
INTERNATIONAL BLIND SPORTS FEDERATION

SHOWDOWN RULES

2022 – 2025



The rules have been approved by the IBSA Executive Board, on 16th March .2022.

The rules are valid starting from 28th March 2022.

These rules shall govern all the Showdown play at all the events.

PREAMBLE

Showdown is played by two players. The game is played on a rectangular table with goal pockets at each end, and a centerboard screen. The game is played with bats and an audible ball. The objective of the game is to bat the ball across the table, under the centerboard screen, into the opponent's goal, while the opponent tries to prevent this from happening.

Should there be any misunderstanding between the English version of the IBSA Showdown Rules and any of its translated versions, the English version shall prevail.

These regulations consist of four parts:

A: DEFINITIONS AND TECHNICAL SPECIFICATIONS

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A: DEFINITIONS AND TECHNICAL SPECIFICATIONS

1. TABLE

Showdown table must conform with the following specifications:

- **Parts of the table:**

Centerboard screen:

The rectangular board divides the playing area in two sides.
The centerboard screen rests on the sidewalls above the playing area.

Contact board:

The narrow cap that rests on the top of both end-walls.

Goal area:

The space between the goal pocket and (including) the tactile and visible boundary line.

Goal pocket:

The opening in the horizontal playing deck and the vertical end-wall.
The end-wall must have a hard surface.

Playing area:

Is defined as follows:

- At the sides, by side walls, end walls and curves without vertical limits.
- At the bottom, by the surface of the playing deck.
- The top of the sidewalls.

The top of the contact board is excluded. The downside of the contact board and the front of the contact board are part of the playing area.

Inner playing area:

Is the inner part of the playing area, defined as follows:

- At the sides, by sidewalls, end-walls and curves
- At the top, by the virtual horizontal line defined by the top of the sidewalls.
- At the bottom, by the surface of the playing deck.
- The top and the front of the contact board are excluded. The downside of the contact board is part of the inner playing area.

Playing deck:

The surface of the horizontal board.

Sidewall:

The vertical part of the table delimiting the outer part of the table on the long sides.

End wall:

The vertical part of the table delimiting the outer part of the table on the short sides.

Curve:

The rounded vertical part of the table connecting end walls and sidewalls.

End of the table:

The part of the table defined by the curves, including the whole curves, and the end wall.

- **Dimensions:**

- Interior length: 366 cm (5 mm tolerance).
- Interior width: 122 cm (5 mm tolerance).
- Height (Playing deck from floor): 78 cm (10 mm tolerance).
- Sidewall: 14 cm.
- Corners (interior radius): 23 cm.
- Goal pocket (semi-circular horizontal hole): 30 cm diameter (in the playing deck).
- Goal pocket (rectangular vertical hole): 30 cm x 10 cm (in the end-wall).
- Visible boundary line for goal area on end-wall: 5 cm wide along the rectangular hole.
- Tactile and visible boundary line for goal area: 40 cm diameter.
- Contact board: 0.5 cm thickness, 5 cm overlap to the inside of the table.
- Centerboard screen: 42 cm from top of the sidewalls, 10 cm opening from playing deck.

Blueprint are available in **Appendix 1 – Table**

2. BALL

Ball must conform to the following specifications:

- Sound: the ball must be audible.
- Diameter: the ball must be round and have a diameter of six (6) cm.
- Surface: the ball must have a hard and smooth surface.
- Weight: 23-28 gr.

In tournaments awarding IBSA ranking points, balls to be used must be approved by the IBSA Showdown Sport Committee.

3. BAT

Bat must conform to the following specifications:

- **Material:**

bat must be constructed of a hard, smooth material.

- **Maximum dimensions:**

- Total length 30 cm.
- Blade length 20 cm.
- Blade width: 7,5 cm.
- Blade thickness 1 cm (including soft cover).
- Handle diameter 4 cm.

- **Blade:**

- Shape: the corner of the blade can be rounded and/or squared. The edge of the blade cannot be sharpened.

- o Soft cover: the blade can be covered with a soft cover. The thickness of the soft cover can be up to two (2) mm on each side, but the overall width of the blade must not be wider than ten (10) mm.
- **Handle:**
 - o The blade begins where the diameter/width of the handle becomes wider than four (4) cm.
 - o The width and length of the overlap of the handle and the blade can be up to forty (40) mm (this is consistent with the width of the handle).

Blueprint are available in **Appendix 2 – Bat**

4. SPORTS EQUIPMENT

4.1 Mask

Mask must conform to the following specifications:

- Mask must completely obscure the player's vision; complete darkness must be achieved by wearing the mask, therefore absolutely no light is allowed to be seen when the referee checks it.
- The rim of the glasses must be padded with foam or silicone material to completely shut out all light.
- Darkened alpine skiing glasses or adequate alternatives like goalball masks are the only types allowed.
- It is the player's responsibility to have an adequately prepared mask to be allowed to take part in a competition.

4.2 Attire

The attire of the players must conform to the following specifications:

- **Shirt:**

Players must wear a short-sleeved shirt with sleeves not longer than elbow length.

 - o It is allowed to wear a close-fitting long-sleeved shirt under the short-sleeved one, only if it does not cover the hand protection and its color is different from hand protection, arm protection and the short-sleeved shirt.
- **Uniform:**

Players must wear a sports suit.
- **Shoes:**

Players must wear sports shoes.

4.3 Hand Protection

Players must wear hand protection which extends six (6) cm above the wrist joint.

The hand protection must conform to the following specifications:

- The hand protection must not enlarge the hand by more than two (2) cm on each side.
- The thickness of the hand protection may be maximum 2,5 cm in the front part (all fingers) up to the wrist.

- The thickness of the part above the wrist joint can be maximum 1 cm.
- When measuring the hand, the thumb is excluded.
- Players may wear arm protection beyond the hand protection (6 cm from the wrist joint), e.g. sweat bands, bandages etc.:
 - it must be a different color from the hand protection;
 - it must not enlarge the arm more than 1 cm on each side;
 - it must extend maximum 6 cm down to the elbow;
 - this part of the protection is not considered to be part of the batting hand.

The description of the procedure to measure the hand protection is available in **Appendix 3 - Hand protection measurement**

The description of hand and arm protection is available in **Appendix 4 – Hand and arm protection**

5. PLAY

- **Match:**

A match shall consist of the best of any odd number of sets, e.g. best of one set (1-0) or best of three sets (2-1) or best of five sets (3-2).

- **Set:**

In individual competition, a set shall be won when a player reaches a minimum of eleven (11) points with a margin of two (2) points over the opponent.

In team competition, matches are played in one (1) set and it shall be won when a team reaches a minimum of thirty-one (31) points with a margin of two (2) points over the opponent.

- **Giving up a match:**

When a player is giving up a match, he/she is voluntarily resigning, for example because of an injury.

The player who gives up a match will keep all scored and set points he/she has already won and loses by the lowest possible result.

Example: Player "A" has won the first set 11:5 and is leading in the second set 7:2, then he/she gives up the match because of injury. Player "B" wins this match 11:5, 7:11,0:11.

- **Losing by default:**

A player is losing a match by default when he/she is infringing on some rule.

The player who loses a match by default will lose all sets without any scored point. Scored and set points already won by that player will be annulled.

Example: 11:0, 11:0, 11:0.

- **Goal:**

A goal is scored when the ball passes fully into the goal pocket.

- **Playing mistake:**

An action sanctioned by the rules with a warning, penalty or awarding 1 point to the opponent.

- **Serve:**

The play gets started with the serve. Serving consists in hitting the ball, placed on the playing deck, with the bat within 2 seconds of the referee's whistle. The ball must bounce off the sidewall exactly once prior to passing under the centerboard.

- **Serve turn:**

In individual competition a series of two (2) serves; in team competition a series of three (3) serves.

- **Warning:**

Written admonition for infraction of specific rules during the match by the player or coach (including all breaks) without point assignation to the opponent.

- **Penalty:**

Written heavy sanction for serious infraction of the rules or misconduct by the player or coach during the match (including all breaks), with two (2) points assignation to the opponent.

- **Warm-up:**

It is the time that players can freely practice with each other and get used to the table.

- **Stop-time:**

The total duration of the match.

- **Time-out:**

Interruption in the play.

- **Batting hand:**

The hand (up to and including 6 cm past the wrist joint) that is holding the bat. The batting hand includes hand protection.

- **Non-batting hand:**

The hand that currently is not holding the bat.

- **Language:**

During the match only the official language of the tournament shall be used.

B: RULES OF PLAY

6. OFFICIALS

6.1 Officials for each match during tournament play are:

- Referee (fully sighted).
- Second referee (also fully sighted, elapsed time, time-out, score and number of serves).

The referee can also assume all tasks of the second referee. This rule must not be applied to play-off matches within IBSA Sanctioned Events where there must be two officials.

6.2 The referee must be clearly identifiable as the referee.

6.3 If the referee is injured, he/she stops the match and must be replaced by another referee.

6.4 The referee must conduct the match in the official language of the tournament.

6.5 The official language of IBSA Sanctioned and International Events is English.

6.6 The referee will ensure that the rules of the game are observed in all cases.

6.7 The referee calls “**let**” and thereby designates a re-serve if he/she has not been able to properly assess a situation with certainty. The referee has the option to use assistance of the second referee (if present) before making a decision or to call “**let**”.

6.8 The decision of the referee is final.

7. MATCH

7.1 Matches are played best of 1 or 3 or 5 sets.

7.2 The winner of the match is the player who:

- wins 1 set, in 1 set matches.
- wins 2 sets, in 3 sets matches.
- wins 3 sets, in 5 sets matches.

7.3 The winner of the set is the player to reach a minimum of eleven (11) points having a margin of two points (2) over the opponent.

7.4 Warm-up, time-outs and side changes are part of the match.

8. TIME LIMIT MATCH

8.1 No time limit is allowed for IBSA Sanctioned Events.

8.2 Organizers of any other tournament may introduce time limit play. The organizer should inform the participants about the time limit in the official invitation of the tournament.

8.3 When time allotted for the set has expired the player who is ahead will be declared the winner. If there is a draw when time has expired, a coin will be tossed to determine which player will serve, and the next point wins.

8.4 In time limit matches the match clock will be stopped during a timeout, change-sides or break in play.

9. BEFORE THE MATCH

- 9.1 The referee introduces her/himself, the second referee (if present), the players (or teams) and the coaches.
- 9.2 The referee inspects masks, bats, hand protection and attire of the players.
- 9.3 Players who cannot understand the official language of the tournament can be assisted by an interpreter to be announced prior to the match by the player.
- 9.4 Before the match the player (or teams) must announce the name of the coach and of the interpreter to the referee.
 - a) The player can announce the coach even if the coach is not present.
 - b) The coach can enter/leave the room only when the set is over.
 - c) The player can change the announced coach until the referee has started the warm-up.
 - d) Player's coach cannot also be an interpreter. The interpreter is allowed to communicate only with the player and the referee(s), only for translation.

10. GAME PROCEDURES

- 10.1 The referee asks everyone to switch off mobile phones and remain quiet while the ball is in play.
- 10.2 The referee must ensure silence before play is resumed and while the ball is in play.
- 10.3 Players must wear the mask during the whole match and can not touch it. If the player needs to touch the mask, he/she must ask the permission to the referee:
 - a) The request to touch the mask must be done to the referee during break in play. If permission is given, the player must turn away from the table.
 - b) Before play resumes the referee checks the mask so it is correctly worn.
- 10.4 The referee must check that the masks of the players are correctly worn before warm-up, each set, after time-outs, after change-sides and unusually long breaks.
- 10.5 During the whole match no discussion can occur between the coach and the player, except 17.1 and 18.3.
- 10.6 Spectators must be quiet during play. After the referee stops the game by whistling, spectators and coaches can cheer.
- 10.7 The player and the coach are allowed to speak in any language, with these exceptions:
 - a) If the coach wants to cheer or support the player when the ball is not in play only the official language of the tournament is permitted (rule 19.3.6 applies in case of infraction).
- 10.8 During the match, the coach must remain on the side of the table of the player.
- 10.9 The referee must open the door between sets.
- 10.10 Audience can come in and go out before or after the match or between the sets.

11. COIN TOSS

11.1 Prior to the warm-up, the referee proceeds with the coin toss. Player "A" (first on the list) will be asked to choose head or tail. The player winning the coin toss will be given the choice of serving or giving the serve to the opponent.

12. WARM-UP

12.1 Warm-up is started and stopped by the referee by either blowing the whistle or giving verbal a command.

12.2 The amount of time for warm-up is 60 seconds.

12.3 Warm-up can be omitted completely if both players ask for it.

12.4 During warm-up players must wear all required Showdown equipment.

12.5 During warm-up talking between player and the coach is not permitted (rule 19.3.6 applies in case of infraction).

13. SERVES

13.1 Players will alternate the serves (2) to start the sets. E.g. player "A" wins the coin toss and decides to serve: 1st set player "A" starts, 2nd set player "B" starts, 3rd (eventual) set player "A" starts, and so on.

13.2 Each player will serve two (2) times consecutively.

14. PLAY

14.1 Play will be started and stopped by the referee sounding a whistle:

- a) Single whistle to start or stop.
- b) Double whistle for goal.
- c) Long whistle when the set/match is over.

14.2 The referee will roll the ball to the serving player and ask both players, first the returner and then the server, if they are ready to play. When the referee receives positive acknowledgement from both players answering "**yes**", the referee announces the score and then the number of the serve referred to the serving player. Then the referee will signal the start of play by blowing the whistle once. This procedure should be used by starting the match, set, after time-outs and unusually long breaks.

14.3 The referee always resumes the game announcing the number of the serve and the score referred to the serving player.

14.4 At the end of each set the referee shall announce the final score of the set and summarize the situation of the match.

14.5 After the referee announces the service, the player must be ready to serve without delaying the game. The player shows to be ready to serve by placing the ball on the table.

15. SCORING POINTS

15.1 Players may score points regardless of which player is serving.

15.2 Goal

15.2.1 When a goal is scored the referee will blow a double whistle and call “**goal**”, and two (2) points will be awarded to the player who scored.

15.3 Irregular Serve

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake “**irregular serve**”, and one (1) point will be awarded to the opponent of the player who commits the fault.

15.3.1 If the player, during serving, touches the ball with the bat more than once.

a) When serving, each touch of the ball with the bat counts as one (1) serve.

15.3.2 If the player does not serve within two (2) seconds of the referee's whistle.

a) The player can place the ball to a different location on the playing surface even after the referee has started the game by blowing the whistle (rule 15.3.2 still applies).

15.3.3 If the player serves before the referee's whistle.

15.3.4 If the ball is not placed on the playing surface before serving.

15.3.5 If the player rolls intentionally the ball before hitting it.

a) After placing it on the playing surface and releasing the ball, the ball is allowed to roll before the player hits it with the bat, under the condition that the player is not moving it on purpose. (For example, a single-handed player will have problems keeping the ball still or the table is not completely even).

15.3.6 If the player misses the ball during service, one of these two interpretations will be used:

a) If there was no audible sound (for the referee) the player can swing at the ball multiple times (until he/she reaches the 2 second limit for serves).

b) If there was an audible sound (for the referee) the swing counts as one service.

15.3.7 If the served ball does not bounce off the sidewall exactly once prior to passing under the centerboard.

a) If the served ball "slides" along one side of the table wall it is considered as multiple bounces and playing mistake will be called.

b) If the ball, after bouncing off the sidewall once prior to passing under the centerboard, hits the bottom of the centerboard screen and directly passes onto the other side of the table, no playing mistake will be called.

15.4 Centerboard

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake “**centerboard**”, and one (1) point will be awarded to the opponent of the player who commits the fault.

15.4.1 If the ball passes over the centerboard screen.

15.4.2 If the ball hits into the centerboard screen and stops its forward motion.

- a) The ball is considered in "forward motion" if the ball hits the bottom of the centerboard screen and directly passes onto the other side of the table.

15.5 Body Touch

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake "**body touch**", and one (1) point will be awarded to the opponent of the player who commits the fault.

15.5.1 If the player touches the ball with any part of the body, other than the bat or batting hand, within the playing area.

15.6 Illegal Defense

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake "**illegal defense**", and one (1) point will be awarded to the opponent of the player who commits the fault.

15.6.1 No contact is allowed within the goal area with the ball:

- a) If the ball touches within the goal area the bat or the batting-hand, there is a fault and playing mistake "**illegal defense**" will be called.

Particular situations

- b) If the ball touches within the goal area the bat or batting-hand and moves directly into the goal, there is a "**goal**" (15.2.1 rule) and two (2) points will be awarded to the opponent.
- c) If the ball touches within the goal area the bat or the batting-hand, and stops or goes anywhere else, in or out of the table, there is a fault and playing mistake "**illegal defense**" will be called and one (1) point will be awarded to the opponent.
- d) If the ball touches within the goal area the bat or batting hand and, after that, touches any other part of the body, there is a fault and playing mistake "**body touch**" (15.5.1 rule) will be called, and one (1) point will be awarded to the opponent.

15.7 Out

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake "**out**", and one (1) point will be awarded to the opponent of the player who commits the fault.

15.7.1 If the player hits the ball with the bat or batting hand and causes the ball to leave the playing area of the table.

15.7.2 If the player hits the ball and it touches the top of the contact board.

15.8 Invasion

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake "**invasion**", and one (1) point will be awarded to the opponent of the player who commits the fault.

15.8.1 If the player holds the non-batting hand in the inner playing area, except when switching hands. (see **Appendix – 5 Invasion**)

15.8.2 If the player grips the contact board with the non-batting hand.

It is tolerated to lean the upper body into the playing area, in each case rule 15.5.1 applies.

15.9 Bat

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake “**bat infraction**”, and one (1) point will be awarded to the opponent of the player who commits the fault.

15.9.1 If the player does not hold the bat in one hand, except when switching hands.

15.9.2 If the player drops the bat.

Particular situations

15.9.3 If the bat of a player is broken, the play cannot be continued. The referee will blow a single whistle to stop the game, after the change of the bat, the play is resumed with a re-serve:

- a) Any point(s) scored after a bat is broken are not counted even if the referee has not blown the whistle yet.
- b) The bat is considered broken when it is badly damaged or if one or more major parts of the bat broke off and are not attached to each other anymore.

15.10 Ball

When each of the listed infractions occurs, the referee will blow a single whistle and call the playing mistake “**ball infraction**”, and one (1) point will be awarded to the opponent of the player who commits the fault.

15.10.1 If the player traps or stops the ball for more than two (2) seconds, so that the ball is inaudible for the opponent. The measuring of the two (2) seconds is not being done by stopwatch but is in the judgment of the referee.

Particular situations

15.10.2 In case a ball breaks during the play, the referee will blow a single whistle to stop the game and will replace it, the play will be resumed with a re-serve.

16. DEAD BALL

16.1 When, in referee's opinion, the ball is moving so slowly that it not will reach the point, where the player can take care of it and go on with the game, or a player has lost track of the ball, the referee will blow a single whistle and call “**dead ball**”, the play is resumed with a re-serve.

16.2 If the ball is inaudible for more than two (2) seconds the referee will blow a single whistle and call “**dead ball**”, the play is resumed with a re-serve. The ball is inaudible when the referee is not able to hear it moving on the table.

17. TIME-OUTS

17.1 During time-outs any discussion can occur between the coach and the player.

17.2 Player's Time-out

17.2.1 Each player is entitled to one (1) time-out of (60 seconds) during a set.

17.2.2 The referee gives an audible warning 15 seconds before the time-out is finished. The referee calls "**15 seconds**".

17.2.3 Time-out requests must be made to the referee during a break in play.

17.2.4 Time-out can be called either by the player or the coach.

17.3 Referee Time-out

17.3.1 The referee can stop the match whenever deemed necessary (e.g., injury, excessive noise, toilet visits of referee or player, etc.). The referee resumes the match with a re-serve if the match was stopped when the ball was in play.

17.3.2 The referee can give a player permission to visit the toilet, the time limit to return to the table is five (5) minutes. If the player fails to return within this time limit, he/she loses the match by default.

17.4 Medical Time-out

17.4.1 The referee can call a medical time-out if the player is injured. The referee resumes the match with a re-serve if the match was stopped when the ball was in play.

17.4.2 The player must be ready to play by five (5) minutes otherwise he/she loses the match, rule giving up a match applies.

18. CHANGE-SIDES

18.1 The time limit for changing sides is sixty (60) seconds.

18.2 The referee gives an audible warning 15 seconds before the time-out or change-sides is finished. The referee calls "**15 seconds**".

18.3 During change-sides any discussion can occur between the coach and the player.

18.4 Players change sides after each set. In the last set of the match players change sides after six (6) points are scored by one (1) player or after half of stop-time has expired.

18.5 If only one (1) set is being played, players change sides after six (6) points are scored by one (1) player or after half of stop-time has expired.

18.6 When changing sides players will move counterclockwise.

18.7 During the change-sides the player must stay in the playing room.

18.8 During the change-sides the player can refresh.

19. WARNINGS AND PENALTIES

19.1 The referee can issue a warning/penalty anytime during the match.

- a) If the play is stopped by the referee to issue a warning/penalty, the match will be resumed with a re-serve.
- b) If the warning/penalty is given when the ball was not in play, the match will continue with the next regular service.
- c) If the warning/penalty is given before the set has begun the set will start with the warning (in case of 1st infraction) or the score of 2:0 (in case of 2nd or subsequent infractions) for the player who received the points. The match will start with the regular serving order.

19.2 Issued warnings are valid for the whole match.

19.3 Penalties with warnings

Each of the listed infractions will be sanctioned with:

- 1st infraction: Warning.
- 2nd and subsequent infractions (even if belonging to a different typology from the previous sanction): Penalty, two (2) points awarded to the opponent of the player who committed the infraction.

19.3.1 Not playing from behind the table.

- a) Play must be from the end of the table. "The end" is defined by the curve of the table, including the whole curve.
- b) A player must not play from the side of the table.

19.3.2 Hold on part of the table.

- a) It is not allowed to hold on to any part of the table with the non-batting hand, except at the end of the table. "The end" is defined by the curve of the table, including the whole curve.

19.3.3 Hooking the ball with any finger.

- a) It is not allowed to move the ball by hooking or holding it with any finger.

19.3.4 Shoving, excessive or constant moving the table in a disturbing way.

19.3.5 Scraping the bat in a disturbing way.

19.3.6 Talking during play or break in play (except rules 17.1, 18.3).

19.3.7 Pushing any part of the body into the goal area from the outside.

19.3.8 Not playing with one foot on the ground.

- a) Players must play with at least one foot on the ground.

19.3.9 Any other activities judged by the referee to belong to this category (e.g.: disturbing the opponent, purposely delaying the game, etc...).

19.4 Penalties without warnings

Each of the listed infractions will immediately cause a two (2) points penalty.

19.4.1 Touching the mask without the referee's permission.

19.4.2 The mobile phone or any other electronic device of a player or the coach is making any kind of noise during the match.

19.4.3 Any attempt of the coach to give secret signs to the player. This is immediately considered serious misconduct. The referee will directly send the coach out of the playing room.

19.5 Other sanctions

19.5.1 Very serious misconduct by the player:

- a) In case of, e.g. swearing at the referee, throwing the ball or the bat, or similar actions, the referee is entitled to immediately penalize the offending player. The offending player loses the match by default.

19.5.2 The referee can send supporters or coaches out of the room in case of unfair misconduct.

19.5.3 The player must be at the playing room at the specified time. If the player is more than five (5) minutes late, the referee declares the loss of the match by default for no-show. If a player repeatedly appears late, he/she can be excluded from the tournament.

C: TEAM PLAY RULES

20. GENERAL RULES FOR TEAM PLAY

20.1 Team competition is played according to the IBSA Showdown rules for individual competition as laid out above if not otherwise noted.

21. TEAMS

21.1 Teams must be mixed and can consist of a minimum of three (3) to a maximum of six (6) players.

21.2 The line-up of the team must be mixed, i.e. two (2) male players and one (1) female player or vice-versa.

21.3 Players must not be signed under the squad list of a different national team.

22. ADDITIONAL RULES

22.1 Winner of the match is the team to reach a minimum of thirty-one (31) points with the margin of two (2) points over the opponent team.

22.2 Each player has three (3) serves after which he/she goes away and leaves the serves to his/her teammate who must first catch three (3) serves by the opponent player.

22.3 The amount of time for warm-up in team matches is ninety (90) seconds. The referee gives an audible warning every 30 seconds calling out: "**30 seconds**".

22.4 Warm-up can be omitted completely, if both teams ask for it.

22.5 Before the play starts, the team must deliver the filled line-up form to the referee. The form must contain the line-up of the starting team and the order by which the players will serve and return, the name of the team's captain (one of the players in the list), the (eventual) substitutes and the name of the coach. The line-up is secret and will be announced by the referee after the coin toss.

22.6 All the players listed in the line-up form are considered part of the team.

22.7 Prior to the start of play, the referee will toss a coin. The team (captain or coach) first on the list will be asked to choose head or tail. The team winning the coin toss will be given the choice, after knowing the opponent team's playing order, of taking or giving away the first serve to the opposing team.

22.8 Each team is entitled to one (1) substitution during a match. The team can substitute one (1) player either for technical or medical reasons.

22.8.1 Substitution must be asked during a break in play by the coach or the captain of the team.

22.8.2 The time allotted for the substitution is thirty (30) seconds, time-out rule 18.3 applies.

22.8.3 After the substitution the composition of the team must still be mixed.

22.8.4 If the player who is playing at the table will be substituted, the newly entered player will continue with the serves or returns of the replaced teammate at the time of the change.

- 22.8.5 The replaced player cannot return on the field until the end of the match.
- 22.9 During the match if a team does not have any substitute available to replace an injured player, the team will lose the match (giving up a match).
- 22.10 During a competition if a team does not have the minimum (3 players, mixed) number of players (e.g. injury) to take part in a match, the team will lose the match by default.
- 22.11 Players must stay in the room and be ready to change the teammate.
- 22.12 During the match, the coach and the players must remain on the side of table of their team.
- 22.13 In team matches change-sides shall be done when one (1) team has reached the score of sixteen (16). The referee gives an audible warning 15 seconds before the change-sides is finished. The referee calls out: "**15 seconds**". The referee must open the door.
- 22.14 Each team is entitled to one (1) time-out of sixty (60) seconds during each match. The referee gives an audible warning 15 seconds before the time-out is finished. The referee calls out: "**15 seconds**".
- 22.15 Issued warnings are valid for the whole match and the whole team.

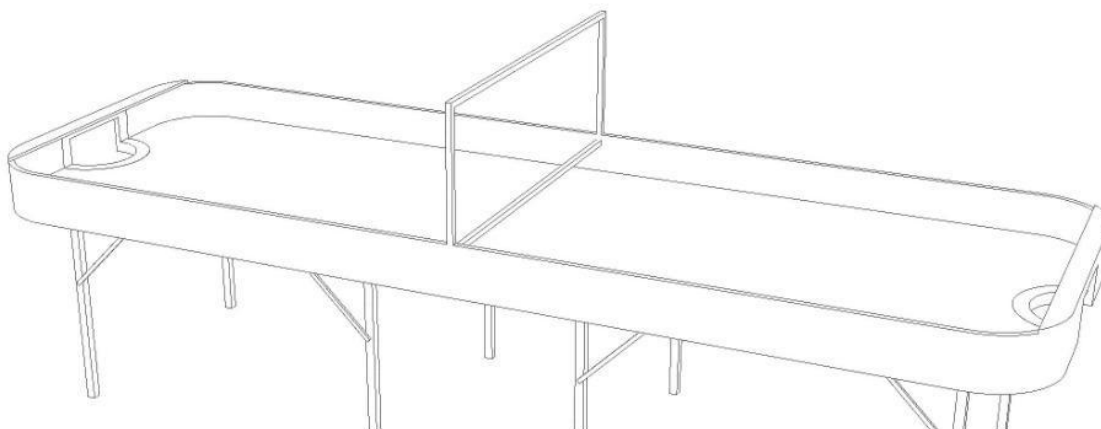
23. SYSTEM OF PLAY

1. Player 1 from team A (A1) serves 3 times against player 1 from team B (B1).
2. After 3 serves player A1 leaves, and player B1 serves 3 times against player A2.
3. After 3 serves player B1 leaves, and player A2 serves 3 times against player B2.
4. After 3 serves player A2 leaves, and player B2 serves 3 times against player A3.
5. After 3 serves player B2 leaves, and player A3 serves 3 times against player B3.
6. After 3 serves player A3 leaves, and player B3 serves 3 times against player A1.
7. After 3 serves player B3 leaves, and player A1 serves 3 times against player B1.

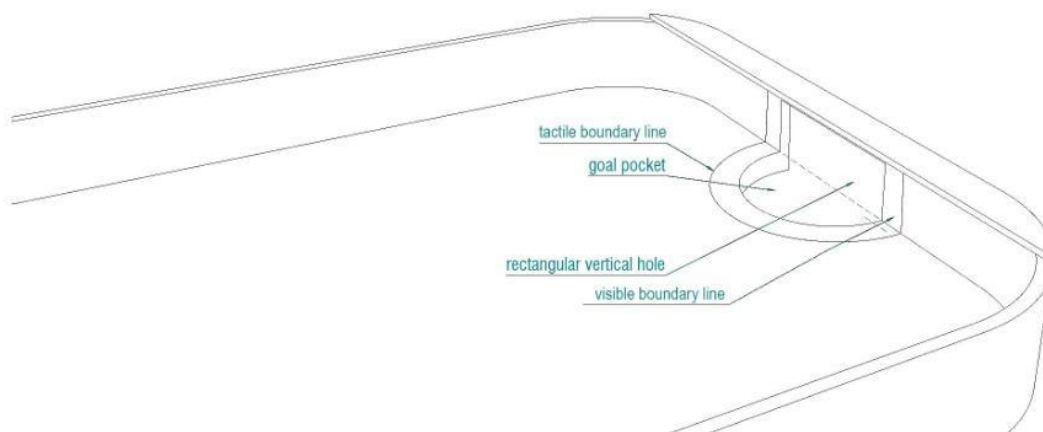
This order is repeated up to the end of the match.

D: APPENDICES

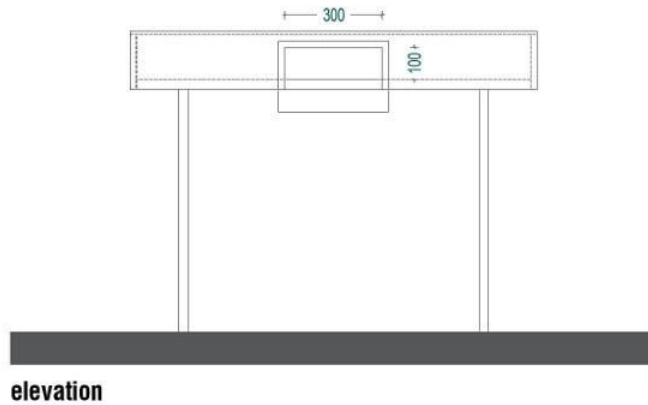
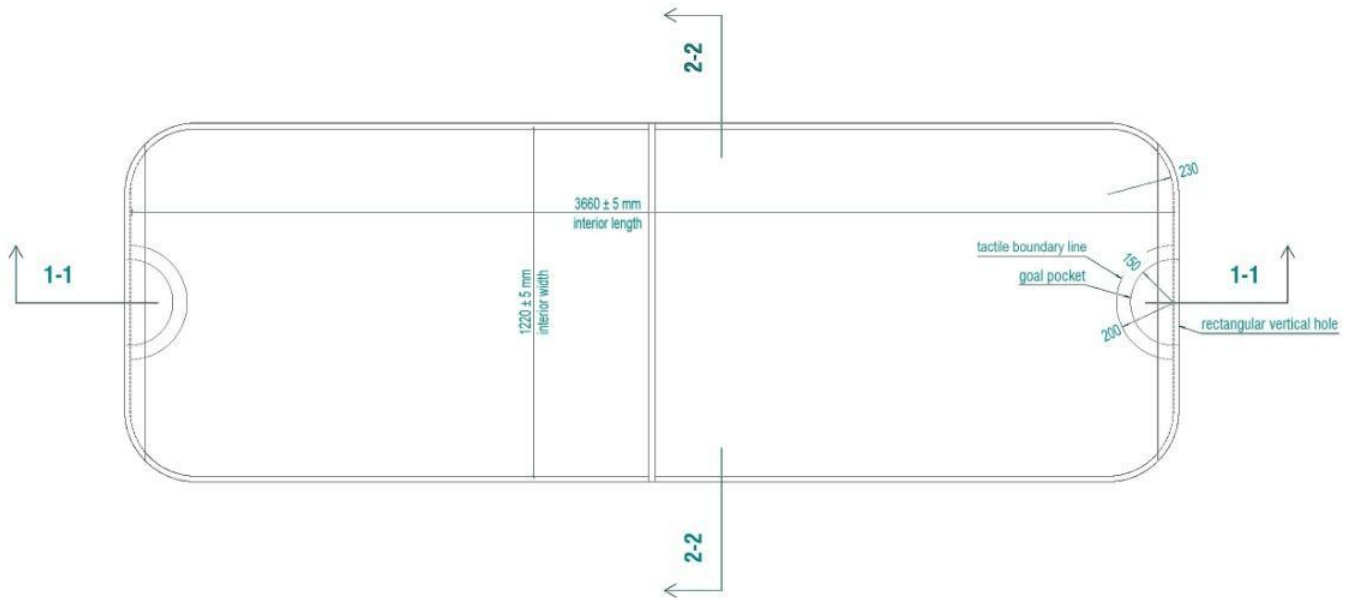
Appendix 1 – Table

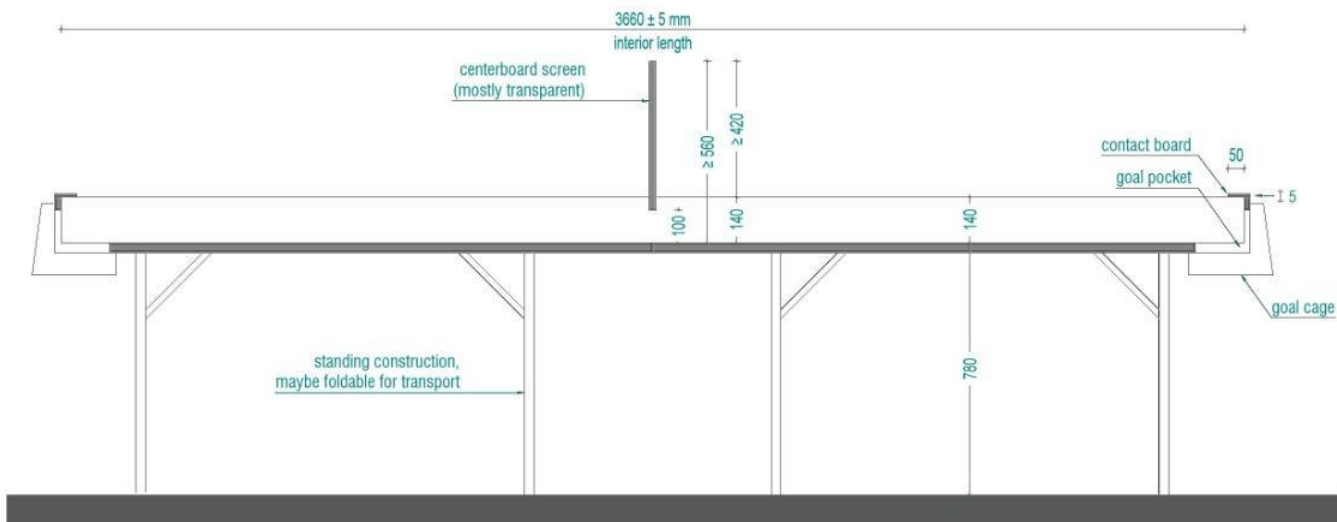


perspective

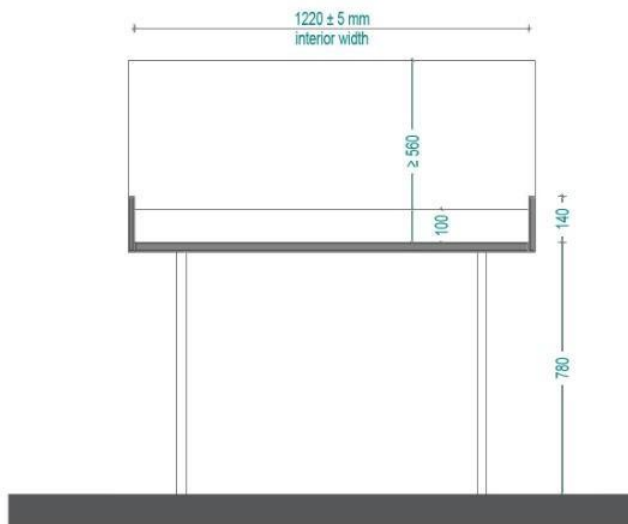


detail goal-area



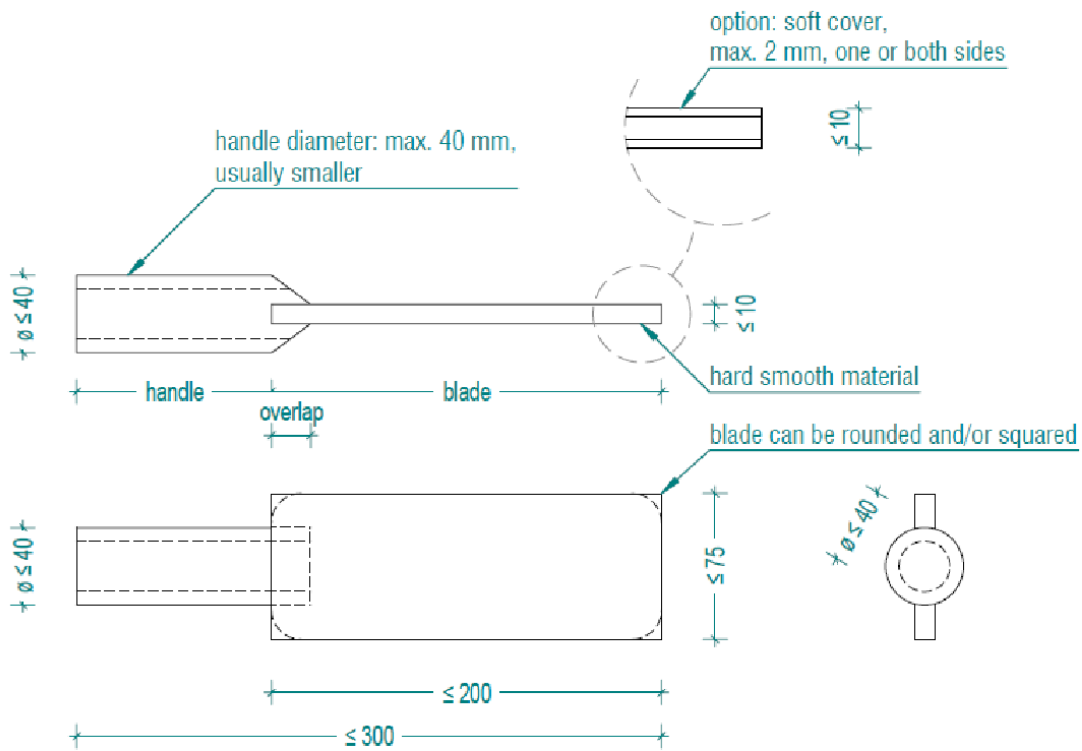


section 1-1



section 2-2

Appendix 2 - Bat



Appendix 3 - Gloves

Hand protection measurement

Gloves can only be approved by referees. The approval will be given if the glove matches the measurements given in rule 4.3. Only the following measuring method is valid.

If a player usually wears gloves on both hands during matches, both gloves need to be approved.

HOW TO MEASURE GLOVES

Gloves are measured by a tape measure.

First step:

- Player places **naked hand** with extended fingers on a flat surface.
- The referee measures the hand in three different places: wrists, knuckles and proximal interphalangeal joints (the joint in the middle of the finger).

Second step:

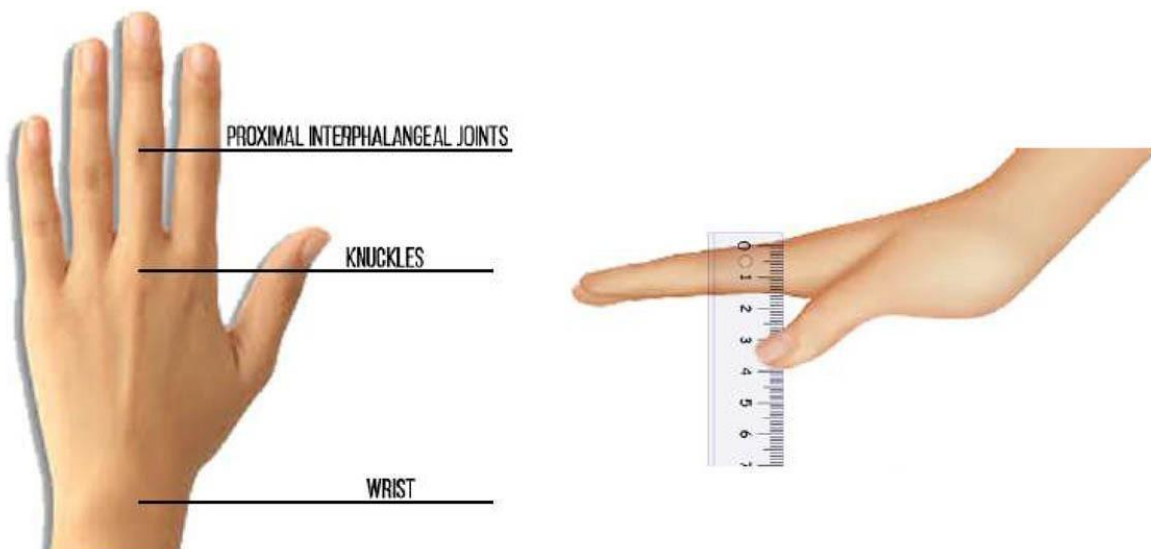
- Player places **the glove hand** with extended fingers on a flat surface.
- The referee measures the glove hand in the three different places listed above.

According to rule 4.3:

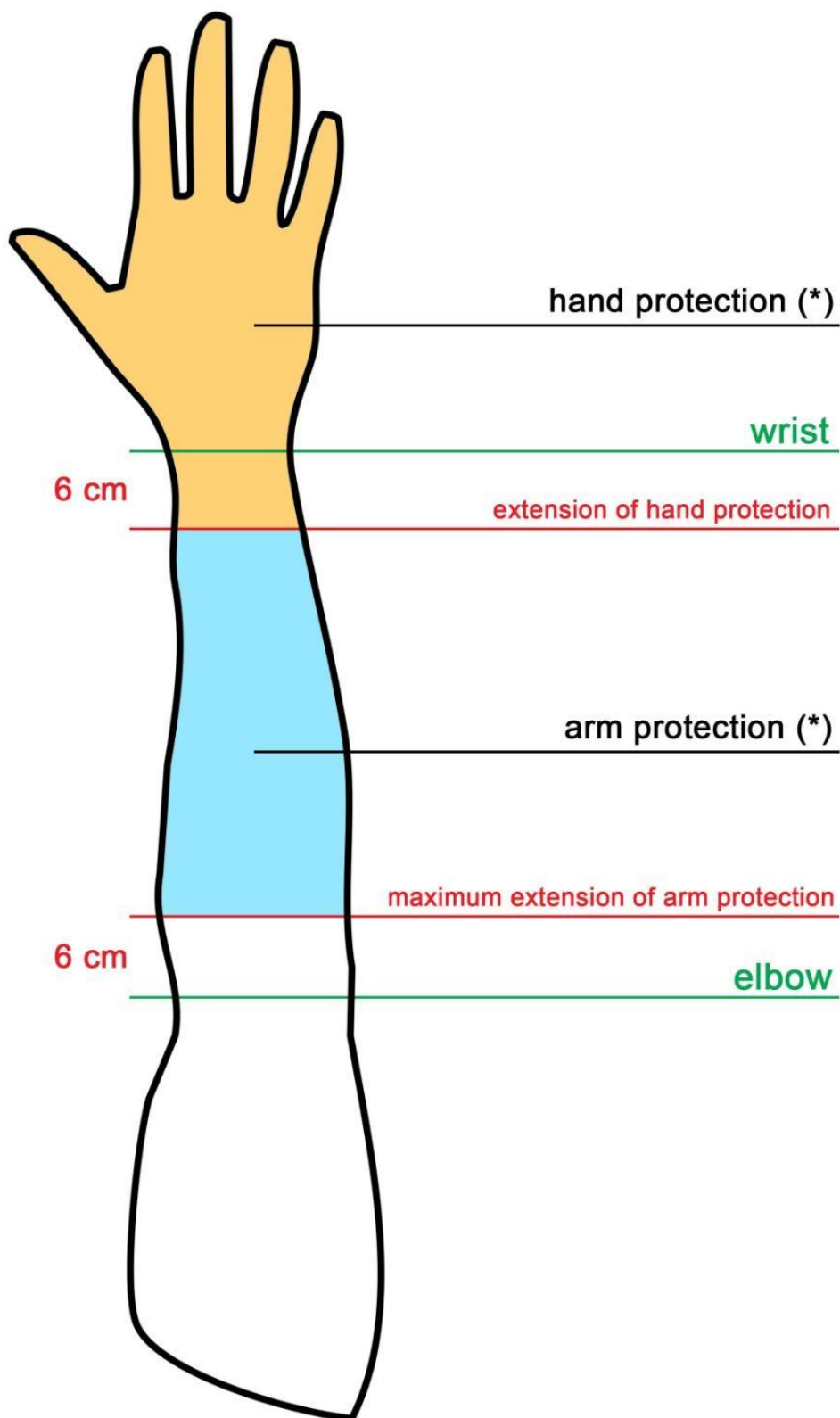
The difference in thickness, between the naked hand and the glove hand, must be a maximum of 2.5 cm.

The difference in width, between the naked hand and the glove hand, must be a maximum of 4 cm.

The part of the glove which extends over the wrist must not be padded.



Appendix 4 - Hand and arm protection



(*) Hand and arm protection must have a different color

Appendix 5 – Invasion

