

Official Töte Rules

Töte will be played with sportsmanship, skill, courage, and, above all, honor. As with any play, cheating is possible. Do not dishonor yourself by cheating - it is only a game of temporary outcome; your honor is yours to preserve forever.

This sport has been safely played for over half a century. Safety has always been at the forefront of design from the very first construction; however, all sports have risks of physical injury - always play it safe! If your opponent is injured, then there is no more playing - keep yourself and your opponent safe so that the fun never stops!

Play It Safe:

- Never toss a Töte at an unaware person. Doing so could cause injury and dishonor yourself and the sport.
- Never play with a mentally disabled or impaired player.
- Always be cautious and safety-minded with inexperienced players. Special attention to safety should be of primary importance with children and physically handicapped players. Do not play with mentally handicapped or violent/aggressive players. Play it safe - safety must always come first with Töte or any sport!
- Be aware of any hazards in the peripheral and background areas of the intended playing field - "always check your 6!".

- Safety goggles and any other safety equipment are always recommended, especially among amateur players.
- Never use a Töte for anything other than it's intended use as a game of sport (including, but not limited to, as a bat, or as a support).
- Tötes have intentional safety features incorporated into their design. The abusive gaming environment of being continuously impacted will likely eventually cause wear and damage to the Töte. Never play with a damaged Töte - treat yourself to a shiny new Töte if necessary. No game is worth jeopardizing the safety of, or risking injury to, yourself or your honorable opponent.
- Safety First!

Definitions:

- **Body Zones:** There are 3 zones to the body - Arms, Legs, and Core.
Note: hair and clothes are considered to be an extension of their respective body part (loose clothing may be a disadvantage).
 - Arm: shoulder (~ seam of t-shirt sleeve) to fingertips.
 - Leg: pelvic joint (~bikini line) to toe tips.
 - Core: all the rest — head, neck, and torso.
- **In-Play:** Resting periods are briefly allowed between each volley, and occur automatically the instant the Töte touches the ground. At all other times when the players are set, the Töte is considered In-Play. To signal out-of-play (time-out), the player in possession holds the tip of the Töte to the ground (clearly signaling out-of-play) until both players signal to each other that they are ready to resume volleys.
- **Out-of-Play:** not In-Play.

Two players stand back-to-back, pace off 5 steps each, then turn and face each other. The Töte is then volleyed back and forth underhandedly until a player loses.

Here are the 4 ways to lose:

- 1) To the core: While In-Play, if the Töte touches a player's core, then 'Töte' - the player loses.
- 2) By the limbs:
 - a) Legs - While In-Play, if the Töte touches a player's leg, then the player loses that leg and must continue with the leg held up off the ground while the Töte is In-Play. The player may hop in general place but not closer or further in any distance advantage. If both legs are lost, including simultaneously, then 'Töte' - the player loses.
 - b) Arms - While In-Play, the Töte may touch a player's arms, and the player is highly encouraged to block as such. Only when the player CLOSES a hand over the Töte (even momentarily) with less than one-finger's-width on the handle, then the player loses that arm and must continue the game with the arm held behind the back while the Töte is In-Play. If both arms are lost, including simultaneously, then 'Töte' - the player loses. In good sportsmanship, questionable catches are immediately held up in view of the other player to confirm judgement.
- 3) By accumulating 5 penalty points [all below apply while Töte is In-Play, no points if limb(s) lost, only the thrower or the catcher can acquire one point per volley, not both; see exception d) below.]:
 - a) Off Balance - either foot is moved, or lost leg touches ground.

- b) Bad Throw - not thrown underhand, handle out-of-reach, flips over 180°, lands short.
- c) Bad Catch - a good throw is not caught.
- d) Cowardice - the only time 2 penalty points occur - Off Balance AND Bad Catch (runs away).

Exceptions for disabled players:

- 1) Functional limbs must be lost twice:
 - One-armed players must lose their functional arm twice.
 - One-legged players must lose their functional leg twice.
- 2) Those in wheelchairs are not subject to losing a leg, nor off balance penalty points.
- 3) All throws with the handle out-of-reach of a disabled player's functional arms are considered bad throws.

(see Official Töte Rule Details for in-depth rule coverage)

Play Töte!