raqball

RULES **&**
GLOSSARY

Find the official rules of RAQBALL on the website:

- FÉDÉRATION INTERNATIONALE DE RAQBALL (F.I.R.B)
- INTERNATIONAL RAQBALL FEDERATION (I.R.B.F)

www.raqball.org

More information:

www.raqball.com/en

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CONTACTLESS **SPORT**	UNIVERSAL **SPORT**	DISABILITY **SPORT**	HEALTH-RELATED **SPORT**

RB2.0 raqball RZBALL COMPANY CERTIFICATION	RZ BALL Company CREATION & DEVELOPMENT	CREATED IN FRANCE RAQBALL A FRENCH CREATION	ASSEMBLED AND PACKED IN AN E.S.A.T RAQBALL ASSEMBLED & PACKED IN AN E.S.A.T.	REGISTERED TRADEMARK & MODEL raqball RAQBALL REGISTERED TRADEMARK & MODEL	IRBF INTERNATIONAL RAQBALL FEDERATION REGULATORY COMPLIANT

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GLOSSARY
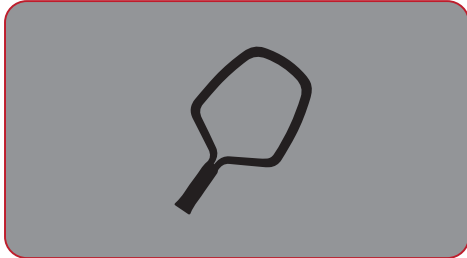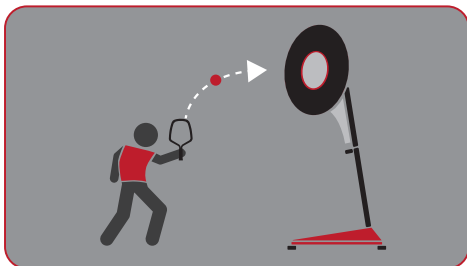

RAQQET
Raqball racket

TARGGET
Raqball target
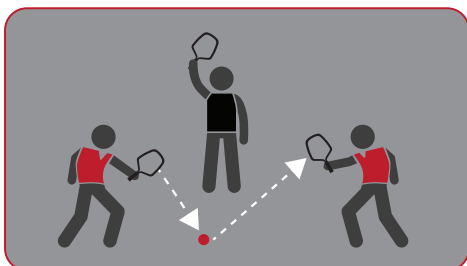

TARG
Shot at the target

DRIB'UP
Bouncing the ball on the racket

1GROUND
Bouncing the ball once on the floor

DESCRIPTION OF THE GAME

RAQBALL is a collective sport played with **RAQQETS** (rackets). It is played on a court 20m by 10m in size, with teams of 6 players (3 in play and 3 replacements). The playing time is 20 minutes, divided into 4 periods of 5 minutes each. Player changes can only occur during stoppages in play. These changes are made behind the base line of the **TARGGET** of the team.

RAQBALL can be played on all types of surfaces.

TARGGETS are positioned at the center of the baseline, with the front

of the Targget base vertically placed behind the baseline.
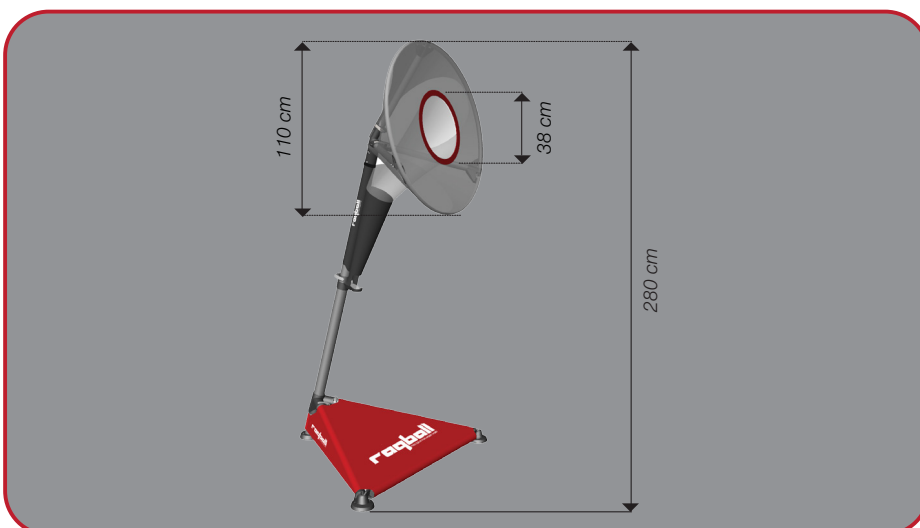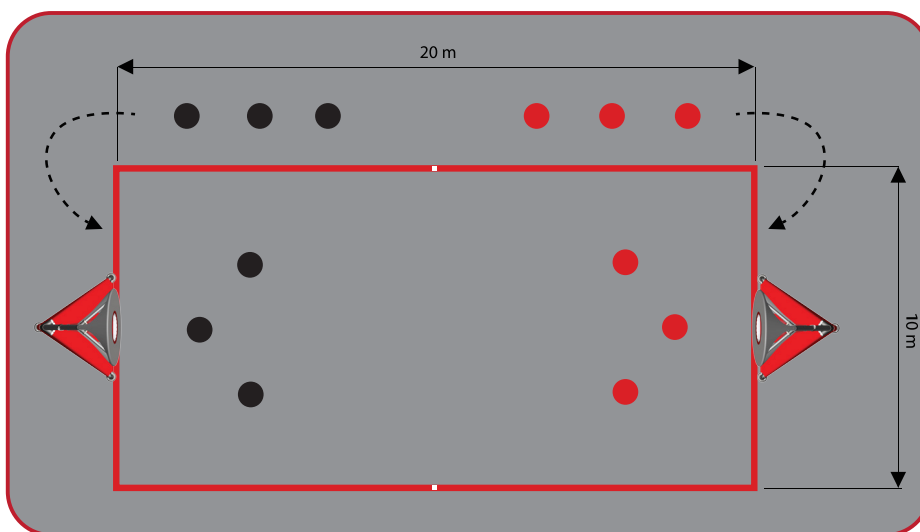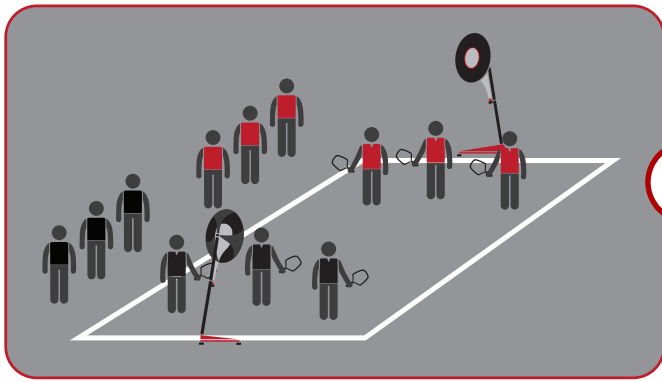
PLAYING THE GAME

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. Players interact through **PASSES**, **DRIB'UPS** or one **1GROUND**. The team having scored most points through shots at the **TARGGET** wins the match.

1
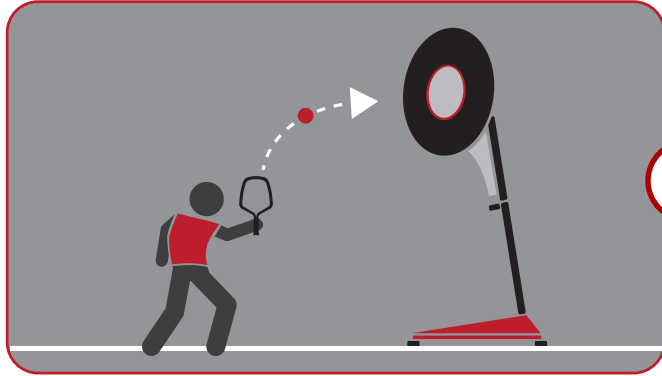
THE TARG

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.

A TARG that hits the edge of the **TARGGET** is scored when the ball lands back in front of the baseline
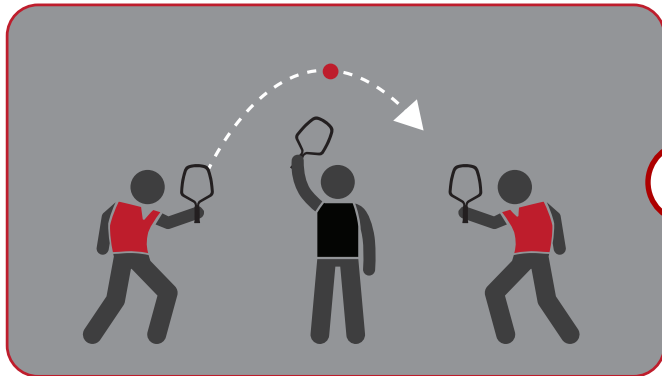
2

MOVEMENT

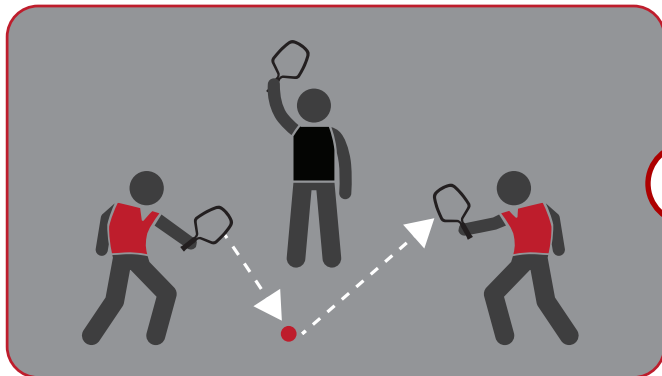The player can move while doing **DRIB'UP** (*bouncing the ball upwards*) with the **RAQQET**.

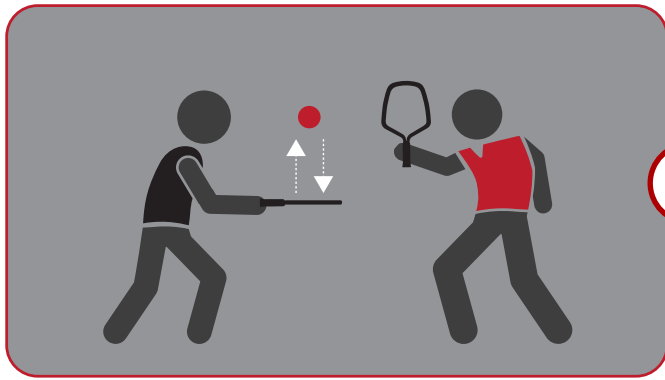The player should always keep the ball moving on the **RAQQET**.

3

HIGH PASS

The player can pass the ball to a team-mate by throwing it high.
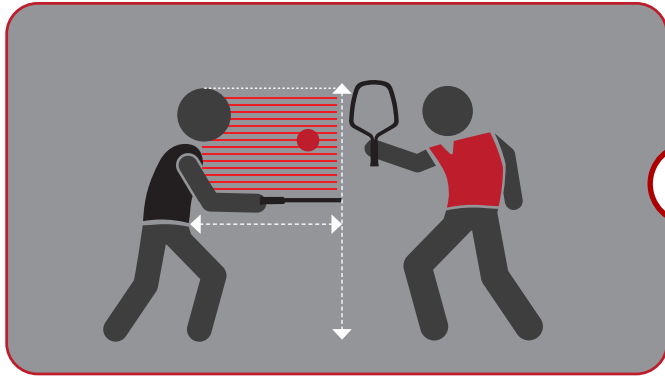
4

PASS WITH 1GROUND

The player can pass the ball to a team-mate or to himself/herself by one bounce of the ball on the ground (**1GROUND**) (See 11).

5

THE DEFENDER

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

It is forbidden to hinder the opponent with the arm not holding the **RAQQET**.

6

DEFENDING DISTANCE

The defender must keep a safety distance equal to 1 meter (*arm* + **RAQQET**) from the attacker and may not take the ball that is bouncing on the **RAQQET** (**DRIB'UP**) except when the bounce is outside the forbidden space.
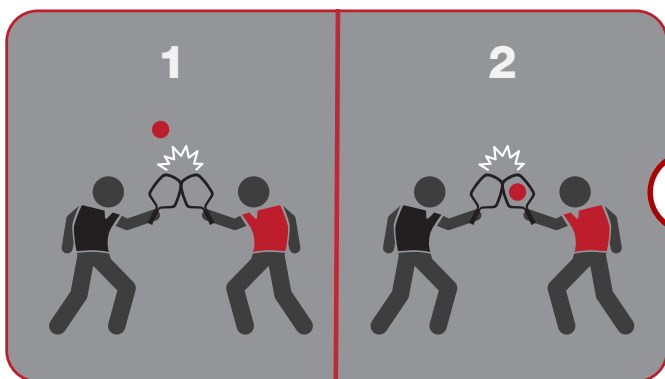
(In red: no interception zone)

7

CONTACT BETWEEN PLAYERS

Contact between players is not permitted and is considered to be a foul. A foul is committed when the attacker or the defender makes contact with an opponent intentionally.

■ If the defender comes into contact with the attacker, it is a defence foul.
■ If the attacker comes into contact with an immobile defender, it is a passage in force.

*The penalty for a foul is a direct **TARG** from the point of the foul or a restart of play, he choice being given to the player taking the penalty (see 11).*

8

CONTACT BETWEEN RAQQETS

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 intentionally.

(1) When the **RAQQET** of 2 players come into contact, priority is given to the player who is ahead of receiving the ball. When the RAQQET of 2 players come into contact simultaneously and before receiving the ball, priority is given to the team in possession of the ball.

(2) In case where one of the 2 players receives the ball first, this player takes the penalty.

*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).*

9

CONTACT BETWEEN PLAYER AND BALL

Contact between player and ball is not permitted and is considered to be a foul. A foul is committed when:

■ The player touches the ball with the body intentionally.
■ The player in possession of the ball throw the ball to the opponent intentionally.
■ The defender touches the ball with the body intentionally.

*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 (see 11).*

10

RESTART OF PLAY

11
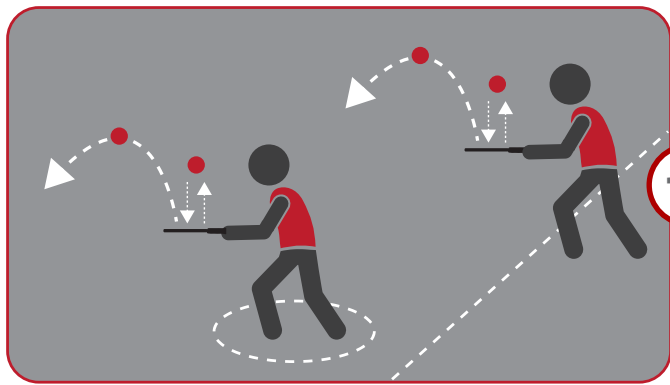
After the ball has gone out of bounds, two bounces (or more) or a foul, play is restarted from the point of the foul or from behind the line.

When a player of the defending team takes the ball out from behind his/her baseline, it is awarded to the opposing team for a throw-in from the corner of the court.
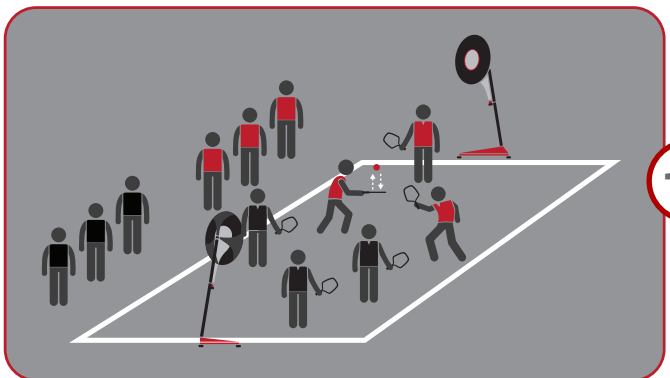
A restart is performed by making a **PASS** or by starting in **DRIB'UP**.
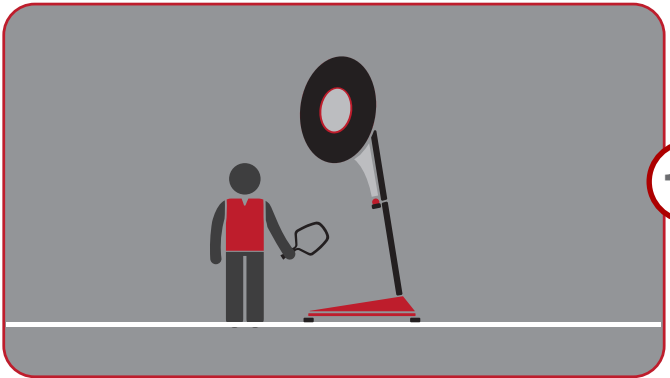
RESTART OF PLAY AFTER A TARG

12

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

13

The team make an unlimited number of **PASS**, **DRIB'UP** and **1GROUND** in the time limit for **TARG** of 18 seconds.

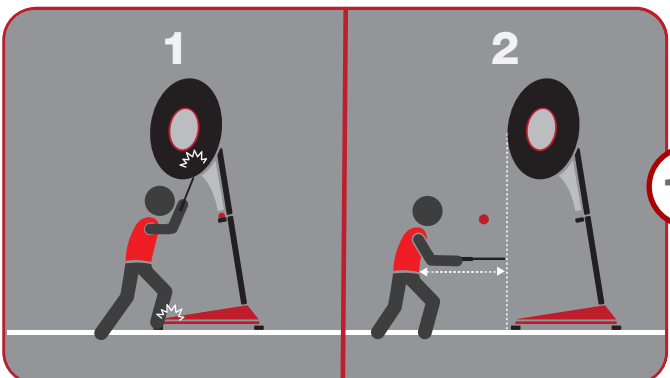There is no time limit in the fun version of the games.

IN FRONT OF THE TARGGET

14

The player must not remain immobile or block the **TARGGET** with the **RAQQET**.

The defender can intercept the ball during a **TARG** only when he/she is in motion.

CONTACT BETWEEN PLAYER / TARGGET & RAQQET / TARGGET

15

(1) Contact between **PLAYER** / **TARGGET** and **RAQQET** / **TARGGET** is not permitted and is considered to be a foul.

(2) A distance between player and **TARGGET** equal to 1 meter (*arm* + **RAQQET**) is required.

*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 (see 11).*