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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A FRENCH
CREATION

REGISTERED TRADEMARK & MODEL
RAQBALL
REGISTERED
TRADEMARK & MODEL

IRBF
INTERNATIONAL
RAQBALL FEDERATION
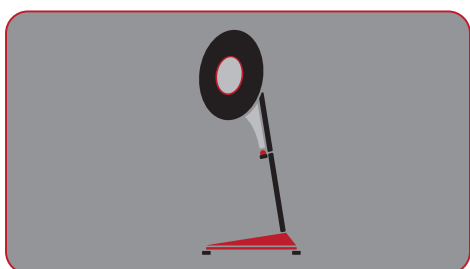**REGULATORY**
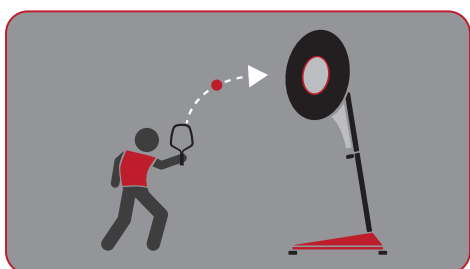COMPLIANT

EN

GLOSSARY

RAQQET
Raqball racket

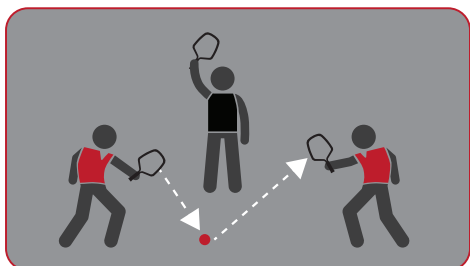**TARGGET**
Raqball target

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

It's played on a court 20 m by 10 m in size with teams of 6 players (3 in play and 3 replacements). A 20-minute game is divided into 4 periods of 5 minutes each. Player changes can be made only during stoppages in play. These changes are made behind the baseline of the respective team's TARGGET.

RAQBALL can be played on any type of flat surface.

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

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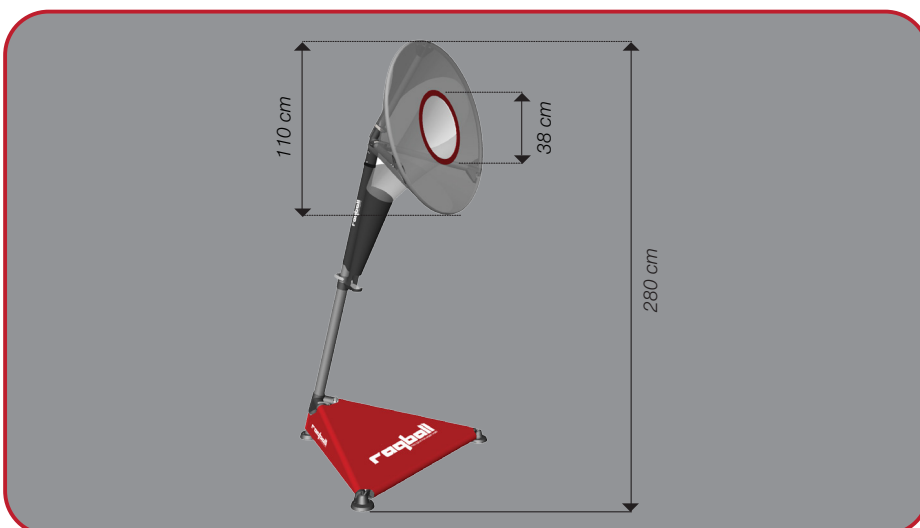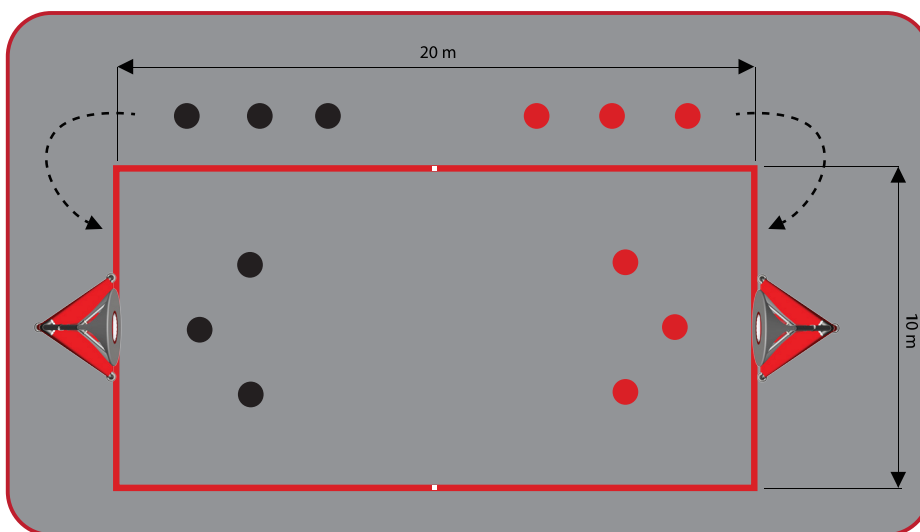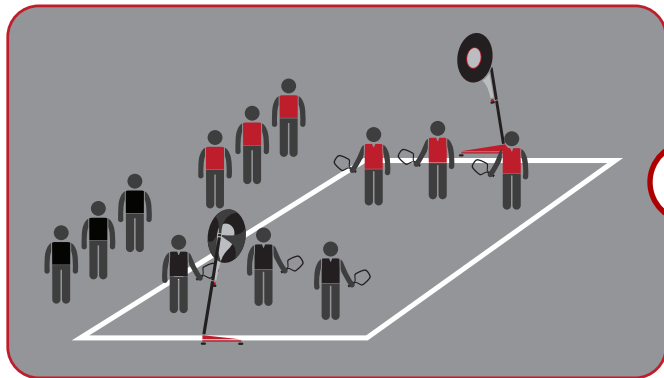
1 PLAYING THE GAME

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** while preventing that team 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.
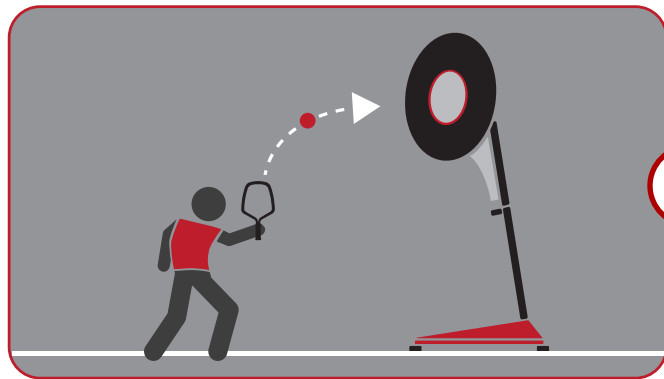
2 THE TARG

A **TARG** is a shot at the **TARGGET**.
Scoring:
- A **TARG** that hits the **TARGGET** from the opponent's zone scores 1 point.
- A **TARG** that passes the center hole of the **TARGGET** from the opponent's zone scores 2 points.
- A **TARG** that hits the **TARGGET** from its own zone scores 2 points.
- A **TARG** that passes the center hole of the **TARGGET** from its own zone scores 4 points.

A **TARG** that hits the rim of the **TARGGET** is awarded only when the ball lands in front of the baseline.
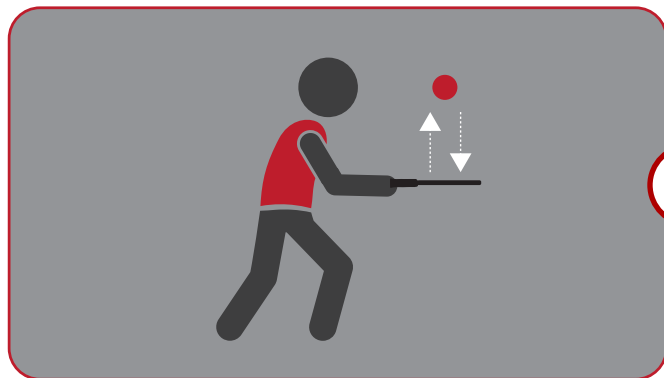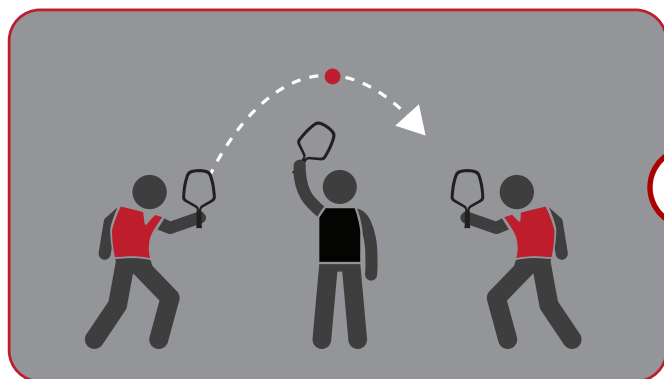
3 MOVEMENT

The player can move while doing **DRIB'UP** (*bouncing the ball upwards*) with the **RAQQET**.
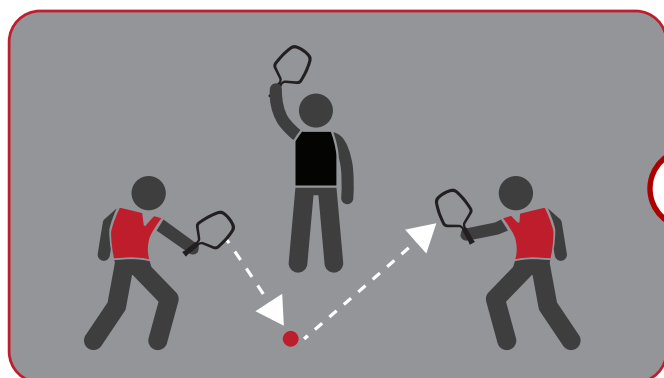
The player should always keep the ball moving on the **RAQQET**.
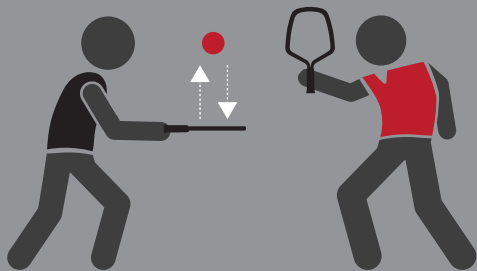
4 HIGH PASS

The player can pass the ball to a teammate by throwing it high.

5 PASS WITH 1GROUND

The player can pass the ball to a teammate or to himself/herself by one bounce of the ball on the ground (**1GROUND**).
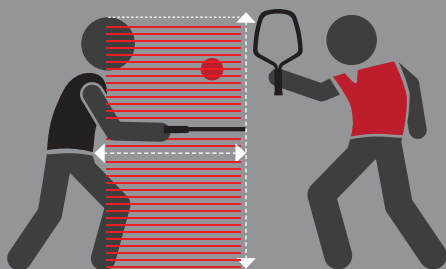
6 — THE DEFENDER

The player in defense 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**.

7 — 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's bouncing on the **RAQQET** (**DRIB'UP**) except when the bounce is outside the protected space

(In red: no interception zone)

8 — 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's a defense foul.
- If the attacker comes into contact with an immobile defender, it's 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).*

9 — 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 **RAQQETs** 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).*

10 — 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).*
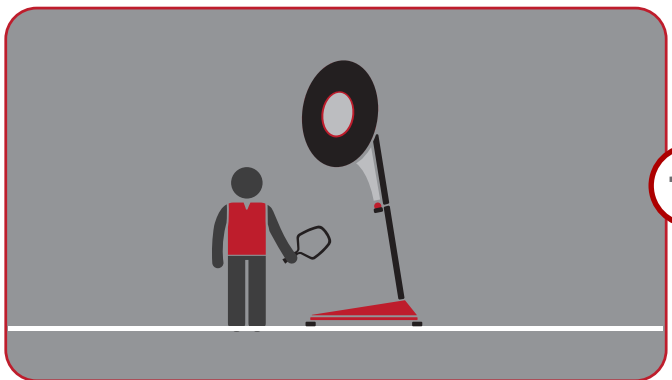
RESTART OF PLAY

11

Once 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 on 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.

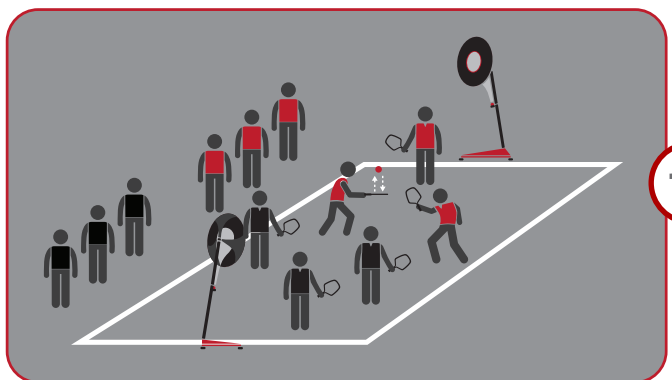A restart is performed by making a **PASS** or by starting in **DRIB'UP**.

RESTART OF PLAY AFTER A TARG

12

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

After a restart, the player must make a pass before a **TARG**.

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.

A player may not remain stationary and block the game by dribbling in place. They must pass the ball.

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.

When a foul is committed in front of the **TARGGET**, the defender may position themselves in front of their opponent only if the foul occurs more than 2 meters from the **TARGGET**.
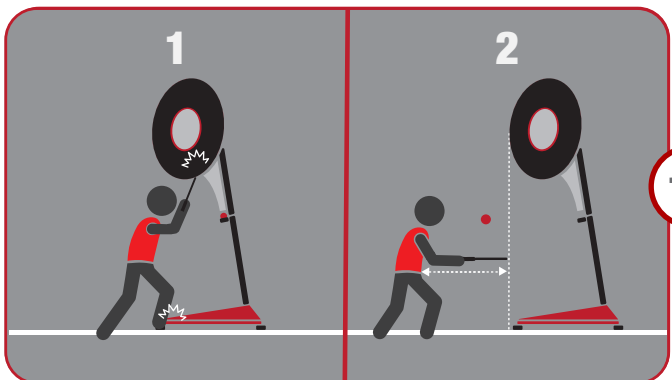
CONTACT BETWEEN PLAYER / TARGGET & RAQQET / TARGGET

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).*