



Patented



Safety First!

Töte 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!

- ◆ Safety goggles and equipment are always recommended, especially among amateur players.
- ◆ Never play with a mentally disabled or impaired player.
- ◆ Never toss at an unaware person.
- ◆ Not for any use other than as intended (including, but not limited to, as a bat, or as a support, etc.).
- ◆ Safety First!

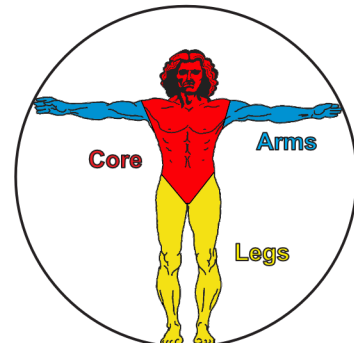
Above all, this sport is intended to be played with honor, skill, and courage. Have fun!

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).

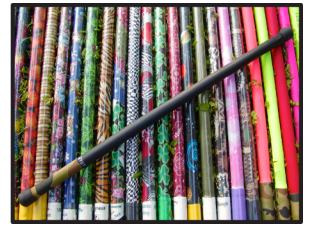
- ◆ **Arm:** shoulder (~ seam of t-shirt sleeve) to fingertips.
- ◆ **Leg:** pelvic joint (~bikini line) to toes.
- ◆ **Core:** All the rest - head, neck, and torso.



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.



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How To 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.

How 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 the game 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 of skin on the handle, then the player loses that arm and must continue the game with that 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 the 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 a lost leg touches the ground.

b) **Bad Throw** - not thrown underhanded, 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).

Play Töte!

See the complete and official rules, tips, and more at: [Töte.com](https://www.Töte.com)

Exceptions for Disabled Players:

1) Functional limbs must be lost twice:

- One-arm-disabled players must lose their functional arm twice.
- One-leg-disabled players must lose their functional leg twice.

2) Those in wheelchairs (always locked) are not subject to off balance penalty points, nor losing a leg.

3) All throws with the handle out-of-reach of a disabled player's functional arms are considered bad throws.