



**INTERNATIONAL RAQBALL FEDERATION
I.R.B.F.
FEDERATION INTERNATIONALE DE RAQBALL
F.I.R.B.**



OFFICIAL RULES OF RAQBALL 2019

English Language Version

Effective as of 1 January 2019



*Throughout this text of the "Official Rules of RAQBALL" any reference to a coach, player, referee etc. expressed in the masculine must, of course, be understood as also referring to the feminine. This formulation has been chosen for convenience.
A glossary of specific terms used when practicing RAQBALL can be found at the bottom of page 10.*

THE MATCH

1. **Art. 1: Definitions**

1.1. **The RAQBALL Match**

A RAQBALL match is played between two teams of three players each.

The objective of each team is to score in the opponent's Target and also to prevent the opponent from scoring.

The game is run by referees, table officials and a commissioner, if there is one.

1.2. **The Target:** its own Target and that of the opponent.

A team attacks the Target of the opponent and defends its own Target.

1.3. **The Winner of a Match**

A match is won by the team that has scored the most points at the end of the playing time.

PITCH AND EQUIPMENT

2. **Art. 2: The Pitch**

2.1. **The Field of Play**

RaqBall is played on a pitch fitted with either fixed or moveable panels.

The surface of the pitch is flat, hard and free of all obstacles. It's possible to play on every surface: hard, grass, sand...

Its dimensions are: 20 metres long by 10 metres wide. The measurements are taken from the outside of the lines demarcating the pitch (adaptations are possible).

The pitch must be marked by existing markings or by removable boundaries and must conform to the regulation field of play.

The panels, fixed or mobile, are all sited in an identical way:

- The panel is placed in the middle of the bottom line, outside the playing surface.
- For the fixed panel, its base must be positioned outside the bottom line. Guards must be placed in accordance with the manufacturer's specifications.
- The mobile panel is set vertically to the limit field. Guards must be placed in accordance with the manufacturer's specifications.

2.2. **Back Zone**

The back zone of a team consists of its own Target, the inner face of the panel as well as the part of the pitch bounded by the bottom line behind its own Target, sidelines and centre line.

2.3. Front Zone

The front zone of a team consists of the opponent's Target, the inside face of the opponent's panel, the bottom line behind the opponent's panel, the sidelines and the innermost edge of the centre line closest to the Target of the opponent.

2.4. The Lines

- **Lines demarcating the Field of Play**

The field of play is bounded by the bottom lines and the sidelines. These lines form part of the field of play.

No obstacle, including the persons sitting on the team bench, may be located within two (2) metres of the field of play.

- **Centre Line**

The centre line should be drawn parallel to the bottom lines from the middle of the sidelines. It extends fifteen (15) cm beyond each sideline.

The centre line forms part of the back zone.

The centre circle must be drawn in the centre of the pitch and have a radius of 0.80 m, as measured from the outer edge of its circumference. The interior of the central circle can be painted.

- **Three-Point Target Zone**

The Three-Point Target Zone of a team (Figure 1) covers the entire area of its own field of play.

- **The Team Bench Zones**

The team bench zones must be drawn outside the field of play. It is essential for the teams to be located beside their own zone (with the team bench changing over at half-time).

There must be ten (10) seats available in the Team Bench Zone for Team Bench Members; whereby the latter consist of coaches, assistant coaches, substitutes, eliminated players and attendants.

All other persons must be at least two (2) metres behind the team bench.

- **Player Changeover Zones**

It is mandatory for the players of each team to carry out changeovers using the two (2) metre zone demarcated by each side of the centre line and by the side of their Team Bench.

PITCH

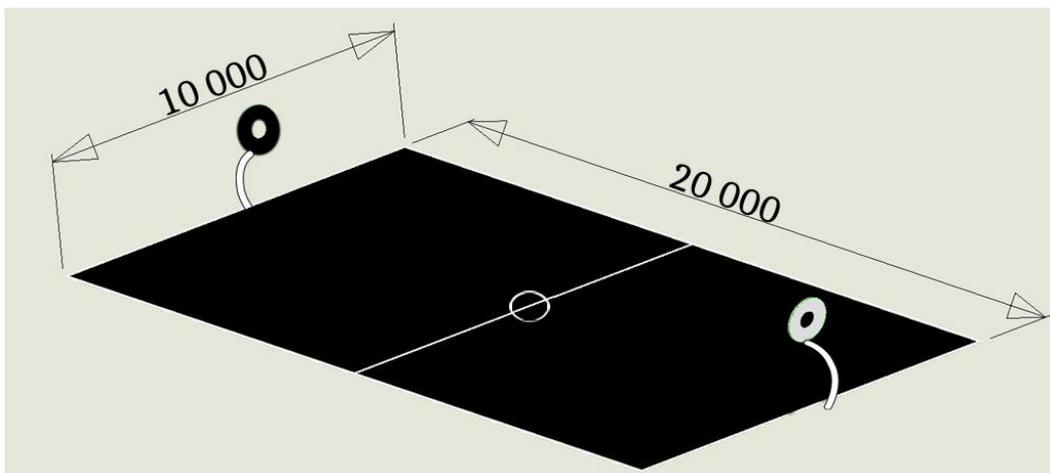
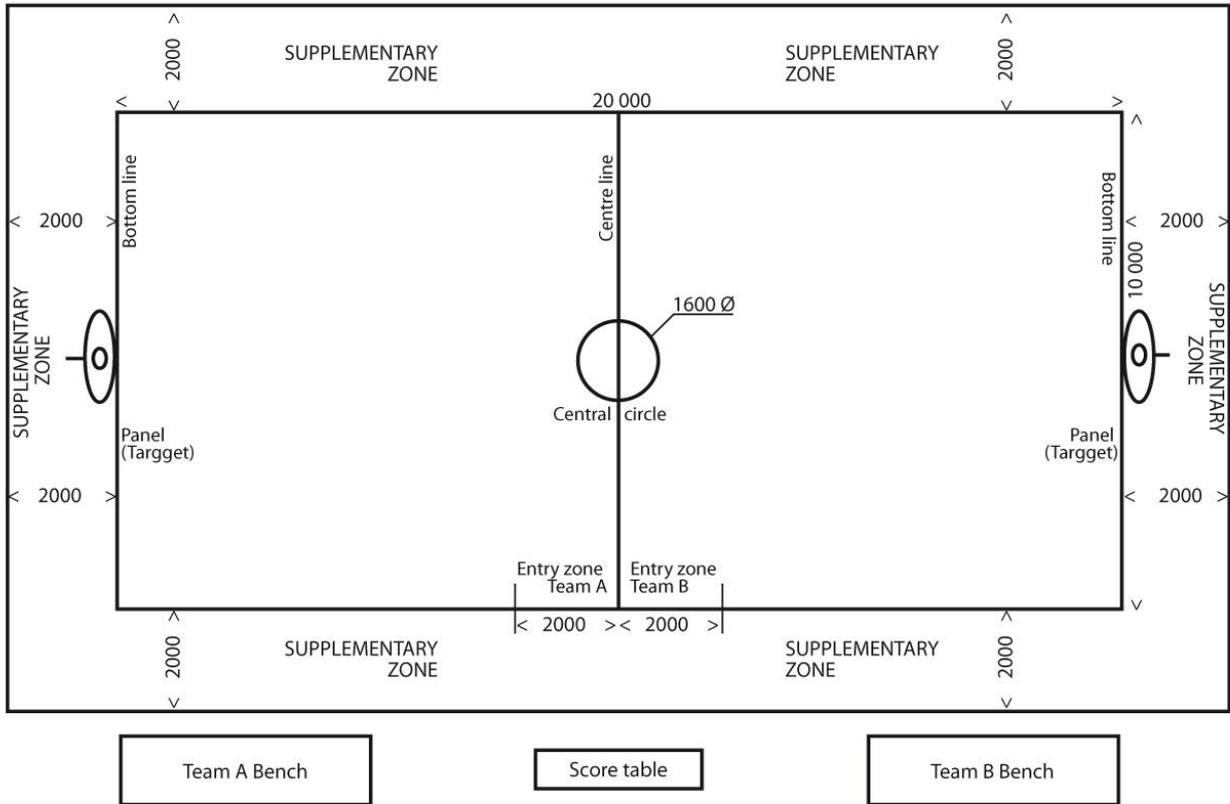


Figure 1 - Regulation Field of Play

3. **Art. 3: Equipment**

The following equipment will be required:

- Panels (*Base - Target - Net*).
 - Upholstery, ballasting and anchoring.
 - Ball - Raqqet - Shirt
 - The Game Clock.
 - Score Table.
 - Score Sheet.
 - Player Fault Cards.
 - Playing Surface.
 - Appropriate Lighting.
-

THE TEAMS

4. **Art. 4: The Teams**

4.1. **Definition**

- A team member has the right to play whenever he is permitted to play for a team under the rules (including the age limit rules) set by the competition's organising body.
- A team member is permitted to play whenever his name is marked on the score sheet before the start of the match and for as long as he has not been disqualified.
- During the playing time a team member is:
 - ✓ A player whenever he is on the field of play and is permitted to play,
 - ✓ A substitute whenever he is not on the field of play but is permitted to play,
 - ✓ A player is excluded whenever he commits six (6) faults and is no longer permitted to play.
- During an interval, all team members permitted to play are considered to be players.

4.2. **Rules**

- Each team consists of:
 - ✓ Up to six team members are permitted to play, including the captain.
 - ✓ A coach and, if a team wishes, an assistant coach.
 - ✓ A maximum of four attendants with special responsibilities, such as: Manager, doctor, physiotherapist, statistician, interpreter, etc. ... who must remain sitting on the team bench.
- During playing time, three players from each team must be on the field of play but can be substituted.
- A substitute becomes a player and a player becomes a substitute whenever the referee signals to the substitute to enter the field of play. They pass through the demarcated zone.

4.3. **Outfit**

- The outfit of the members of the same team consists of shirts of the same dominant colour front and back.

An "all-in-one" outfit is permitted.

Shorts of the same dominant colour, front and back but not necessarily the same colour as the shirt. Socks of the same dominant colour for all players on the team.

Each team member must wear a shirt numbered front and back with full numbers, in a solid colour contrasting with that of the shirt.

- Teams must have at least two sets of shirts:
- ✓ The team named first on the programme (the local team) must wear light-coloured shirts (preferably white).
- ✓ The second team named on the programme (the visiting team) must wear dark coloured shirts.
- ✓ However, if the two teams involved agree, they can swap different-coloured shirts.

All numbers on shirts must be clearly visible.

Players may not wear any equipment or other items that could cause injury to other players.

5. **Art. 5: Players: Injuries**

5.1. In case of player injuries, the referees may stop the game.

5.2. If the Ball is in play when an injury occurs, the referee must refrain from blowing the whistle until the team in possession of the Ball carries out a shot at the Target, loses control of the Ball, remains in possession without playing it or if the Ball goes out of play. If necessary for the protection of an injured player, the referees may suspend the game immediately, however.

5.3. If the injured player is unable to continue playing right away (within approximately 15 seconds) or if he receives assistance for his injury, he must be substituted unless he is the last player remaining on the field of play.

5.4. Team bench members may enter the field of play only with the permission of a referee, in order to take care of an injured player before he is substituted.

5.5. A doctor may not enter the field of play without the permission of a referee even if, in his opinion, the injured player requires immediate medical treatment.

5.6. During the game, any player who is bleeding or who has an open wound must be substituted. He may return to the field of play after the bleeding has been stopped and if the affected area or open wound has been completely and securely covered up.

If the injured player or any other player who is bleeding or who has an open wound recovers during a time-out taken by one of the teams before the substitution signal is given by the marker, that player may continue playing.

6. **Art. 6: Captain: functions and powers**

6.1. The captain (CAP) is a player designated by his coach to represent his team on the field of play. He is recorded as the captain of the team on the score sheet. He may speak to the referee courteously during the game, in order to obtain information but only whenever the ball is out of play or the game clock has stopped.

6.2. The captain must, immediately at the end of the match, inform the referee if his team disputes the result of the match and must sign the score sheet in the space marked



"Signature of captain in the event of protest".

7. Art. 7: Trainers: functions and powers

- 7.1. The players on the team bench are the only persons allowed to sit on the team bench and must remain within their own team bench zone.
- 7.2. The coach can go to the score table, in order to obtain statistical information, but only when the Ball goes out of play or the game clock has stopped.
- 7.3. The coach - and only the coach - is permitted to remain standing during the game in the camp of his Target. He may communicate with his players verbally during the game, provided he remains within his own team bench zone.
- 7.4. Whenever the captain leaves the field of play, the coach must inform a referee of the number of the player who will carry out the captain's duties on the field of play.

RULES OF THE GAME

8. Art. 8: Playing Time

- 8.1. The match consists of four periods of five minutes each. Time is counted by the referee at each stoppage of play, whenever the Ball is out of play. Time restarts as soon as the Ball is back in play.
- 8.2. The match is lost by a team if it no longer has a player on the field.
- 8.3. The interval between the second and third quarter (half-time) is 2 minutes 30 seconds. It is thirty (30) seconds between the other quarters.
- 8.4. The coach may request a time-out of 30 seconds for each half-time.
- 8.5. If the score is tied at the end of the playing time in the fourth quarter, the game must continue in "sudden death" mode.
- 8.6. If a fault is committed during a Targ (a shot on the Targget) right at the end of a quarter, the Ball remains in play until completion of the next attempt.

9. Art. 9: Start and end of the match

- 9.1. The referee, in the presence of the two captains, must carry out a toss before the start of the game, in order to ascertain which team will kick off or choose its half of the pitch.
- 9.2. The first period begins when the Ball leaves the hand(s) of the referee when launching the initial two-player confrontation.
- 9.3. The match cannot start if one of the teams has less than three players on the field of play who are ready to play.
- 9.4. Teams must change Target for the second half.



10. Art. 10: Status of the Ball

10.1. The Ball can be either in play or out of play.

10.2. The Ball goes in play whenever:

- At the time of the two-player confrontation, the Ball leaves the hand(s) of the referee.
- At a throw-in, whenever the player making the throw-in touches the Ball with his Raqquet (Ball / Raqquet contact).

10.3. The Ball goes out of play whenever:

- It goes off the pitch.
- Whenever the player in possession of the Ball sets foot outside the pitch.
- A referee blows the whistle while the Ball is in play.
- The game clock signal sounds, signalling the end of the period.
- A Ball already in the air during a Targ at the Target is touched by a player of either team after:
 - ✓ A referee has blown the whistle.
 - ✓ The game clock signal sounds, signalling the end of the period.

10.4. The Ball does not go out of play and the Targget counts if successful whenever:

- The Ball is in the air during Targ at the Target and:
 - ✓ A referee has blown the whistle.
 - ✓ The game clock signal sounds, signalling the end of the period.
- A player commits a fault against any opponent while the Ball is in the possession of an opponent who is targing at the Target of the pitch and ends his Targ with a continuous shot that began before the fault was committed.
- This provision does not apply and the Targget does not count if:
 - ✓ If a referee blows the whistle and a completely new Targ action is performed.
 - ✓ During the player's continuous shot in the Targ action, the game clock signal announces the end of the period.

11. Art. 11: How to play the Ball

11.1. Definition

During the game, the Ball is only ever played with the Raqquet held in one hand.

The player can move in Drib'up (dribbling by bouncing the Ball upwards), in 1ground (by bouncing the Ball once on the ground). The Ball can be restarted after a 1ground either by the player or by a partner.

He can send the Ball to a partner either upwards or by bouncing it.

11.2. Rule

- A player must not deliberately block the Ball using his foot or any part of his leg.
- A player must not deliberately block the Ball using his free hand.



12. Art. 12: Possession of the Ball

12.1. Definition

Possession by a team begins once a player on the team comes into possession (i.e. Ball-Raqqet contact) of the in play Ball, dribbles it, etc.

12.2. Team possession continues whenever:

- A player on the team is in possession of the in play Ball.
- The Ball is passed between team-mates.

12.3. Team possession ends whenever:

- An opponent takes possession of the Ball.
- The Ball leaves the Raqqet during a Targ at the Targget.

13. Art. 13: A successful Targ and its value

13.1. Definition

- A Targ is successful whenever a Ball in play enters the opening of the Targget and passes right through it.
- A Targ is successful whenever a Ball in play touches the full panel (The backstop does not count as part of the full panel).

13.2. Rule

- A Targ is credited to the team attacking the Targget of the opponent which the Ball has gone through. Its value is as follows:
 - ✓ A Targ that touches the full panel counts as 1 point.
 - ✓ A Targ dropped from the opponent's zone and passing through the central opening counts as 2 points.
 - ✓ A Targ dropped from his own Targget zone and passing through the central opening counts as 3 points.
- A Targ is credited against his side when the Ball of a defender touches the Targget. Its value is as follows:
 - ✓ A Targ that touches the full panel counts as 1 point.
 - ✓ A Targ that passes through the central opening counts as 2 points.

14. Art. 14: Rules of the Game

14.1. The player must always bounce the Ball on his Raqqet (Dribbup), regardless of his movement (stopped, running ...).

The player is entitled to only one 1ground (one bounce on the ground), either to make a pass, or to overwhelm an opponent, with each possession of Ball.

If the Ball bounces more than once on the ground, it must be returned to the opponent at the place where the error occurred (but this is not a fault).

The player can Targ from wherever he wants.

The referees will raise their arms to indicate an immediate Targ.

The team can make as many passes, Drib'up (contact Ball / Raqqet) as it wants it within the time of the Targ estimated by the referee (12 seconds).



If the player exceeds this time, the Ball is returned to the opponent at the place where the action stopped.

14.2. The player in attack can move in Drib'up, 1ground without any contact.

Similarly, the player in defence only has the right to hinder the attacker by using the arm carrying the Raqqet.

Thus, a **fault** is committed whenever:

- The attacker comes into contact with his opponent intentionally.
- The defender is too close to the attacker (estimated safe distance: 0.80 m, shoulder / Raqqet distance). The defender defends with the arm carrying the Raqqet. The penalty for a fault is an either direct Targg taken at the location of the fault or a throw-in, as decided by the player benefiting from the fault.
- An individual player who commits three physical faults or faults against the spirit of the game during the same quarter is then out of the game for the remainder of the quarter.
- An individual player who commits six faults is out of the game for good.

14.3 At each Targ passed through the hole, the team that cashed the Targ starts at the height of its Targget, on the official marking, while the team that has score is in its part of the field, that is to say behind the middle line. The Targ that touches the canvas does not stop the game, is counted and can be recovered by any player. The ball can make 1ground before the recovery by one of the players.

The throw-in on exit is done by making a pass or starting in Drib'up (Ball / Raqqet contact), with an initial contact outside the line, in front of the exit.

When the player is in possession of the Ball and therefore bouncing it, it is strictly forbidden for the opponent to attempt to take the Ball that is bouncing on his Raqqet, except when the bounce rises higher than the player's head.

GLOSSARY:

RAQQET: Racket of raqball

TARGGET: Target of raqball

TARG: Shot at the Targget

DRIB'UP: bouncing the ball on the Raqqet

1GROUND: bouncing the ball once on the ground

15. Art. 15: Referee's Signals

15.1. The hand signals shown in this rule are the only official signals.

15.2. Whenever referees report faults to the score table, it is strongly recommended to reinforce the message verbally (in English in the case of international matches).

15.3. It is important for score table officers to be familiar with these signals.

Game Clock Signals

Stop the Game Clock	Stop the Game Clock for a fault	Start the Game Clock
		
Open Palm	Closed Fist	Hand Chop

Score Management

1 Point	2 Points	3 Points
		

OK Communication Sign	Substitution	Permission to Return
		
Thumbs Up	Forearms Crossed	Move Open Palm towards Body

Voluntary Footwork	Push or Attack without the Ball	Fault by Team in Possession of the Ball
		
Point the Foot		

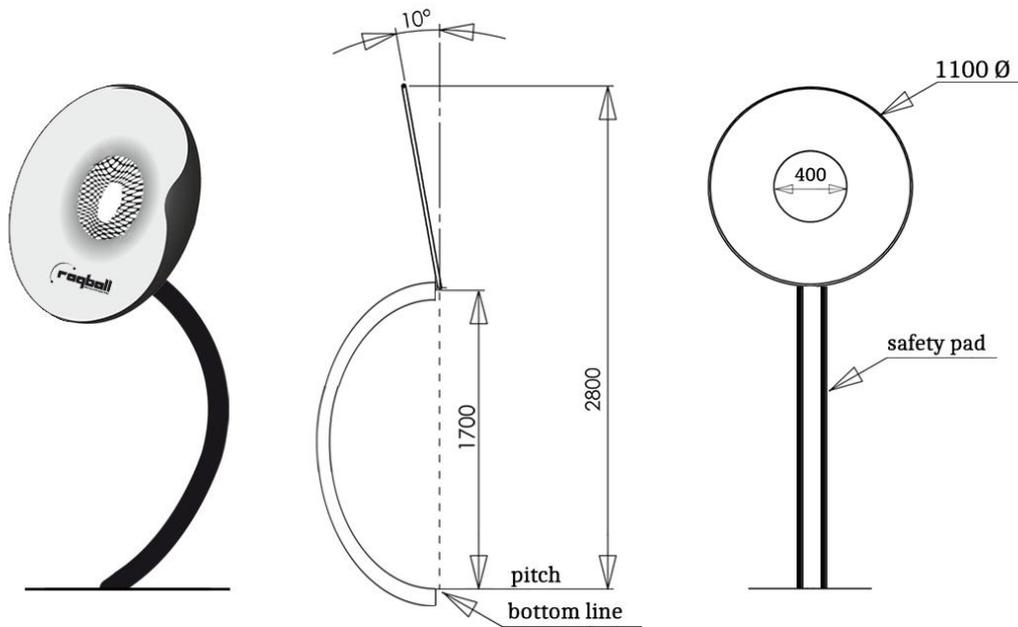
Targ Fault	Non-Targ Fault
	
Raise one Arm with a Closed Fist	Raise one Arm with a Closed Fist, then Point at the Ground

PROTEST PROCEDURE

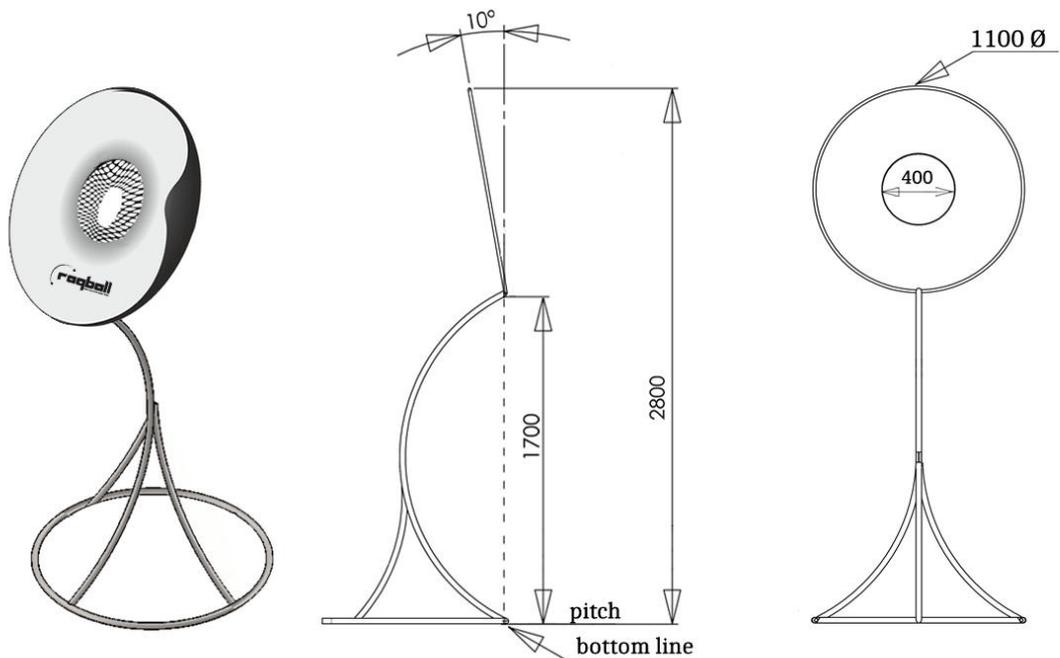
16. If, during an official IRBF competition, a team considers that its interests have been harmed by a decision taken by an official (referee), or by any event that occurred during the match, it must proceed in the following way:
- 16.1. Immediately at the end of the match, the captain of the team in question must inform the referee that his team is lodging a protest against the result of the match, by signing the score sheet in the space marked "Signature of Captain in the event of Protest".
- For this protest to be valid, the official representative of the national federation or club must confirm the protest in writing within 20 minutes of the end of the match.
- No detailed explanations are necessary. It is sufficient to write: "The national federation or club X hereby lodges a protest against the result of the match between teams" X "and" Y ". It is then necessary to lodge with the representative of the IRBF or the Chairman of the Technical Committee a deposit of 1500 Euros.
- The national federation of the club or the club in question must send the representative of the IRBF or the President of the Technical Committee, the text of its protest within one hour of the end of the match.
- If the Technical Committee decides in favour of the protesting team, the deposit will be refunded.
- 16.2. The referee must, within one hour of the end of the match, draw up a report on the incident that gave rise the protest for the representative of the IRBF or for the President of the Technical Committee.
- 16.3. If the national federation of the team or the club in question, or the national federation of the opposing team or the opposing club do not agree with the decision of the Technical Committee, they may appeal against the decision to the Appeal Jury.
- For this appeal to be admissible, it must be made in writing within twenty minutes of receipt of the decision of the Appeal Jury and must be accompanied by payment of a deposit of 3000 Euros.
- If the Appeal Jury decides in favour of the protesting team, the deposit will be refunded.
- 16.4. Videos, films, photos or any visual, electronic, digital or other material may be used to determine the relevant responsibilities for disciplinary purposes or for educational (training) purposes but only after the match has ended.

MISCELLANEOUS:

FIXED PANEL



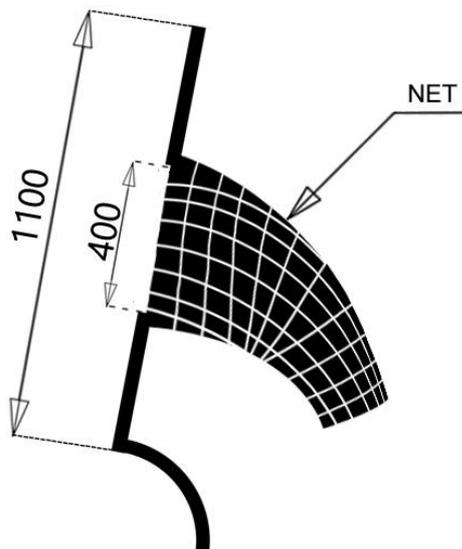
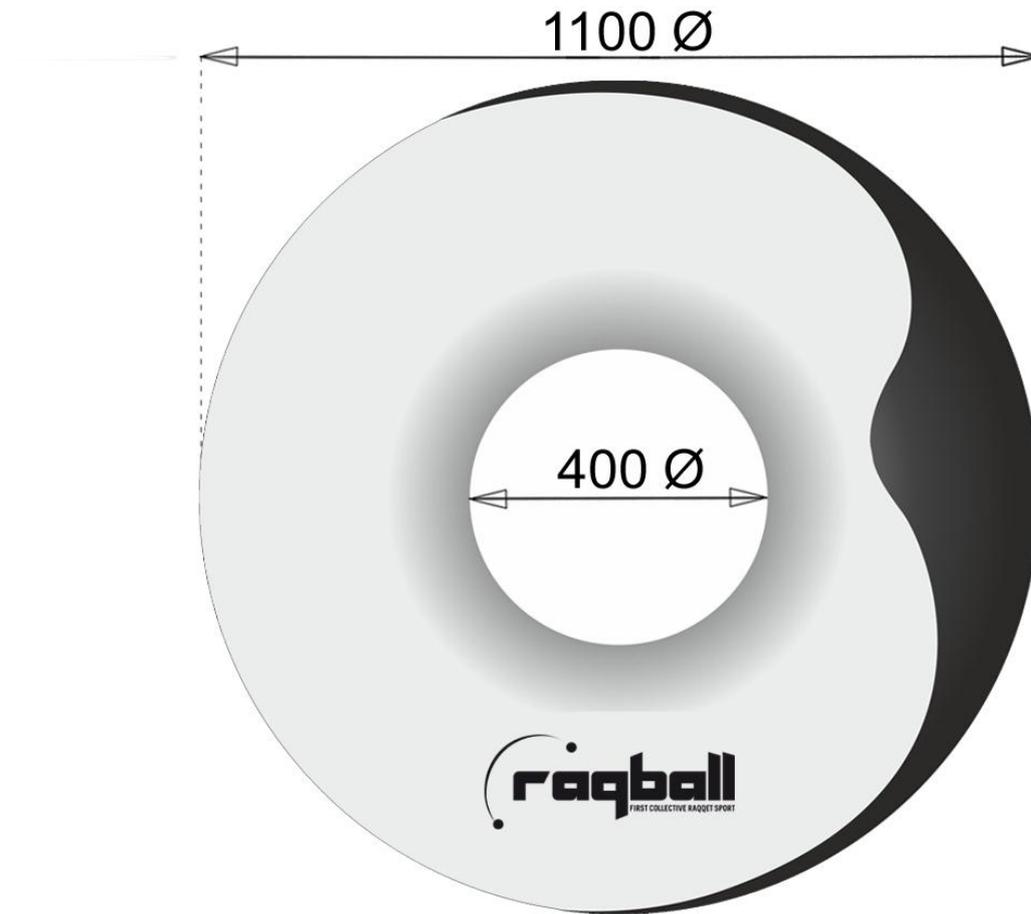
MOVEABLE PANEL



Unit of measurement: millimetre

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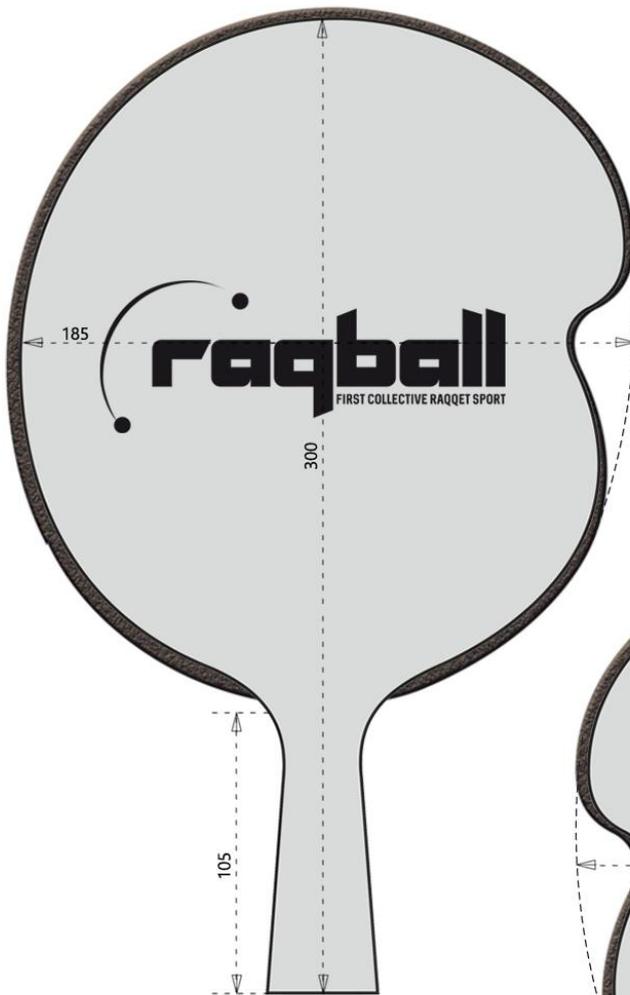
TARGET



Unit of measurement: millimetre

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RAQQET



BALL
Ø 85 mm



Unit of measurement: millimetre

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