



RULES

RAQBALL is the first collective sport of **Raqqets**. The match is played between two teams of three players each. The number is free in leisure sport.

It's possible to play on every surface: hard, grass, sand...

The surface of the pitch is flat, free of any obstacle.

Its dimensions are: 20 metres long by 10 metres wide, adaptations are possible.

The **Targets** must be positioned in the middle and outside the bottom line. Guards must be placed in accordance with the manufacturer's specifications.

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

The **Ball** is only ever played with the **Raqqet**, held in one hand and never stops.

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

Defence:

The player in defence only has the right to hinder the attacker by using the arm carrying the **Raqqet**, without any contact.

Throw-in:

- The throw-in on exit or fault 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.
- At each point scored, the team that has sustained the **Targ** restarts at the level of its **Target**.

Scoring:

- A **Targ** that touches the full panel counts as 1 point.
- A **Targ** that passes the center hole from the opponent's area gains 2 points.
- A **Targ** that passes the center hole from its own **Target** zone gains 3 points.

GLOSSARY:

RAQQET: Racket of raqball

TARGGET: Target of raqball

TARG: Shot at the Target

DRIB'UP: bouncing the ball on the Raqqet

1GROUND: bouncing the ball once on the ground