and then the other team chooses their serving player for the next 5. Serving continues to switch from team to team every 5 serves and players alternate the serving responsibility until game point is reached. At game point, players will have the option to choose their strongest server.
- When a team reaches game point (20 points) the losing team will serve until a tie. If a tie happens, the team that reached game point first would then serve. At game point, teams can choose their best server and can opt out of alternating every 5 serves. Once a team leads by 2 points after game point, they have won the game.

- At game point, the losing team serves and they are allowed one fault per play. By allowing one fault per play, teams who are behind can force fast serves on their first attempt without risking a total game loss on one serve.
- If a player is past their line of scrimmage when the ball is served, the play should be stopped. Officials should allow 1 reminder and replay the point. But after the first reminder, if scrimmage violation occurs, a point is rewarded to the opposing team and there is no replay of that point.

HITS

- Players allowed 2 hits and 1 hit per table. Each player is allowed a maximum of two body hits per possession. Each team is allowed 1 hit on each table per possession. So, in one possession, teams of 2 players can hit the ball 4 times (twice each) the ball is allowed to bounce 2 times (once per table).
- Players must strike the ball. The contact between the player and the ball is best described as a hit, strike, or slap. Use the mindset that you are the paddle; hands, head, feet and all.
- No cupping or stopping the ball. The ball cannot be touched for longer than a hit, strike, or slap. It cannot be cupped, grabbed or stopped in play.
- 2 hand hit = 2 hits. When 2 hands together hit the ball it counts as 2 hits.
- Players' body & clothing are allowed to hit the ball. What makes Hantis unique is that you can use any part of your body to strike the ball. If the player's clothing deflects the ball it can be counted as one hit. If the clothing catches the ball, it is counted as a roll, which is an out.

POINTS

- The ball is served, a player touches it, and then it hits the ground. The other team gets a point.
- The ball is served, it bounces off a table, and then it hits the ground. The other team gets a point.
- The ball is live and it hits a table twice consecutively. The other team receives a point.
- During one team possession; a player touches the ball for a third time. This can occur if the player hit the ball three times simultaneously or back and forth with his teammate. If the team kept possession of the ball and a player touches it three times, the other team receives a point.
- A double out happens when one team wins two points in one play. It can only happen when the ball hits both players' tables consecutively then hits the ground. If the ball hits the same player's table twice before hitting their teammate's table, this is a single out, not a double out. If the ball hits a player after consecutively touching both tables, it would not be a double point because the player who hit it last would be at fault.
- The ball is live, hits a player, and then goes out of play. When the ball goes out of play, the player who hit the ball last is out; the other team receives a point. The ball is live, bounces off a table, and then goes out of play. Since the ball hit a table last, the other team receives a point.

- If a player flagrantly interferes with another player's movement as they are attempting a shot at the ball, the regulator can call a foul. The play is ended and the fouled team is awarded a point. Contact allowed is equivalent to basketball. Players are allowed to guard and block-out, but not maliciously. If any player has any form of misconduct during a Hantis match: pushing, punching, fighting, hair pulling, intentional kicking, or any physical or verbal act deemed harmful by the regulator, the team can be immediately disqualified and the other team wins the match.
- If a player flagrantly moves any table from its resting position during play, the regulator can call "dead ball" because of the interference and the other team receives a point.