RULES **&** GLOSSARY

FUN VERSION

Further information:
www.raqball.com/en

RB 2.0
RZBALL COMPANY
CERTIFICATION

ASSEMBLE PAR UN E.S.A.T

OREE & CONDITIONNE EN FRANCE
RAQBALL

Designs and models
of RAQBALL®
equipment are protected

IRBF
In accordance
with regulations

EN

DESCRIPTION OF THE GAME

RAQBALL is a team sport played with **RAQQETS.** It is played on a court 20 m by 10 m in size, with teams of 6 players (3 in play and 3 replacements), over 4 periods of 5 minutes. The players may be changed during stoppages of play.

RAQBALL can be played on any surface: hard surface…

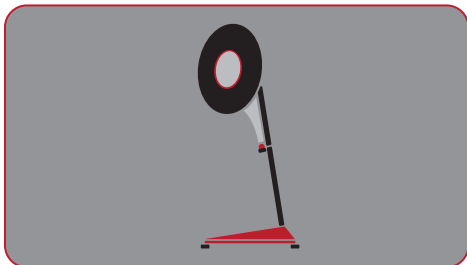Les **TARGGETS** are positioned at the centre of the baseline, with the front of the Targget base behind the baseline
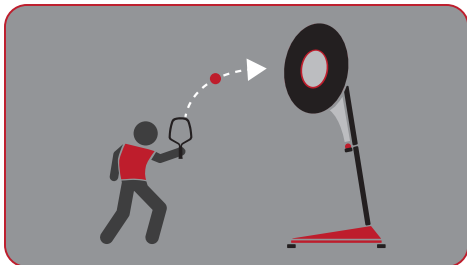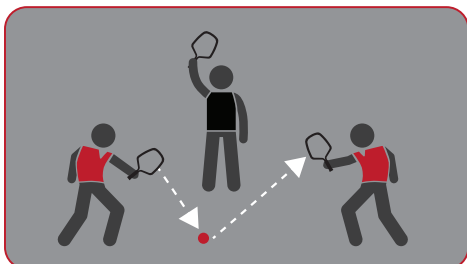
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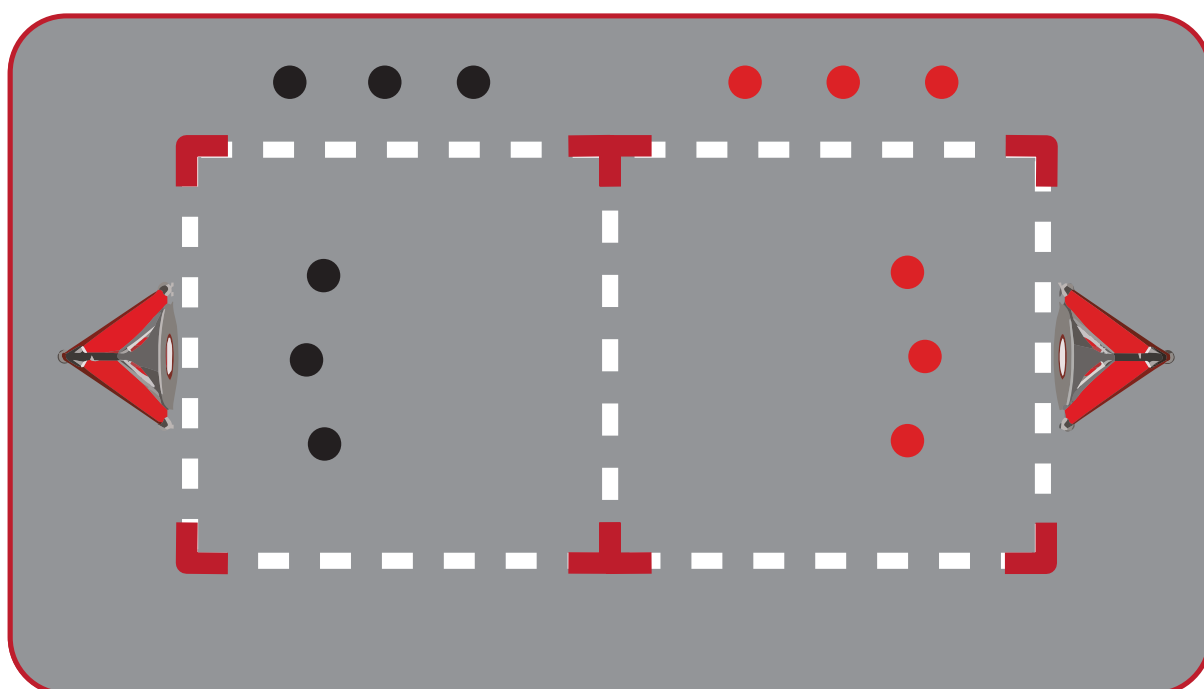
GLOSSARY
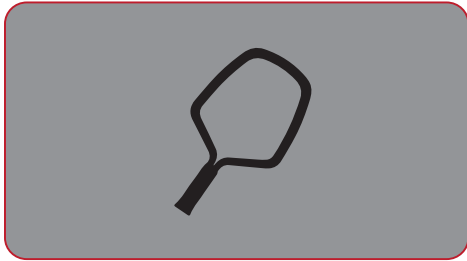
RAQQET
Raqball racket

TARGGET
Raqball target
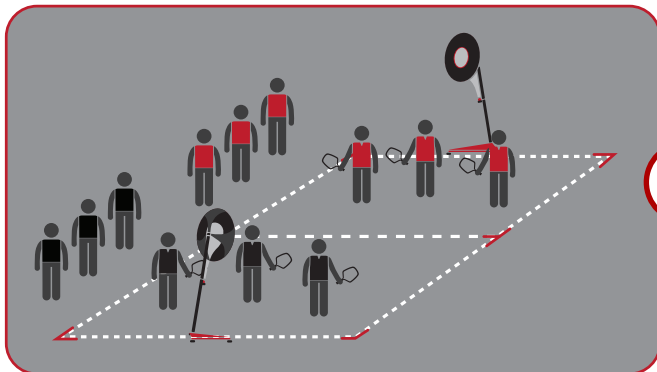
TARG
Shot at the target

DRIB'UP
Bouncing the ball on the racket

1GROUND
Bouncing the ball once on the floor

PLAYING THE GAME

TEAM 1 : 6 players (3 in play and 3 replacements).
TEAM 2 : 6 players (3 in play and 3 replacements).

The aim of each team is to score in the opponent's **TARGGET** and also to prevent the opponent from scoring. The ball is played with the **RAQQET** held in the hand and must never stop moving.

The match starts from the middle of the halfway line with a pass or a **DRIB'UP**.
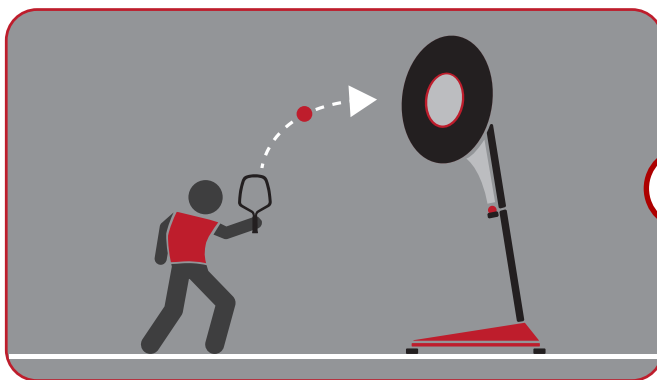
THE TARG

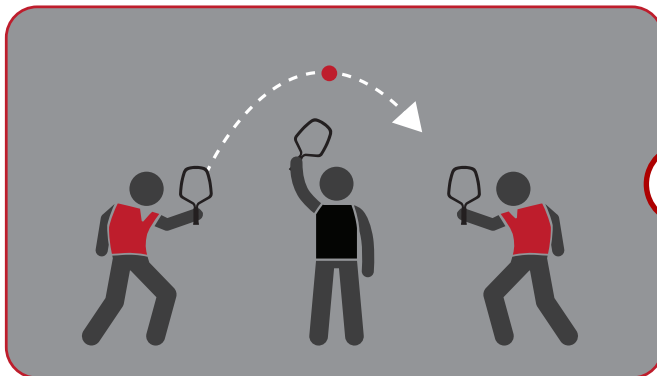A **TARG** is a shot at the **TARGGET**.

Point scoring :

·   A **TARG** that hits the **TARGGET** scores 1 point.
·   A **TARG** from the opponent's zone that goes through the hole of the **TARGGET** scores 2 points.
·   A **TARG** from their own zone that goes through the hole of the **TARGGET** scores 3 points.
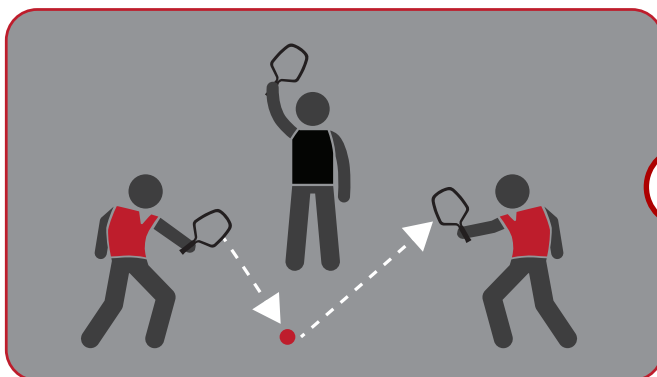

MOVEMENT

The player may move while doing **DRIB'UP** (bouncing the ball upwards).
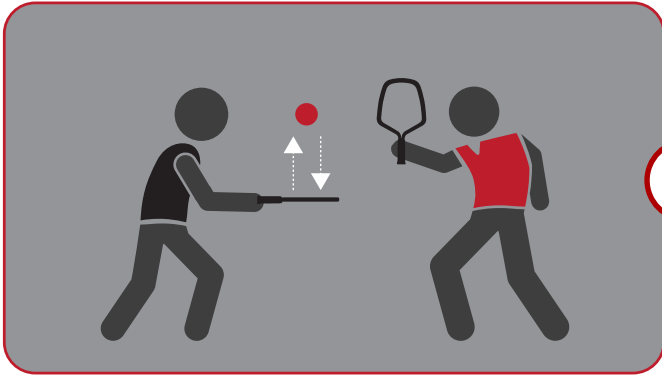

HIGH PASS

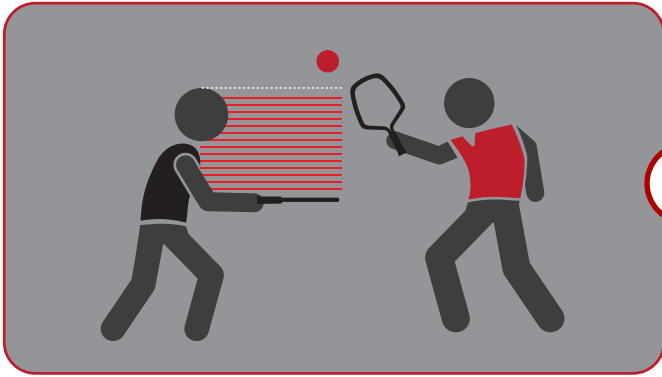The player may pass the ball to a team-mate by throwing it high.

PASS WITH 1GROUND

The player may pass the ball to a team-mate by one bounce of the ball on the ground (**1GROUND**).

THE DEFENDER

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The player in defence only has the right to hinder the attacker by using the arm holding the **RAQQET**.

DEFENDING DISTANCE

7

The player must keep a minimum distance equal to the arm + **RAQQET** from the attacker and may not take the ball that is bouncing on the **RAQQET**, except when the bounce rises higher than the player's head.
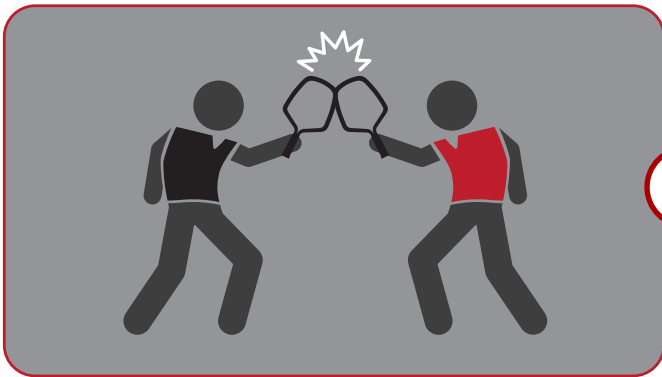
CONTACT BETWEEN PLAYERS AND BETWEEN PLAYER AND BALL

8

Contact between players is not permitted y is considered to be a foul. A foul is committed when:

· The attacker or the defender makes contact with an opponent intentionally.
· The player touches the ball with the body.

The penalty for a foul is a direct **TARG** from the point of the foul or a restart of play, the choice being given to the player taking the penalty.

CONTACT BETWEEN RAQQETS

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Contact between RAQQETS is not permitted and is considered to be a foul.

A foul is committed when :
· The **RAQQET** of the attacker or the defender comes into contact with the racket of an opponent.

The penalty for a foul is a direct **TARG** from the point of the foul or a restart of play, the choice being given to the player taking the penalty.
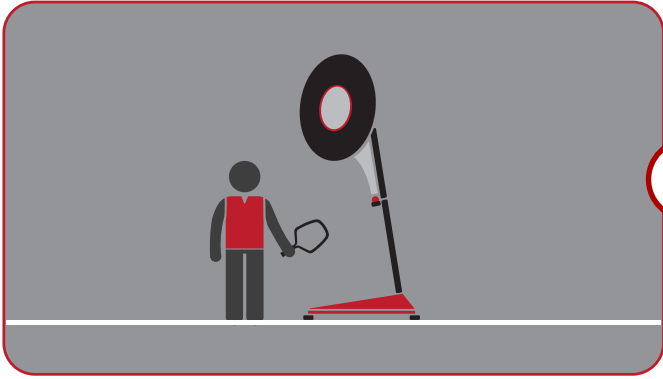
When the **RAQQET** of 2 players come into contact, priority is given to the team in possession of the ball.

RESTART OF PLAY

10

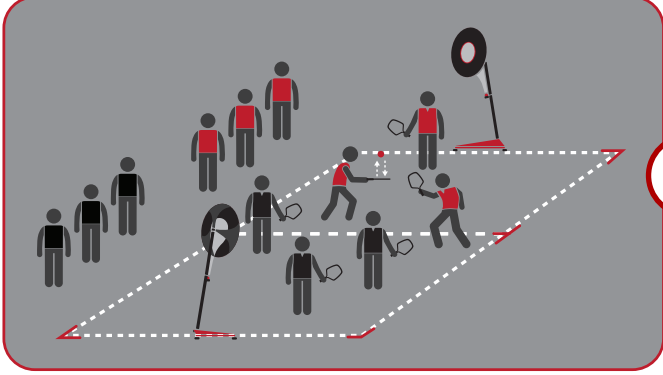A restart is performed by making a pass or by starting in **DRIB'UP**.

After the ball has gone out of bounds, two bounces or a foul, play is restarted from the point of the foul or from behind the line.

RESTART OF PLAY AFTER A TARG

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After a successful **TARG** the defending team restart play from their **TARGGET**, either by making a pass or by starting in **DRIB'UP**.
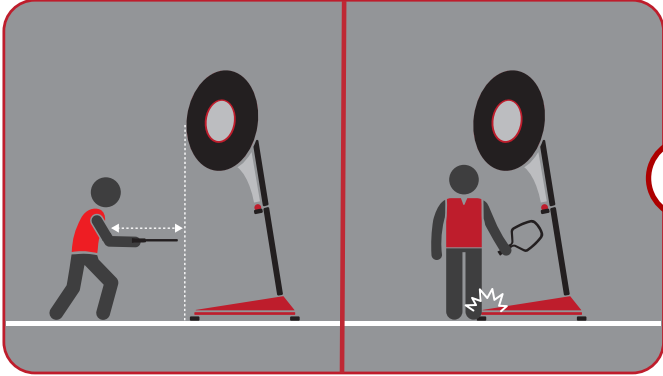

TIME LIMIT FOR TARG

12

The team make an unlimited number of passes, **DRIB'UP** and **1GROUND** within the time limit for **TARG** of 12 seconds. There is no time limit in the fun version of the game.

IN FRONT OF THE TARGGET

13

The player must not remain immobile in front of the board to block the **TARGGET**.

CONTACT BETWEEN PLAYER AND BOARD

14

Player-board contact is not permitted y is considered to be a foul. A minimum distance equal to the arm + **RAQQET** between the board and the player is required.

The penalty for a foul is a restart of play.

DO NOT CLIMB OR EXERT UNDUE FORCE ON THE FRAME

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