



SIMPLY CALVIN AND HOBBES

COMICS • THEATER • WEIRDNESS • BOOKS
SNOWMEN • CALVINBALL • POLLS • STUFF • SITE INFO

CALVINBALL RULES

Here's a compilation of Calvinball "rules" through the years. Of course, they are all open to interpretation and contradiction...

http://www.simplych.com/cb_rules.htm

The Official Rules of Calvinball

1.1. All players must wear a Calvinball mask (See Calvinball Equipment - 2.1). No one questions the masks (Figure 2.1).

***IMPORTANT -- The following rules are subject to be changed, amended, or dismissed by any player(s) involved.**



Figure 1.2

1.2. Any player may declare a new rule at any point in the game (Figure 1.2). The player may do this audibly or silently depending on what zone (Refer to Rule 1.5) the player is in.

1.3. A player may use the Calvinball (See Calvinball Equipment - 2.2) in any way the player sees fit, from causal injury to self-reward.

1.4. Any penalty legislation may be in the form of pain, embarrassment, or any other abasement the rulee deems fit to impose on his opponent.

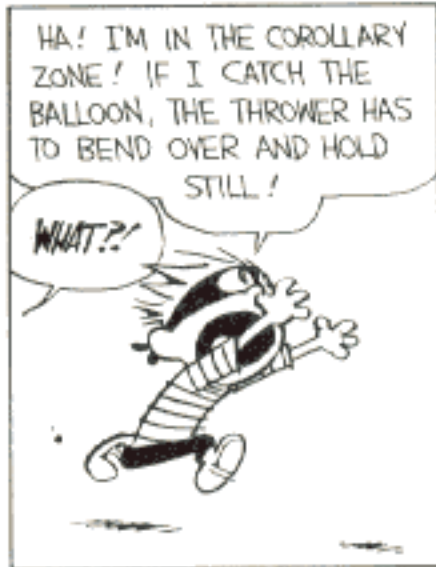


Figure 1.5a



Figure 1.5b

1.5. The Calvinball Field (See Calvinball Equipment - 2.3) should consist of areas, or zones, which are governed by a set of rules declared spontaneously and inconsistently by players. Zones may appear and disappear as often and wherever the player decides. Zones are often named for their effect. For example, a corollary zone would enable a player to make a corollary (sub-rule) to any rule that has been, will be, or might be declared. A pernicious poem place would require the intruder to do what the name implies. Or an opposite zone would enable a player to declare reverse playability on the others. (Remember, the player would declare this zone *oppositely* by not declaring it.) (Figure 1.5a and 1.5b)



Figure 1.6

1.6. Flags (Calvinball Equipment 2.3) shall be named by players whom shall also assign the power and rules which shall govern that flag for particular moment in that particular game(Figure 1.6).

1.7. Songs are an integral part of Calvinball and verses must be sung spontaneously through the game when randomly assigned events occur. These random events will be named and pointed out after the player causes the event.



Figure 1.9

1.8. Score may be kept or disregarded. In the event that score is kept, it shall have no bearing on the game nor shall it have any logical consistency to it. (Legal scores include 'Q to 12', 'BW-109 to YU-34, and 'Nosebled to Trousers'.) (Figure 1.9)

1.9. Any rule above that is carried out during the course of the game may never be used again in the event that it causes the same result as a previous game. *Calvinball games may never be played the same way twice (Figure 1.9)*

-->

Calvinball Equipment



Figure 1.1

2.1. Mask - All participants are required to wear a mask - Figure 1.1

2.2. Calvinball - A Calvinball may be a soccerball, volleyball, or any other reasonable or unreasonable, spherical or non-spherical object - Figure 2.1a and Figure 2.1b



Figure 2.1a

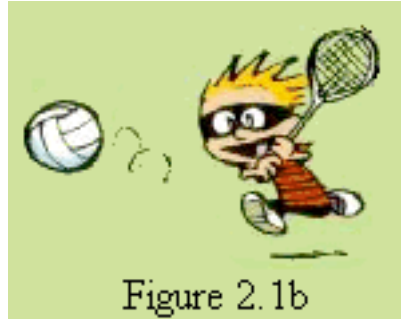
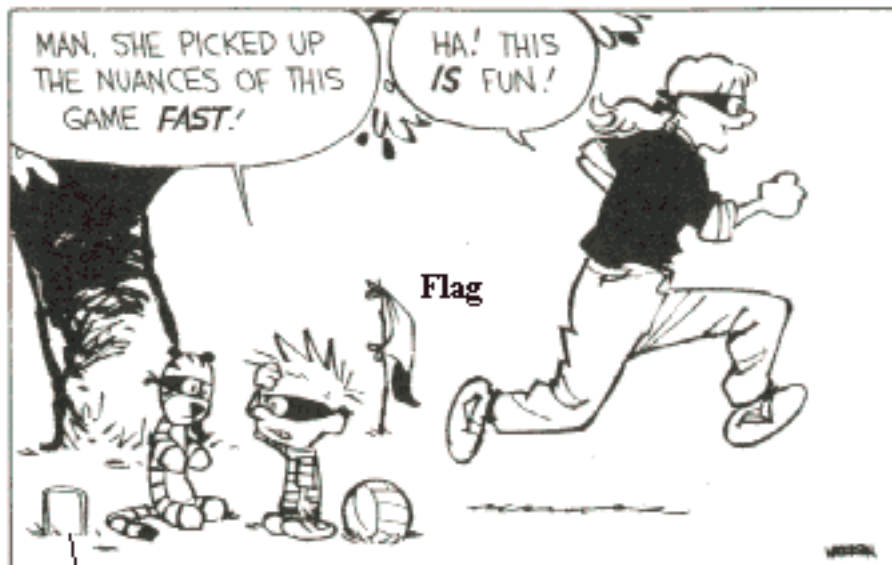


Figure 2.1b

2.3. Calvinball Field - The Calvinball Field should be any well-sized field, preferably with trees, rocks, grass, creeks, and other natural hindrances to health.

2.4. Miscellaneous - Other optional equipment include flags, wickets (especially of the time-fracture variety), and anything else the players wish to include (Figure 2.4).



Wicket

Figure 2.4

**** This rulebook is not required, nor necessary to play Calvinball. Special Thanks to the Calvinball Founders *Bill Watterson, Calvin, and Hobbes.***

OTHER KIDS' GAMES ARE ALL SUCH A BORE!
THEY'VE GOTTA HAVE RULES AND THEY GOTTA KEEP SCORE!
CALVINBALL IS BETTER BY FAR!
IT'S NEVER THE SAME! IT'S ALWAYS BIZARRE!
YOU DON'T NEED A TEAM OR A REFEREE!
YOU KNOW THAT IT'S GREAT, 'CAUSE IT'S NAMED AFTER ME!
IF YOU WANNA...



[Home](#) · [Comics](#) · [Theater](#) · [Weirdness](#) · [Books](#) · [Snowmen](#) · [Calvinball](#) · [Polls](#) · [Stuff](#) · [Info](#)