

The background of the cover is a deep red color. On the left side, there is a faint, semi-transparent image of a rugby ball with its characteristic laces. In the center, there is a faint, semi-transparent image of a rugby goalpost. The word 'rugball' is written in a bold, white, sans-serif font in the upper right corner.

**rugball**

**OFFICIAL RULES  
OF RUGBALL**



FÉDÉRATION INTERNATIONALE  
DE RAQBALL  
**F.I.R.B**

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

# raqball

OFFICIAL RULES OF RAQBALL

**2023**

**ASBL - F.I.R.B - I.R.B.F**

Access Business Center – Rue Borrens 51 – 1050 Brussels BELGIUM

BCE : 0689.821.339

# ENGLISH VERSION

IN FORCE FROM  
1ST SEPTEMBER 2023

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## RULES OF THE GAME OF RAQBALL 2023

### International Raqball Federation

**Adress** : F.I.R.B – I.R.B.F Access Business Center – Rue Borrens 51

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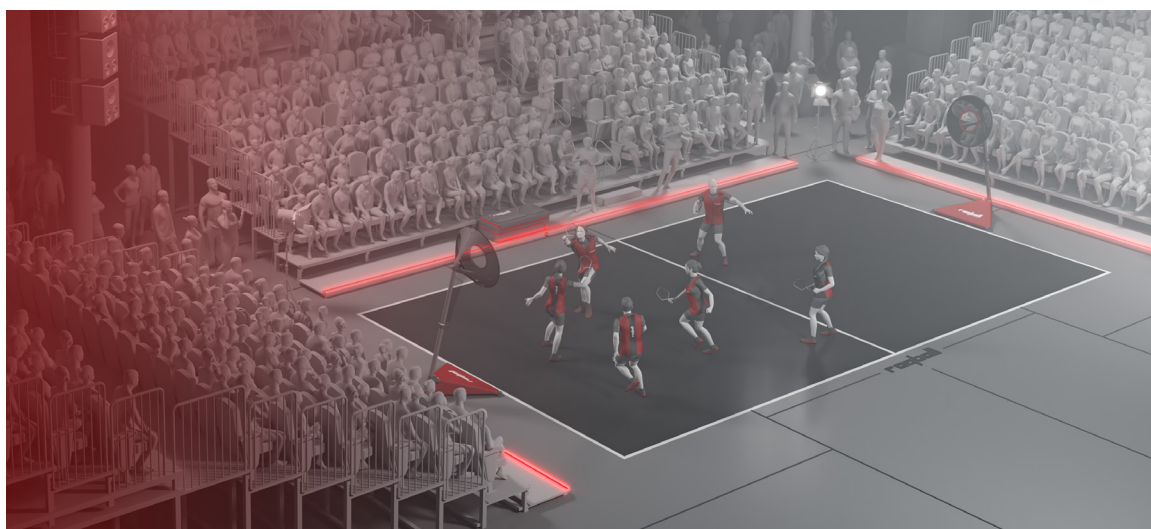
**Internet** : [www.raqball.org](http://www.raqball.org)

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In the event of differences of interpretation between different versions of the Rules of the Game of Raqball, the French version will prevail.

# PREFACE

The RAQBALL Commission of the I.R.B.F. reminds all member associations and confederations that, under the F.I.R.B. Statutes, they have the obligation of ensuring the strict and consistent adherence to the Rules of the Game of RAQBALL in all competitions.



A glossary of specific RAQBALL terms is included in page 6.

# CONTENTS

<b>6</b>	Glossary
<b>7</b>	Definition
<b>7</b>	Court
<b>9</b>	Regulation court (illustration)
<b>10</b>	Equipment
<b>10</b>	Teams
<b>12</b>	Injured players
<b>13</b>	Captain
<b>13</b>	Coaches
<b>13</b>	Playing time
<b>14</b>	Start and end of a match
<b>14</b>	Status of the ball
<b>15</b>	How to play the ball
<b>16</b>	Controlling the ball
<b>16</b>	Successful TARG and its value
<b>17</b>	General rules of the game
<b>22</b>	Referees and signals
<b>27</b>	Protest procedure
<b>28</b>	Regulation equipment (illustration)

# GLOSSARY



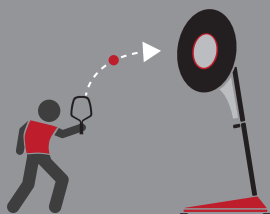
## **RAQQET**

Raqball racket



## **TARGET**

Raqball target board



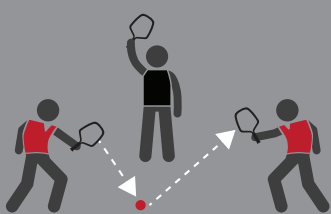
## **TARG**

Shot at the target



## **DRIB'UP**

Action of bouncing the ball on the racket



## **1GROUND**

Action of bouncing the ball once on the floor

# MATCH

## 1

### Art.1: Definition

#### 1.1. Introduction :

RAQBALL is a team sport without contact between players that is played with RAQQETS.

#### 1.2. The match of RAQBALL:

A match of RAQBALL is played with teams of 6 players (*3 in play and 3 replacements*). The aim of each team is to score in the opponent's TARGET 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 interactions take the forms of PASSES, DRIB'UPS or 1GROUNDS. The match is conducted by the referees, the table officials and, if present, the commissioner.

#### 1.3. The TARGET:

A team attacks the opposing team's TARGET and defends its own TARGET.

#### 1.4. The match winner:

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

# COURT AND EQUIPMENT

## 2

### Art.2: Court

#### 2.1. Court:

RAQBALL is played on a court equipped with permanent or removable TARGETS. The court surface is flat and free from obstructions.

The court surface can be tarmac, grass, sand or any other type.

Its dimensions are 20 m in length and 10 m in width. The lines marked on the play area are part of the area that they demarcate.

The court must be demarcated by permanent or removable markings that conform to the regulation court (*figure 1, page 9*).

Whether permanent or removable, the TARGGETS are positioned in the same way:

- A TARGGET is positioned at the centre of the baseline, set vertically with the front of the base outside the baseline (*figure 1, page 9*).

## 2.2. Court boundary lines:

The court is demarcated by the baselines and the touchlines. These lines are an integral part of the court.

No obstructions, including those persons seated on the team benches, are permitted within two (2) metres from the court.

## 2.3. Halfway line:

**Permanent court:** The halfway line is marked parallel to the baselines from the mid-point of the touchlines.

**Removable court:** The halfway line is indicated by two (2) marks on the touchlines.

## 2.4. Backcourt:

The backcourt of a team comprises the front face of its team's own TARGGET and the part of the court demarcated by the baseline, the touchlines and the edge of the halfway line nearest to its own TARGGET.

## 2.5. Frontcourt:

The frontcourt of a team comprises the front face of the opponent's TARGGET and the part of the court demarcated by the baseline, the touchlines and the edge of the halfway line nearest to the opponent's TARGGET.

## 2.6. 1- and 2-point TARGGET area:

The 1- and 2-point TARGGET area of a team is the whole of the opponent's court area.

## 2.7. 3-point TARGGET area:

The 3-point TARGGET area of a team is its own backcourt.

## 2.8. Team bench areas:

The team bench areas must be marked outside the court. The teams must be situated on the side of its own area (*swapping benches at half-time*).

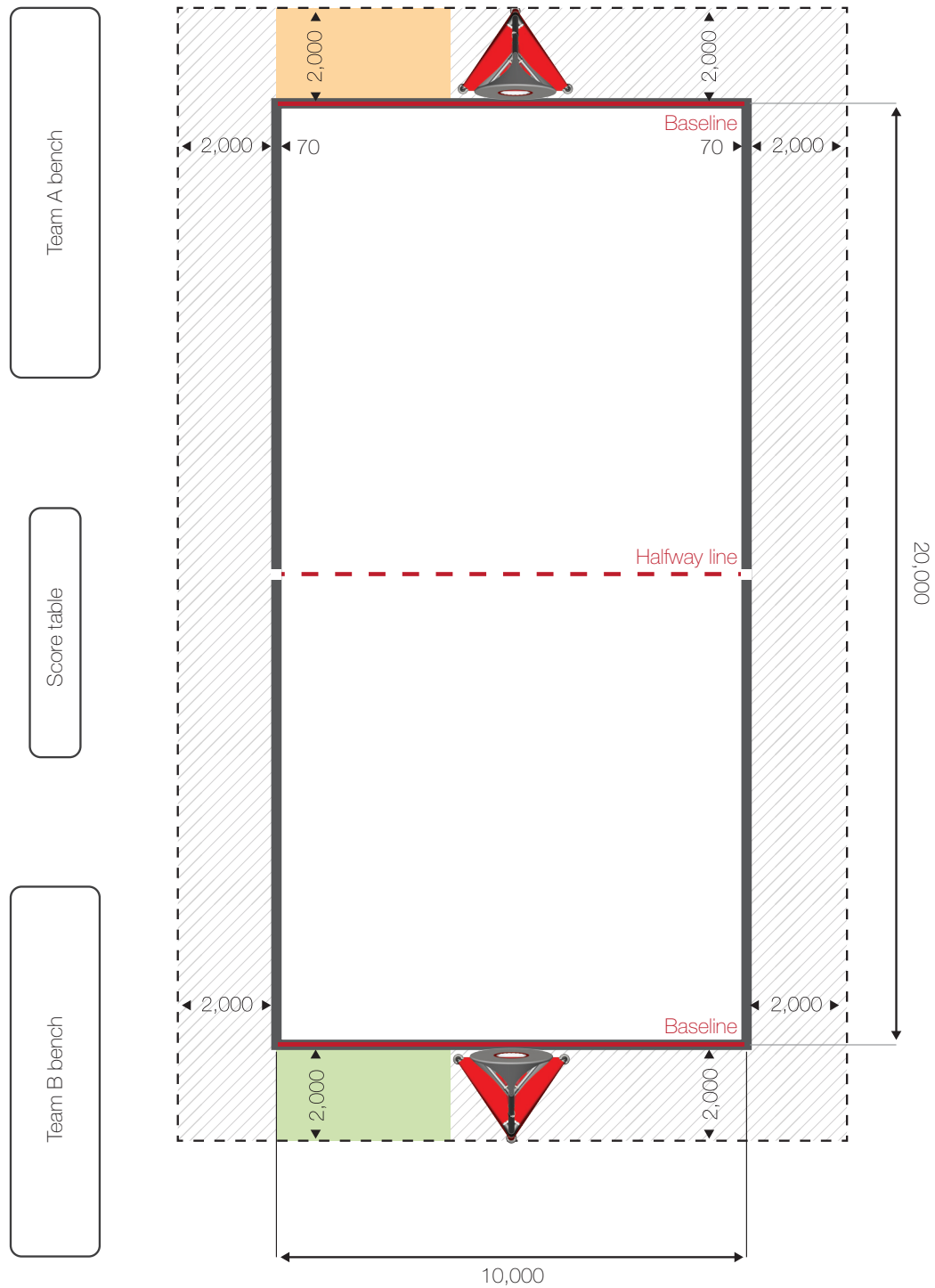
A team bench area must have ten (10) seats available for the team bench members comprising coaches, assistant coaches, replacement players, disqualified players and accompanying delegation members.

## 2.9. Player replacement areas:

The players of a team must make the replacements behind the baseline of their area, on the side nearest to their team bench.



# REGULATION COURT



- Team A entry area
- Team B entry area
- Safety and play restart area
- Unit of measure: millimetre

Figure 1 – Regulation court

Figure 1

# 3

## Art.3: Equipement

The following equipment is required:

- TARGGET (base, structure and net).
- Ball, RAQQET and shirts.
- Match clock.
- Scoreboard.
- Scoresheet.
- Player foul markers.
- Regulation court.
- Suitable lighting.

*The equipment must comply with the rules.*

# TEAMS

# 4

## Art.4: Teams

### 4.1. Definition:

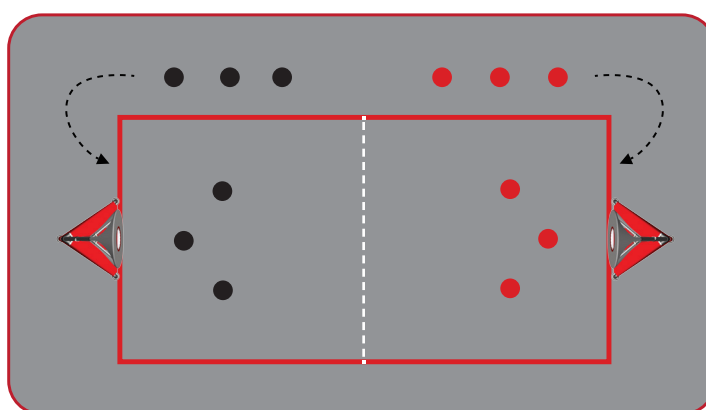
- A team member may play when they are authorised to play by a team in accordance with the rules set out by the competition organisers.
- A team member is authorised to play when their name is included in the scoresheet before the start of the match as long as they have not been disqualified.
- During playing time, a team member is:
  - A player on the court.
  - A replacement on the team bench.
  - A temporary excluded player.

### 4.2. Rules:

- Each team comprises:
  - A maximum of 6 players authorised to play, including the captain.
  - A coach and, at the team's discretion, an assistant coach.

- A maximum of 4 accompanying delegation members with duties such as: Manager, doctor, physiotherapist, statistician, interpreter, etc. who must remain seated on the team bench.

- During play, 3 players from each team must be on the court and may be replaced.
- A replacement becomes a player, and a player becomes a replacement, when the referee signals the replacement to enter the court. The replacement crosses the baseline on the side of their own backcourt nearest to their own team bench.
- During each quarter of the match, each team may make a maximum of two (2) replacements.



#### 4.3. Uniform:

The uniform worn by the members of a team comprises shirts of the same dominant colour front and back.

“All-in-ones” are permitted.

Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts. Socks of the same dominant colour for all team members.

Each member of a team will wear a shirt numbered front and back with plain numbers, of a colour contrasting with the colour of the shirt.

- Teams must have a minimum of 2 sets of shirts:
  - The first team named in the schedule (*home team*) must wear light-coloured shirts (*preferably white*).
  - The second team named in the schedule (*visiting team*) must wear dark-coloured shirts.

- However, if the two teams agree, they may interchange the colours of the shirts.

The numbers must be clearly visible.

Players must not wear equipment or objects that may cause injury to other players.

## 5

### Art.5: Injured players

- 5.1.** In the event of injury to a player(s), the referee may stop play.
- 5.2.** If the ball is live when the injury occurs, the referee will not blow the whistle until the team in control of the ball has taken a TARG at the TARGET, lost control of the ball, withheld the ball from play or the ball has become dead. If it is necessary to protect an injured player, the referees may stop play immediately.
- 5.3.** If the injured cannot continue to play immediately (within approximately 15 seconds) or if they receive treatment, they must be substituted unless they are the last player remaining on the court.
- 5.4.** The team bench members may enter the court, only with the permission of a referee, to attend to an injured player before they are substituted.
- 5.5.** A doctor may not enter the court without the permission of a referee, even if, in the doctor's judgement, the injured player requires immediate medical treatment.
- 5.6.** During play, any player who is bleeding or has an open wound must be substituted. They may return to the court only after the bleeding has stopped and the affected area or open wound has been completely and securely covered.

## 6

### Art. 6: Captain

- 6.1.** The captain (CAP) is a player designated by their coach to represent their team on the court. The captain is identified as such in the scoresheet. They communicate in a courteous manner with the referee during the match to obtain information only when the ball is dead and the match clock is stopped.
- 6.2.** The captain must, immediately after the end of the match, inform the referee if their team is protesting against the result of the match and sign the scoresheet in the "*Captain's signature in case of protest*" space.

# 7

## Art.7: Coaches

- 7.1.** The team bench members are the only persons permitted to sit on the team bench and remain within their team bench area.
- 7.2.** The coach may go to the scorer's table during the match to obtain statistical information only at intervals between quarters.
- 7.3.** Only the coach is permitted to remain standing during play in their TARGGET's area. They may address the players verbally during play provided they remain within their team bench area.
- 7.4.** If the captain leaves the court, the coach must inform a referee of the number of the player who will act as captain on the court.

# RULES OF THE GAME

# 8

## Art.8: Playing time

The duration of a match is 20 minutes, played in 4 periods of 5 minutes each. Time count is stopped by the referee every time play is stopped when the ball becomes dead. It is restarted when the ball becomes live. Players may be replaced during play stoppages.

- 8.1.** A team loses the match if it has no player left on the court.
- 8.2.** The interval for rest between the second and third quarters (*half-time interval*) is of 2 minutes. It is of 1 minute between the quarters in the same half.
- 8.3.** If the score is tied at the end of the fourth quarter, play must continue until conclusion by "*sudden death*".

# 9

## Art.9: Start and end of a match

- 9.1.** The referee, in the presence of the two captains, will toss a coin before start of play to determine which team starts play with the throw-in or chooses its court area. The throw-in is taken from the baseline of its TARGGET. The opposing team takes positions on its own court area. The start of each of the following quarters is then done alternating ball possession.
- 9.2.** The match cannot start if a team is not present on court with 3 players ready to play.
- 9.3.** The teams have to change sides for the second half (*third and fourth quarters*).

# 10

## Art. 10: Status of the ball

**10.1.** The ball can be live or dead.

**10.2.** The ball becomes live when:

- The team starts play on its own court area.
- The player restarting play touches the ball with their RAQQET (*ball-RAQQET contact*).

**10.3.** The ball becomes dead when:

- It touches the ground outside the court.
- When the player in possession of the ball puts their foot outside the court boundary.
- A referee blows their whistle to stop play.
- The match clock signal sounds for the end of the period of play.
- The ball in flight on a TARG at the TARGGET is touched by a player from either team after:
  - A referee blows their whistle.
  - The match clock signal sounds for the end of the period of play.

**10.4.** The ball does not become dead and the TARG counts if made when:

- The ball is in flight on a TARG at the TARGGET and:
  - A referee blows their whistle.
  - The match clock signal sounds for the end of the period of play.
- A player commits a foul on any opponent during a TARG at the TARGGET.

# 11

## Art. 11: How to play the ball

**11.1.** Definition:

During play, the ball is played only with the RAQQET held in the hand and must never stop moving.

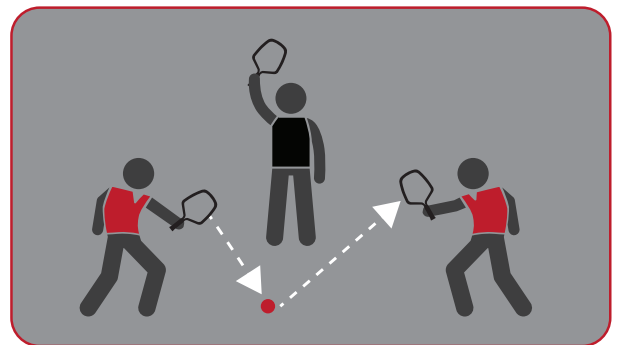
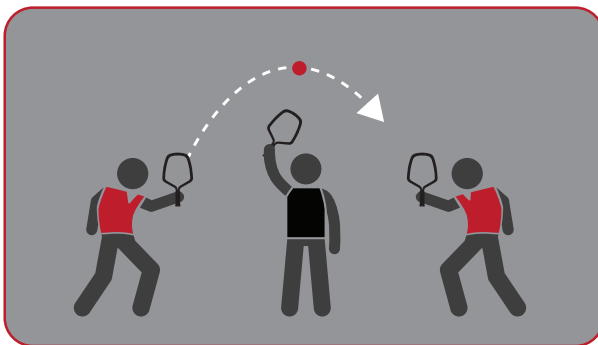
The player may move while doing DRIB'UP.

## 11.2. Rule:

The player may throw the ball to a team-mate directly in flight or making the ball bounce once on the ground (*1GROUND*). The player may make only one *1GROUND* during their possession of the ball.



A player must not block the ball deliberately with the foot or any other part of the body.



# 12

## Art. 12: Controlling the ball

### 12.1. Definition:

Team control starts when a player of that team is in control of a live ball, *DRIB'UB*, etc.

### 12.2. Team control continues when:

- A player of that team is in control of a live ball.
- The ball is being passed between team-mates.

### 12.3. Team control ends when:

- An opponent gains control of the ball.
- The ball has left the player's *RAQQET* on a *TARG* at the *TARGET*.

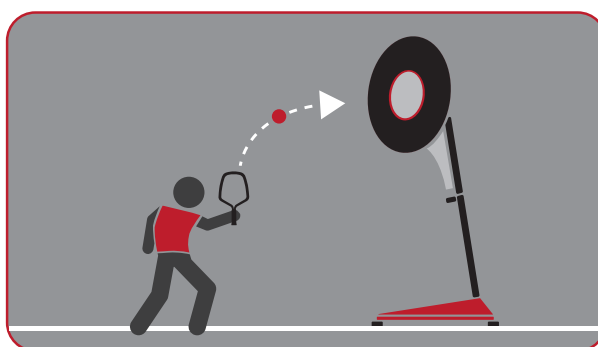


## 13

### Art. 13: Successful TARG and its value

#### 13.1. Definition:

A TARG is a shot at the TARGGET.



- A TARG is made when a live ball enters the central hole of the TARGGET.
- A TARG is made when a live ball touches the round board of the TARGGET.
- A TARG that touches the edge of the TARGGET is made only when the ball falls back to the ground in front of the baseline.
- A successful TARG is not credited if the player touches then touches the TARGGET with their body or their RAQQET.

#### 13.2. Rule:

- A TARG is credited to the team attacking the opponent's TARGGET which the ball has touched or entered. Its value is as follows:
  - A TARG that touches the TARGGET counts 1 point.
  - A TARG shot from the opponent's area that touches or passes through the central hole of the TARGGET counts 2 points.
  - A TARG shot from their own area that touches or passes through the central hole of the TARGGET counts 3 points.
- A TARG is credited against their team a defender's ball touches the TARGGET. Its value is as follows:



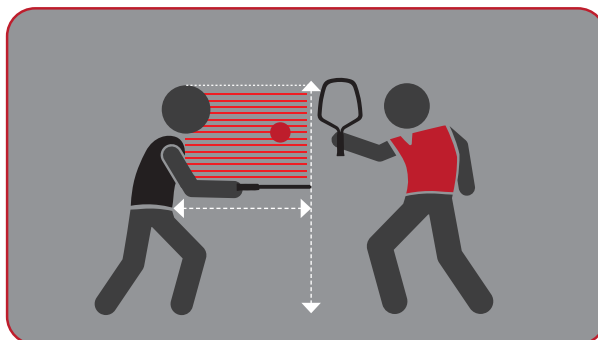
- A TARG that touches the TARGGET counts 1 point.
- A TARG shot from their own area that touches or passes through the central hole of the TARGGET counts 2 points.
- A TARG shot from the opponent's area that touches or passes through the central hole of the TARGGET counts 3 points.

## 14

### Art. 14: General rules of the game

**14.1.** 14.1. The player must always be bouncing the ball on their RAQQET (DRIB'UP), whatever their movements (*stationary, running...*).

**When the player is in possession of the ball, and therefore bouncing it, the opponent is strictly forbidden from attempting to take the ball that is bouncing on the RAQQET, unless the bounce goes over the player's head.** (*In red: area where ball interception is forbidden*).



In each ball possession, the player may only make one 1GROUND (*bounce on the ground*), either to pass the ball, or to pass a defender.

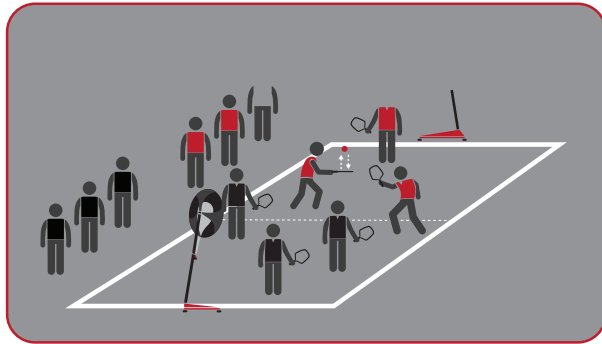
If the ball bounces on the ground more than once, it is given to the opponent at the place of the second bounce.

The player may take a TARG from anywhere at their discretion.

The referees raise their arm to signal the TARG immediately.

The team may make at their discretion any number of passes, DRIB'UPS (*ball-RAQQET contact*)... within the TARG time limit that is estimated by the referee (*18 seconds*).

If the player goes over this time, the ball is given to the opponent at the place where the action was stopped.



**14.2.** Contact between players is not permitted and is considered to be a foul. A foul is committed when the attacker or the defender closes in on and enters into contact with their opponent.

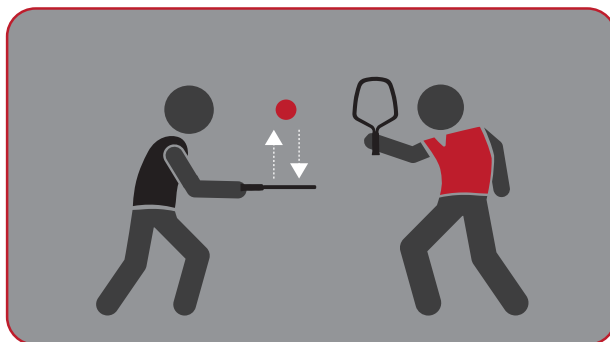


The attacking player may move performing **DRIB'UP** and **1GROUND** without contact.

The defending player only has the right to impede the attacker by using the arm holding the **RAQQUET**.

The defender may not block the attacker's progress with the arm holding the **RAQQUET** extended upwards.

It is not permitted to impede the opponent using the free arm not holding the **RAQQUET**; the free arm must be close to the body.

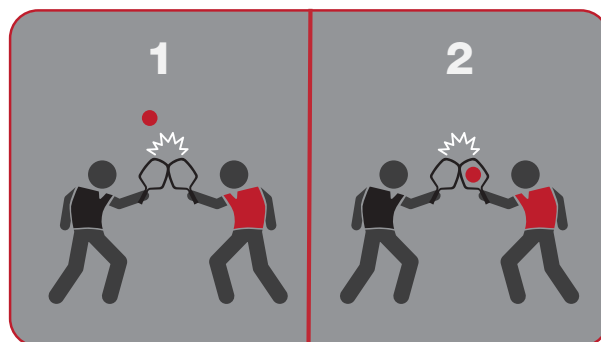


A foul is committed when:

- The attacker makes contact with an opponent deliberately.
- The attacker makes contact with the stationary defender; this is charging.
- The defender is too close to the attacker (*estimated distance: 1.00 m - arm-RAQQET*).
- A player who does not control the ball is entitled to move freely on the court and take any position not already occupied by another player. A player may not make contact with a moving opponent. If the player does not respect the elements of time and distance and contact with an opponent occurs, they are responsible for the contact.
- The penalty for a foul is a direct TARG from the place where the foul was committed or a restart of play, with the choice at the discretion of the player taking the penalty.

**14.3.** 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 makes contact with that of an opponent deliberately.

- (1) When the RAQQETS of two players make contact, precedence is given to the player who is earlier receiving the ball. When the RAQQETS of two players make contact before receiving the ball, precedence is given to the team in possession of the ball.
- (2) When one of the players receives the ball first, they benefit from the foul.
- The penalty for a foul is a direct TARG from the place where the foul was committed or a restart of play, with the choice at the discretion of the player taking the penalty.



**14.4.** 14.4. Contact with the ball is not permitted and is considered to be a foul. A foul is committed when:

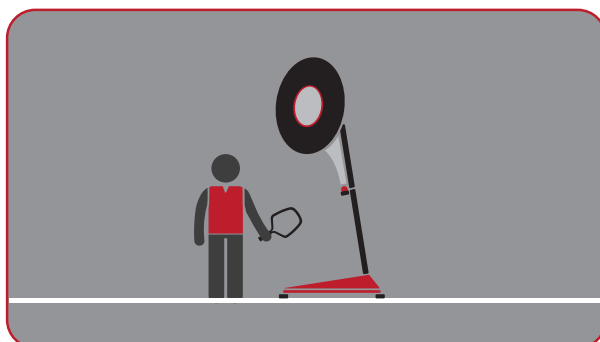
- The player touches the ball with the body.
- The player in possession of the ball shoots deliberately at the opponent.
- The defender touches the ball deliberately with the body.
- The penalty for a foul is a direct TARG from the place where the foul was committed or a restart of play, with the choice at the discretion of the player taking the penalty.



**14.5.** A foul is a breach of the rules caused by an illegal personal contact with an opponent and/or an unsportsmanlike behaviour. A foul must be notified and entered in the scoresheet against the offender, and sanctioned accordingly.

- A player who has committed 3 fouls, whether by:
  - physical contact;
  - deliberately shooting at their opponent;
  - deliberately touching the ball with the body;
  - deliberately touching their opponent's RAQQET; or remaining stationary or blocking the TARGGET, must leave the court for 30 seconds.  
They may not be replaced during this time.
- A player who has committed 2 fouls in the area where ball interception is forbidden must leave the court for 30 seconds. They may not be replaced during this time.
- A player who has committed 1 foul by touching their opponent's face with the RAQQET must leave the court permanently. They may be replaced.
- A player who has committed 6 fouls must leave the court permanently. They may be replaced.

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



After the ball has gone out of bounds or bounced on the ground more than once, or a foul, play is restarted from the place of the foul or from behind the line in the play restart area. When a player of the defending team lets the ball out over their baseline, the opposing team restarts play from the corner of the court.

Play is restarted by making a PASS or by starting in DRIB'UP. When the player restarts in DRIB'UP, they must make a pass.



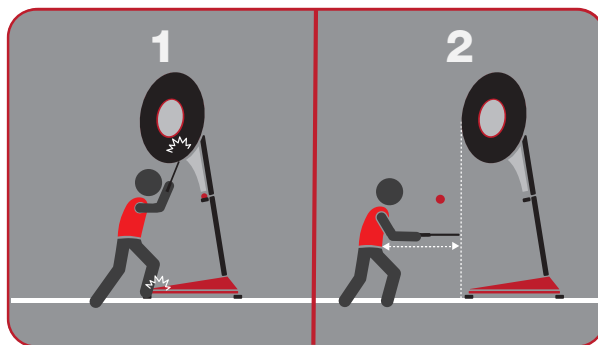
**14.7.** In front of the TARGGET ( $\approx$  1 metre):

- The player may never remain stationary or block the TARGGET with their RAQQET.
- The defender may intercept a TARG only when they are moving.
- The attacker preparing to take a TARG may not remain stationary and must be moving.



- (1) PLAYER-TARGGET and RAQQET-TARGGET contacts are not permitted and are considered to be fouls.
- (2) A distance of approximately 1 metre (*arm + RAQQET*) is required between the TARGGET and the player.

The penalty for a foul is a direct TARG from the place where the foul was committed or a restart of play, with the choice at the discretion of the player taking the penalty.



**14.8.** The ball is out-of-bounds when:

- It touches the ground or any object, player or person outside the court. The touchlines and the baselines are part of the court.
- It touches the back face or the structure of the TARGET.

**14.9.** A player is out-of-bounds when:

- Any part of their body touches the ground outside the court.
- An out-of-bounds player returns to play when they touch the court without no longer touching the ground outside the court.
- The coach must always remain in their area outside the court.
- The referee may be inside or outside the court.

## 15

### Art.15: Referees and signals

**15.1.** A referee is the person who conducts the match. There are normally one or two referees. The referees' uniform is black. During a match, the referees are assisted by the scorer's table.

**15.2.** The hand signals illustrated in these rules are the only valid referees' signals. When the referees report fouls to the scorer's table, it is strongly recommended to support the communication verbally (*in English in international matches*).

**15.3.** It is important that scorer table officials are familiar with these signals.

## Match clock signals

Stop the clock



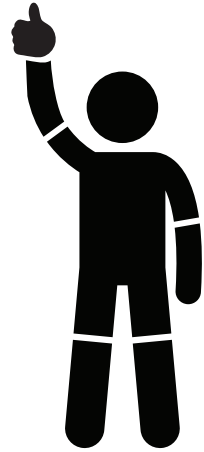
**Raised arm, open palm**

Stop the clock for foul



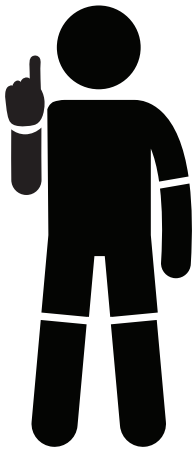
**Raised arm, clenched fist**

Start the clock

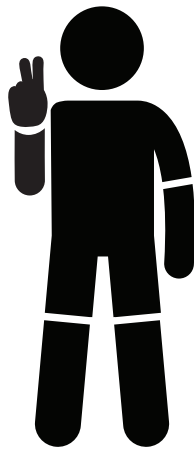


**Raised arm, thumb up**

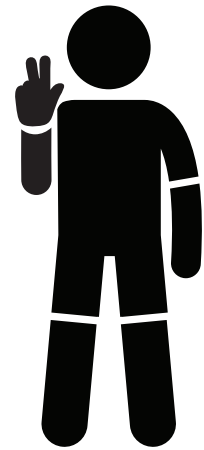
## Scoring



**1 point**



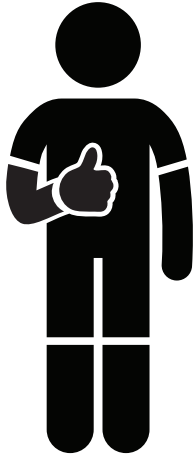
**2 points**



**3 points**

## Communication signals

Communication signal



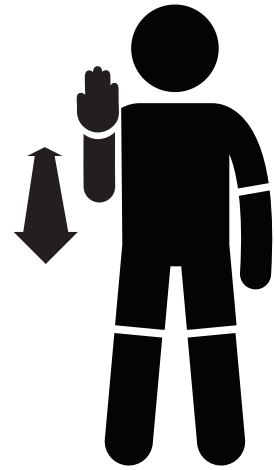
**Thumbs up**

Replacement



**Cross forearms**

Authorisation to enter



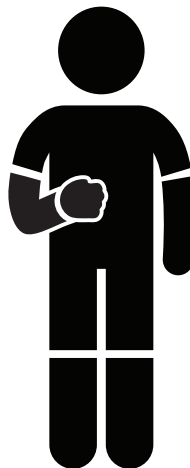
**Open palm, wave  
towards the body**

Contact between RAQQETS



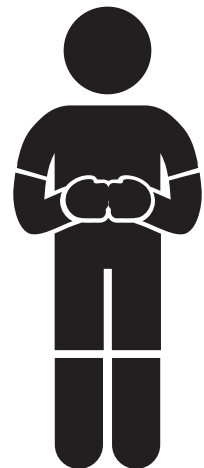
**Fingertips at an angle  
and touching**

Ball-player contact



**Clenched fist  
towards the body**

Contact between players



**Both clenched  
fist touching**



Player-TARGET  
or RAQQET-TARGET



**Clenched fist towards  
the palm**

Block or stationary position  
in front of TARGET



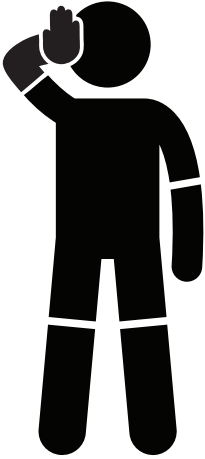
**Two arms raised  
with clenched fists**

Area where ball interception  
is forbidden



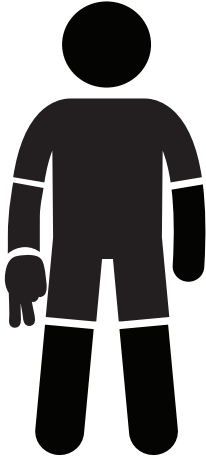
**Parallel arms**

Touching the face with the RAQQET




**Palm touching  
the face**

2 bounces on the grounds



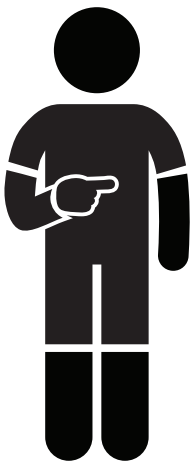
**2 fingers pointing down**

Ball out-of-bounds



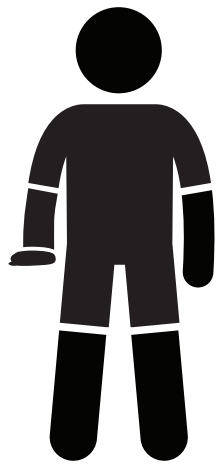
**1 finger pointing down**

Direction of play



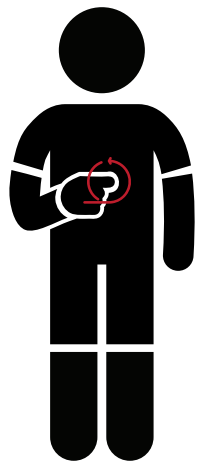
**1 finger pointing horizontally left or right**

Foot out-of-bounds



**Palm facing down**

TARG time (18s)



**Hand rotating with finger**

# PROTEST PROCEDURE

16

## Art.16: Protest procedure

If, in the course of an official I.R.B.F. competition, a team's interests have been adversely affected by an official's (*referee*) decision or by any event that occurred during the match, the team must proceed as follows:

**16.1.** Immediately after the end of the match, the captain of that team must inform the referee that their team is protesting against the result of the match and sign the scoresheet in the "*Captain's signature in case of protest*" space.

In order to be admissible, the protest must be confirmed by the official representative of the national federation or of the club in writing not later than 20 minutes following the end of the match.

Detailed explanations are not required. It is sufficient to write: "*The National Federation or Club X lodges a protest against the result of the match between teams 'X' and 'Y'.*"

The club's national federation or the club in question must submit the text of the protest to the I.R.B.F. representative not later than 1 hour following the end of the match.

**16.2.** The referee must, not later than 1 hour following the end of the match, report in writing to the I.R.B.F. representative the incident which leads to the protest.

**16.3.** If the club's national federation or the club in question, or the opposing club's national federation or the opposing club disagree with the I.R.B.F. decision, they may appeal the decision to the competent Appeals Commission.

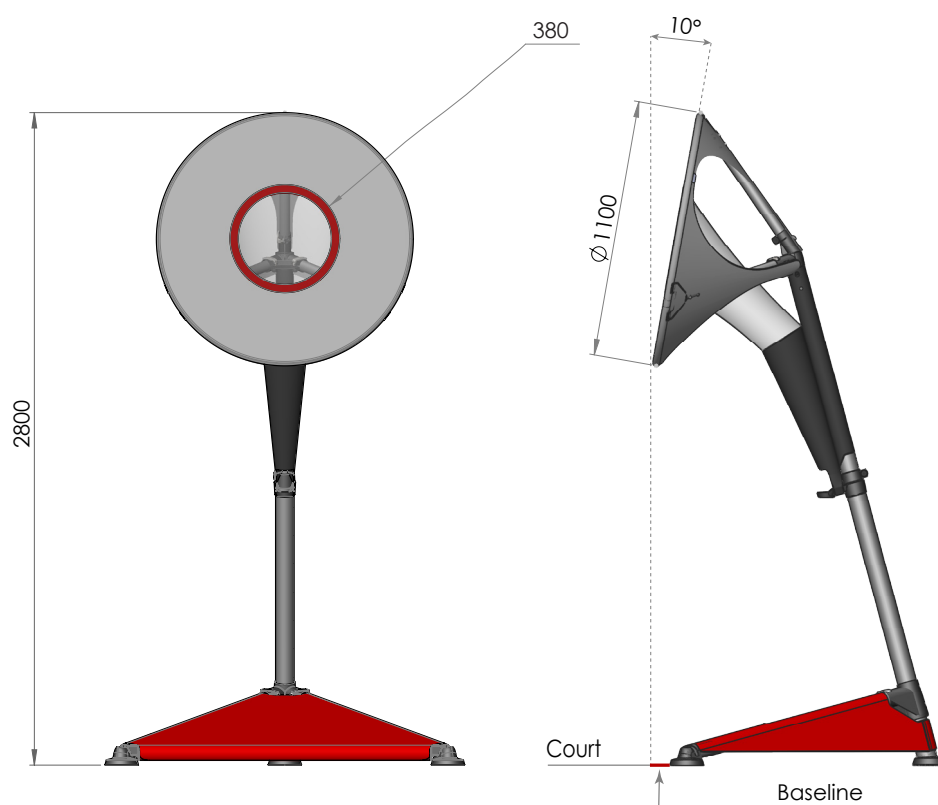
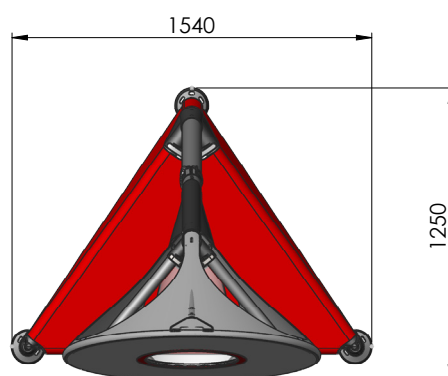
In order to be admissible, this appeal must be submitted in writing not later than 20 minutes following receipt of the I.R.B.F. decision.

*"The decision by the competent Appeals Commission is final and irrevocable."*

**16.4.** Videos, films, photos and any other electronic, digital or other visual material may be used to determine responsibilities for disciplinary or educational purposes (*training*) only after the end of the match.

# REGULATION EQUIPMENT

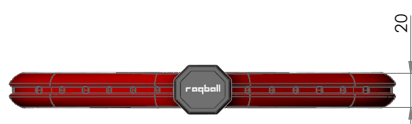
## TARGET



Unit of measure: millimetre

# REGULATION EQUIPMENT

## RAQQUET & BALL



Ø 68



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**ASBL - F.I.R.B - I.R.B.F**

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