

# ROLL BALL

OFFICIAL PLAYING GAME RULE BOOK (C)



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## OFFICIAL PLAYING GAME RULE BOOK (C)

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INTRODUCTION		Pg.			
1.	What is Roll Ball	04	F.	Substitution Zone Line	17
2.	Necessary Equipments		4.3	Positions of Game officials table	
2.1	Roller Skates and Safety Equipment and Playing Kit	04-06	4.4	Safety Margin	18
2.2	Goal Post	07	4.5	Team Bench Area	
2.3	Ball	07	5	Duties and Powers	
2.4	Game Clock	07	5.1	Match Commissioner	
2.5	Score Board	08	5.2	Referee Duties and Powers	19
2.6	Signals		5.3	Goal line Referee	
2.7	Team Foul Markers and Indicators		5.4	Scorer Duties and Powers	20
2.8	Score sheet	09-10	5.5	Time Keeper Duties and Powers	
2.9	Playing Floor	11	5.6	Captain Duties and Powers	21
2.10	Safety Guards		5.7	Coach Duties and Powers	
2.11	First Aid		5.8	The Team	
3.	Official Roll Ball Rules		6	Playing the Game	22
3.1	The Game		6.1	Playing regulations	
3.2	Ball Movement		6.2	Beginning of the Game	
4	Court and Line Dimensions		6.3	How the Ball is played	23
4.1	Playing Court		6.4	Control of the Ball	
	* Playing Court Diagram -(Sr)	12	6.5	Goal	
	Playing Court Diagram -(Jr)	13	6.6	Goal Keeper	
4.2	Lines	14	6.7	Tie Game	24
A.	Side Lines		6.8	Time Outs	
B.	Goal Lines		6.9	Point Distribution for league matches	25
C.	Free throw line Or Goal Keeper's throw line	15	7	Foul	26
D.	Penalty throw line	16	7.1	Personal Foul	27
E.	Centre Line		7.2	Double Foul	28

OFFICIAL ROLL BALL BOOK
 

7.3	Technical Foul by Player		Games	
7.4	Offensive Foul		15.3	Holding a Tournament 38
7.5	Technical Foul by Coach / Team Manager	29	15.4	Scope of Different Committees
7.6	Team Foul		A	The Organizing Committee
7.7	Penalty Throw		B	The Program Committee
7.8	Red and Yellow Card	30	C	Committee for Equipment and Ground Facility, (Technical) 39
8	Violations		D	Referee and Game in Charge
8.1	Traveling	31		Selection Committee
8.2	Body Touch		E	Public Relations and Publicity Committee
8.3	Three Second Violation		F	Spectator Arrangement Committee
8.4	Passive Game		G	Accommodation and Transport Committee
8.5	Line Cut		H	Reception and Felicitation Committee
8.6	Common Ball	32	I	Judgment Committee 40
9	Protest		J	Medical and First Aid Committee
9.1	Protest against Team (Over Age)		K	When Tournament is in Progress
9.2	Protest Fees	33	L	Post Tournament Procedures
9.3	Correctable Errors		M	Summary 40
10	Modified Roll Ball		1	Pre-Tournament Summary 41
11	Review System		2	Post Tournament Summary
12	Ground Marking	34	3	Profile of a Tournament
13	Abandoning a Game	35	a	Arrival of the Chief Guest
14	Fixing a Game	36	b	Introduction of the Chief Guest
15	Organization			
15.1	Educational Importance of Competitions			
15.2	Benefits of Tournaments and 35-36			

## OFFICIAL ROLL BALL BOOK

c	March Past of Teams		18	Competition and tournaments	44
d	Lighting of Torch		19	Code of conduct for coaches and Referees	46
e	Request for Inauguration				
f	Commencement of Tournament		19.1	Coaches	
			19.2	Referees	47
g	Hoisting of Flags	42	20	Disciplinary code	48
			21	Injury Rules	50
h	Oath Taking Ceremony of Players		22	Doping Regulations	54
			23	CONCLUSION	54
i	The Oath				
j	Concluding Ceremony				
16	Other Preparations	42			
1.	Equipments				
2.	Score Cards				
3.	Players Uniform	43			
4.	Umpires				
17	Guidelines for Brochure / Souvenir				
A.	Cover				
B.	Organization				
C.	Games Organization				
D.	Oath to be taken by Players				
E.	Details of Inauguration				
F.	Programme Details				
G.	Concluding ceremony				
H.	Past Record.				
I.	Trophies / Certificates / Cups				
J.	Checklist for Brochures/Souvenir				

## 1. WHAT IS ROLL BALL

Roll Ball is a game played between two teams. Each team consists of 12 (twelve) players, 6 (six) on the field and 6 (six) in reserve. The main objective of the game is to score maximum goals within a stipulated time. The main feature of roll ball is that the ball is held in single or both the hands, even when passing on to the other players, and is repeatedly bounced on the ground. This game is played on any hard surface including ice. The game can be started with minimum 4 players in one team on the field. Players coming in late can join the team till the first half is over. Any player coming after the end of the first half shall not be permitted to join the team and continue the game.

The roll ball game is a test of physical strength and ability to control the body while playing this game. Also mental stability, team spirit is very important. All these qualities enrich this game and will endeavour the game to athletes across all age group in the roll Ball world.

## 2. NECESSARY EQUIPMENTS

### 2.1 ROLLER SKATES AND SAFETY EQUIPMENT FOR PLAYER

The roller skates used by the player shall be inline skates without stoppers.

#### SKATES



#### WHEELS



## HELMET



## KNEE PROTECTORS



# SAFETY EQUIPMENT FOR A GOAL KEEPER

## HELMET



## CHEST GUARD



## SUPPORTER & ABDOMINAL GUARD



## SHIN GUARDS



## GLOVE



## KNEE PROTECTOR



### PLAYER KIT :

1. The jerseys of the players shall be numbered from 1 to 15 only, including the goalkeeper's jersey.
2. There shall be numbers on the front and back side of the jersey and the left side of the player's short.
3. The size of the number on the back side of the jersey shall be 6 inches in height and 2 inches in width.
4. The size of the number on the left side of the player's short shall be 3 inches in height and 1 inch in width.
5. The goal keeper shall wear the same colour jersey as the team. The jersey shall have full sleeves with a padded support on the elbow and shoulders.
6. Specifications of printing material on the jersey –
  - i) Logo of the National Federation/ team :- The logo of the national federation /team shall be printed in left corner on the front side of the jersey. The logo shall be in a circular shape which shall not have diameter more than 2".
  - ii) Logo/ name of the Championship :- The logo/ name of the championship shall be printed on the right front side of the jersey. The logo shall be in a circular shape not more than "2"



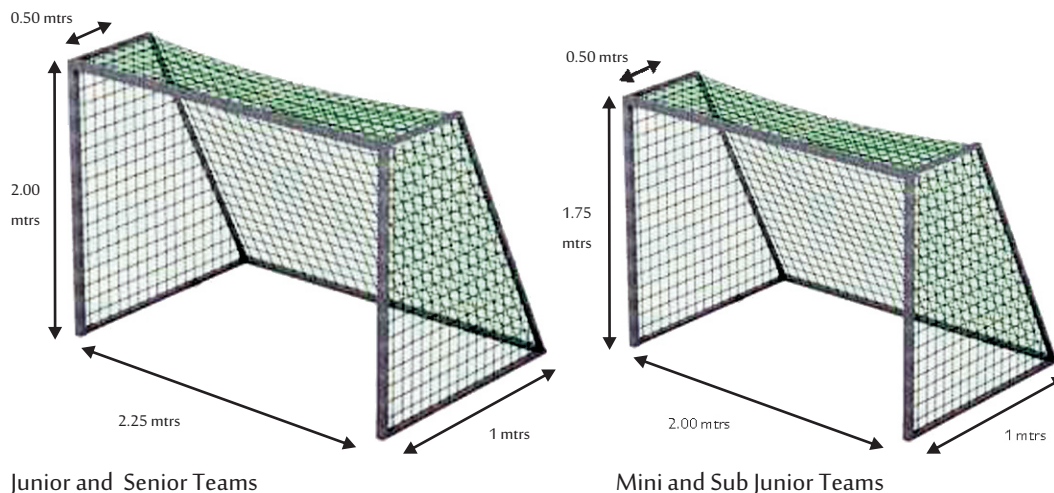


inch diameter.

- iii)** Sponsor's logo :- **a) Main Sponsor** :- the main sponsor's logo / name shall be printed on the front side of the jersey in the centre which shall not be more than "9" inches in length and "2" in width.
- b) Co- sponsor** :- The co-sponsors logo / name shall be printed on the right/left side of the jersey which shall not be more than "2" inches in length and "1" inch in width.
- iv)** Name of the Team :- The team name shall be printed on the back side on the jersey above the number of the player. This name shall not be more than "9" inches in length and "2" in width.

## 2.2 GOALPOST

For Mini and Sub Junior (Boys and Girls) Team the height of the goal post should be 1.75m and length 2.00m with a width of 1.50m covered by nylon net. For Junior & Senior (Boys & Girls) Teams the height of goal post should be 2.00m and length 2.25m with a width of 1.50m covered by nylon net. The diameter of the pole of the goal post shall be 3" inches . It shall be painted yellow in colour.



## 2.3 BALL



7 No.



5 No.

Sr. No.	Age Group	Ball size	Weight of the ball	Circumference
01	Senior (above-17)	7 No.	570gm To 650gm	75cm To 78cm
02	Junior (under-17)	7 No.	570gm To 650gm	75cm To 78cm
03	Sub Junior (under-14)	5 No.	450gm To 500gm	60cm To 70cm
04	Mini (under-11)	5 No.	450gm To 500gm	60cm To 70cm

## 2.4 GAME CLOCK

The game clock shall be an electronic device displayed in a place which will be visible to the officials, referees, players, coaches and the spectators. It shall start from 00.00 till the end time of the first half. During any time out taken by a team or any official time out, the game clock shall be

stopped. It shall resume after the referee blows the whistle to start the game.

## 2.5 SCORE BOARD

The scoreboard should display the following things :

- Names of the teams playing
- Current score
- Score of 1st half and 2nd half
- Extra time score
- Number of Fouls



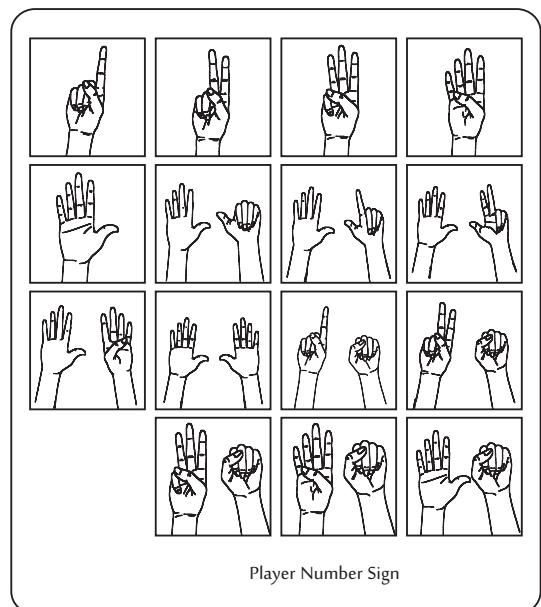
## 2.6 SIGNALS

There shall be a provision of sound as well as visual signal for the timekeeper and scorer. It shall indicate the start of the game, fouls committed, official time outs, violations and scoring of a goal. All the above signals shall be given by the referees on the court.

There shall be a sound signal to indicate team time out, end of the half during the stipulated time or extra time, as well as end of the game. These signals shall be given by the timekeeper.

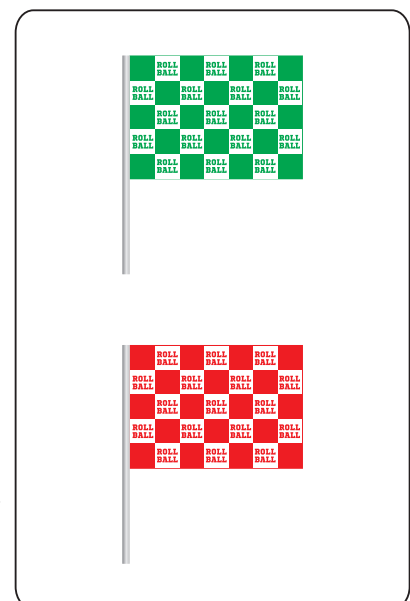
Whistle signals by referee and timekeeper

1. To start the game – long with short whistle
2. Half time – long whistle
2. Foul and violation – short whistle
3. End of the game – two short with one long whistle
4. Penalty – long whistle
5. Successful goal – long whistle
6. Passive game – long whistle



## 2.7 TEAM FOUL MARKERS AND INDICATORS

There shall be a flag, to indicate the completion of 5 team fouls. This flag shall be red in colour with 35 cm in length and 25 cm in width. There shall be one such flag for each team. When any team shall commence its 5th foul the flag shall be displayed at the team's side on game officials table. The scorer shall inform the coaches of the playing team, after the 4th foul has been committed by the team. The red flag shall be an indicator for the referees as well as for the teams that every consecutive foul committed by the team, a penalty will be awarded to the other team. Two flags for line referee (red and white/green and white color flags with 35cm in length & 25cm in



width) to indicate successful goal or unsuccessful goal.

## 2.8 SCORE SHEET

The official score sheet shall be approved by the technical committee. The score sheet shall contain the following details:

- Name of the competition.
- The number of the match.
- Date, time and the place of the championship.
- Names of both the teams.
- Names of players and coaches of the teams.
- Jersey number of the players.
- Jersey number of player scoring the goal.
- Time when the goal is scored.
- Score, running fouls and the time-outs of both the teams.
- Jersey number of player receiving yellow/red card.
- Half time and Full time score.
- Extra time score
- Signature of team captains, referees, match commissioner, time keeper and score keeper, line referee.
- Winner team, grand goal



# Roll Ball - Score Sheet

Name OF the Championship : \_\_\_\_\_

(Men/Women)

Venue :- \_\_\_\_\_

Date: \_\_\_\_\_, Time:- \_\_\_\_\_, Match no :- \_\_\_\_\_, Toss Won By:- \_\_\_\_\_

Team, A :- \_\_\_\_\_

Time Out:-

1	2	3	4
---	---	---	---

Sr.No	Players Name	Jersey no	G. No	P. No	Time	G. No.	P. No	Time	G No	P. No	Time	F. No	P. No	Card Y/R
1			1			15			29			1		
2			2			16			30			2		
3			3			17			31			3		
4			4			18			32			4		
5			5			19			33			5		
6			6			20			34			6		
7			7			21			35			7		
8			8			22			36			8		
9			9			23			37			9		
10			10			24			38			10		
11			11			25			39			11		
12			12			26			40			12		
C			13			27			41			13		
M			14			28			42			14		

Team, B :- \_\_\_\_\_

Time Out :-

1	2	3	4
---	---	---	---

Sr.No	Players Name	Jersey no	G. No	P. No	Time	G. No	P. No	Time	G No	P. No	Time	F. No	P. No	Card Y/R
1			1			15			29			1		
2			2			16			30			2		
3			3			17			31			3		
4			4			18			32			4		
5			5			19			33			5		
6			6			20			34			6		
7			7			21			35			7		
8			8			22			36			8		
9			9			23			37			9		
10			10			24			38			10		
11			11			25			39			11		
12			12			26			40			12		
C			13			27			41			13		
M			14			28			42			14		

HALF TIME SCORE :- Team A \_\_\_\_\_, Team B \_\_\_\_\_, FULL TIME SCORE :- Team A \_\_\_\_\_, Team B \_\_\_\_\_

EXTRA TIME :- ( H.T) SCORE :- Team A \_\_\_\_\_, Team B \_\_\_\_\_, (F.T) SCORE :- Team A \_\_\_\_\_, Team B \_\_\_\_\_

CAPTAIN Signatures :- Team A \_\_\_\_\_, Team B \_\_\_\_\_

TABLE OFFICIALS (Name & Sign)

REFEREE (Name & Sign)

Line Referee (Name & Sign)

1) \_\_\_\_\_

1) \_\_\_\_\_

1) \_\_\_\_\_

2) \_\_\_\_\_

2) \_\_\_\_\_

2) \_\_\_\_\_

MATCH WON BY : \_\_\_\_\_

Grand Goal	
------------	--

Match Commissioner :- \_\_\_\_\_

## **2.9 PLAYING FLOOR**

The playing floor should be a plain surface which shall allow the smooth running of the roller skates. The playing floor surface should be made of : concrete, tar, mat, wood and ice the playing surface should be an antiglare surface.

## **2.10 SAFETY GUARDS**

Safety guards are compulsory. These include proper helmet, knee- pads, center guard and supporters. The goal keeper shall wear a helmet with a visor and a chest guard along with the other guards.

## **2.11 FIRST AID**

Provision should be made by the organizers for fully equipped medical-box, doctor and an ambulance.

# **3. OFFICIAL ROLL BALL RULES**

## **3.1 THE GAME**

Roll ball is a game, which is played between two teams. The team contains 12 players in each side. While skating, the player has to make the goal on the 'opponents side'. At the end of the game, a team will be declared as the winner on the basis of maximum goals scored. The game shall start on the whistle of the referee and shall end on the whistle of the time keeper.

## **3.2 BALL MOVEMENT**

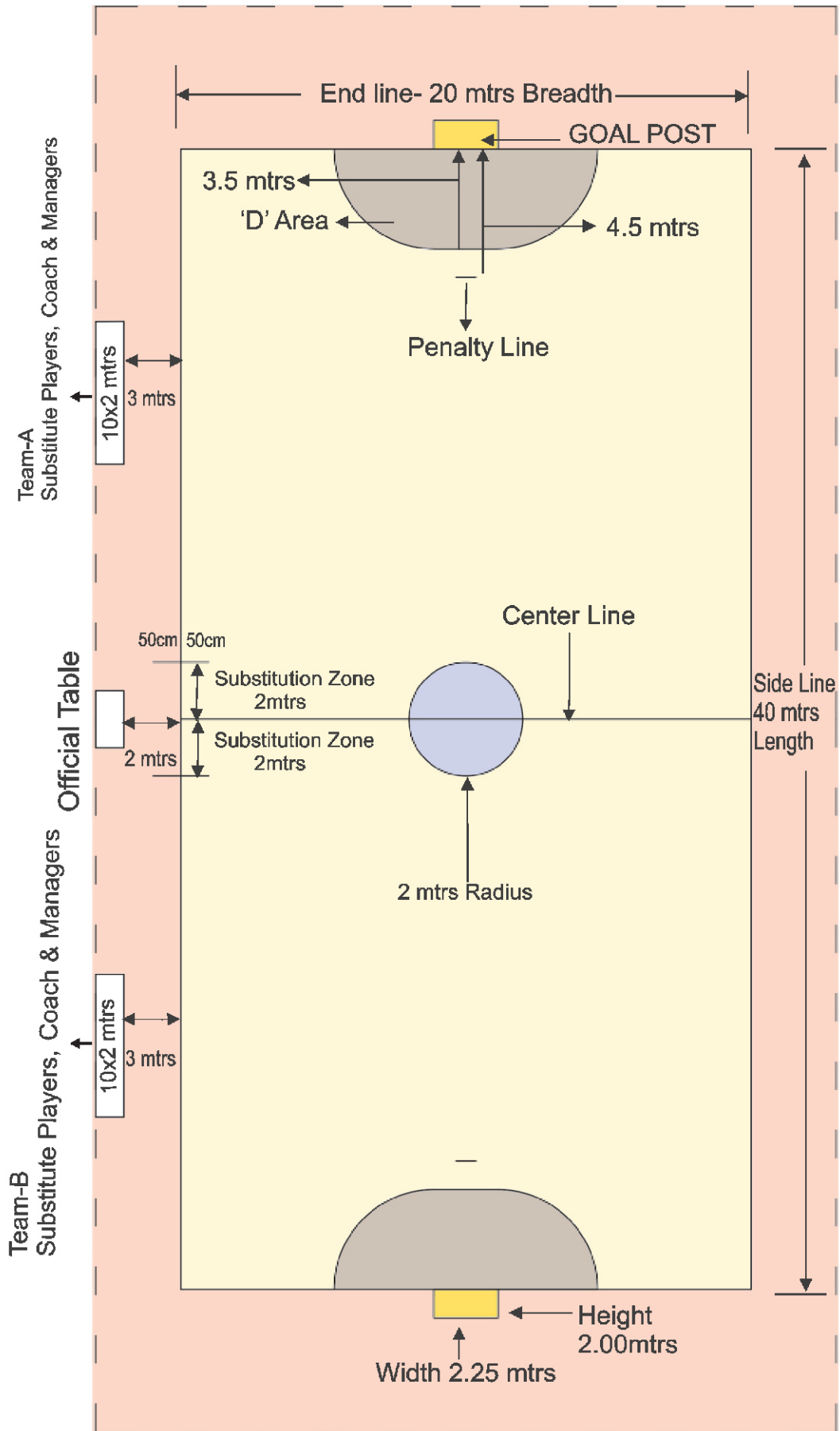
Ball may be passed, thrown, tapped or dribbled in any direction by single or both hands. Back Pass is allowed (in any direction and in any court).

# **4. COURT AND LINE DIMENSIONS**

## **4.1 PLAYING COURT**

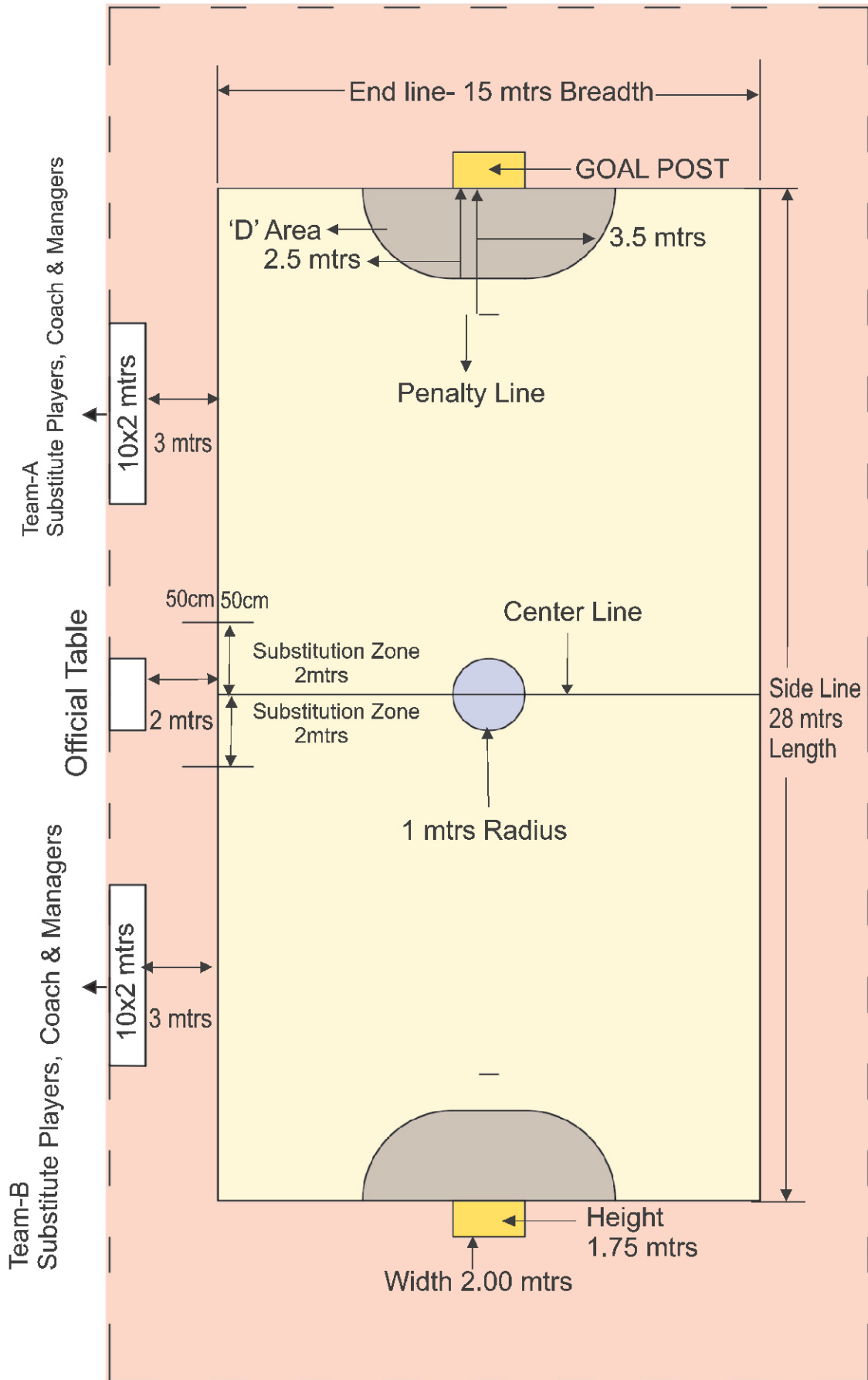
The playing court shall be a rectangular, flat, hard surface free from obstruction. The dimensions of the playing court shall be a maximum of 28x15 meters and a minimum of 25x12 meters in length and breadth for the Mini and Sub Junior group and for Junior and Senior group it shall be a maximum of 40x20 meters and a minimum of 35x15 meters (according to the availability of playground, some distance may be less likely to be played on the playground)

# PLAYING COURT



Playing Court - For Junior and Senior Group

# PLAYING COURT



Playing Court - For Mini and Sub-Junior Group

## 4.2 LINES

All the lines shall be drawn in same colour (white/red), 5cm in width and clearly visible. The line means both the end lines, side lines, the centre line, the penalty line, d marking and the circle in the center. The side lines and the base lines are not a part of the playing court. For ice surface, marker cones of red/blue colour should be used.

### A) SIDE LINE -

1. The length line along the court is known as sideline. This line is used to throw the ball. the throw-in for all the fouls / violations during the game is taken from the side line.
2. After the referee blows the whistle the throw in should be taken within 3 seconds.
3. The opponent can stand anywhere inside the court, there is no limitation of players to defend the player taking the throw in, but the player defending should be inside the court .
4. While throwing the ball from one side to another side, if the ball goes out of the side line, the throw in is given to the opponent. If the ball is in the air but outside the sideline, still the throw in would be given to the opponent team.
5. When the player is out of or on outside of the side line but the ball is inside, then no call for throw-in should be given.
6. While taking throw in the skates shouldn't cross the line otherwise line cut would be given and opponent team would get the advantage.
7. While starting the game the player should be in a stationary position.
8. While starting the game from the side line, if the player shoots the ball directly in to the goal post, it should be considered as a goal.
9. While starting the game from the side line, the player can not take a self start and start the game. He shall pass the ball first and then start the game.



### B) GOAL LINE -

1. The line which defines the width of the court is known as goal line.
2. In a court there are two goal lines.
3. The goalpost is placed in the center of both the goal lines. Length of the goalpost (2.25mtr./2mtr.) this length is known as inner goal line and the rest remaining left side and right side length is known as the outer goal line.





4. The marking width of the goal line is 5cm.
5. Throw in is taken from the right corner when the goalkeeper or defender touches the ball and the ball goes out from the right side of the goal post, and the throw in is taken from the left corner when ball goes outside from the left side of the court after the goalkeeper or defender touches the ball.
6. After a successful goal the game will start from the right corner.
7. Goal keeper substitution shall be done from the side of the official's table between the goal post and the d line.

### C) FREE THROW LINE / GOALKEEPERS LINE / D AREA

1. The attacking players should not enter this "d" area, they must attack from the outer side of the "d"-area.
2. If the attacker shoots and the goal is been scored but the attacker touches / entered the "d" area then it isn't considered a goal and the referee gives the decision of the "d" cut and the possession of the ball is given to the opponent team.



3. If the attacker is trying to make a place in the defense and if he cuts the 'd' line, then this line cut shall be considered as a violation, as the attacker is considered to be active in the ongoing move. But if any attacker cuts the 'd' line while on a side but he is not active in the move, then he shall not be considered for a violation as this player will be considered as passive.
4. If a player isn't involved in that move then the "d" cut of the player won't be given and the goal will be considered, if the attack is going on the other side, as the player cutting the line at that time will be passive and not involved in that attack.
5. If the defensive players cuts the "d" and the attacker scores at the same time then the goal shall be counted as an advantage to the attacking team and the "d" cut shall not be given.
6. If the defender while trying to defend, cuts his own "d" intentionally then the referee shall give a first warning to that player. However, if the same player or any other player repeats, then a personal foul shall be counted on the player.
7. If the attack is going on and the defender cuts the "d" the referee shall give the foul or violation after the attack is been completed giving due advantage of the ball to the attacking team.
8. When the attacking team player is standing on the "d" for screening, he shall not push the defending player. This shall be considered as a foul and a personal foul shall be charged on the attacking player.
9. If an attacking player intentionally pushes the opponent with open palm, fist, elbow, shoulder, hip or by any other part of the body, it shall be considered as a pushing foul. The player shall be penalized by charging a personal foul on him/her. Based on the intensity of the foul the referee may give a yellow/red card to that player.

10. The goalkeeper shall not be permitted to come outside the 'd' area and get involved in the game. This shall be marked as a personal foul against the goalkeeper.
11. However during substitution of a goalkeeper, the goalkeeper shall come outside the d area and get substituted through the goalkeeper's substitution zone. While doing this substitution, the goalkeeper shall not get involved in the game.
12. The goalkeeper can be a player who can play as a forward player. However, to do this, he shall be substituted first with another goalkeeper through the goalkeeper's substitution zone and then enter the court from player substitution zone as a regular player wearing the appropriate uniform of the team and safety guards.
13. While attacking, if any foul is made on the attacker while in shooting position outside the 'd' line by any player or goalkeeper, the referee shall give the goal first if a goal is scored on that move and then give a personal foul or a card on the defending player or goalkeeper depending on the intensity of the foul giving due advantage to the attacking team.

#### D) PENALTY THROW LINE -

1. It is marked from the center of the goalpost at a distance of 4.5mtr. (Senior and Junior group) / 3.5mtr. (Sub Junior and Mini Group) from the inner goal line.
2. The length of the penalty line is 1mtr.
3. While taking a penalty shoot, the player should not cross the penalty line.
4. The player may stand behind the penalty line at any distance from the line.
5. After shooting the player cannot cross the penalty line till the referee blows the goal whistle. If the player crosses the line before the referee blows the goal whistle then the goal shall not be counted and line cut shall be given.



#### E) CENTER LINE

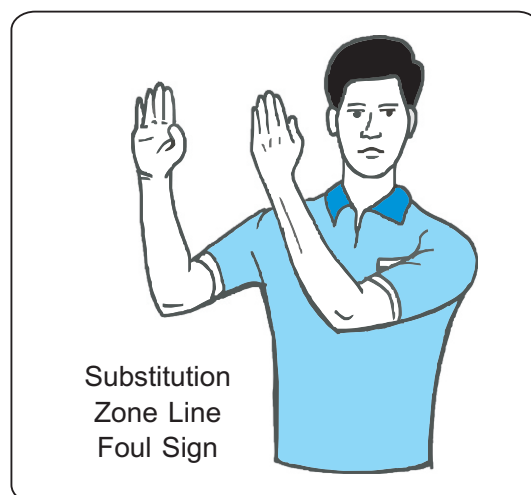
1. The length which divides the court into two equal parts parallel to goal line is known as center line.
2. The center line is the line drawn parallel to the end lines from the midpoints of the sidelines. a circle of 2m radius shall be drawn from the center point for Junior and Senior group and 1m radius for Mini & Sub Junior group.
3. At the center of the center line is a small circle of 2.00mtr radius for senior & junior (U-17) group and 1.00mtr radius for sub junior & mini group (U-14/11) before starting the match player has to pass the ball to his respective players to start the match.
4. The common ball is held between the players involved in possession of the ball at the same time. Both these players shall be called at the center circle where the referee shall toss the ball and resume the game.

5. During the jump ball if any of the two players pushes the other player, a personal foul shall be considered on the player who has done this foul.
6. While starting the game during the grand goal, the game shall start with a jump ball where both the teams shall select any player for the jump ball.
7. After the goal is been scored the scoring team shall stand behind the centre line (at their own court).



#### **F) SUBSTITUTION ZONE LINE (2MTR)**

1. The substitution zone line is marked on the side line at a distance of 2mtr. From centre line towards the right side and 2mtr. from centre line towards left side. The line marked at the side line is known as substitution zone line.
2. The substitution zone line is marked 50cm. inside the court and 50cm. outside the court parallel to centre line.
3. A team can make any number of substitutions in a game.
4. While making a substitution, the inside player shall come out of the court first and then the substitute player shall enter. In case of a wrong substitution a personal foul shall be marked on the player entering the court as well as while exiting the court. In the case of a player entering the court from outside the substitution zone, a personal foul shall be marked against the player. In both of the above cases, the opponent team shall start the game by a free throw from the side line.
5. At the time of changing the goalkeepers, the coach needs to inform the official table.
6. Goal keeper substitution shall be done from the outer goal line which is on the side of the official table.
7. While substituting, the inside goal keeper shall move out first and then the substitute goal keeper shall enter the court from the same area.
8. If any player leaves the court without the permission of the referee then he shall be charged with a personal foul.
9. If any player quits the game in bad spirit of the game, that player shall not be permitted to participate in any further games in that competition. The team shall not be permitted to replace a player in that game. However the team can replace a player in the next game in the same competition.



### **4.3 POSITION OF THE GAME OFFICIALS TABLE**

The table position shall be marked outside the court. It shall be placed 2 meters away from the

court and shall be parallel to the sideline. The game officials must be able to see the court clearly therefore, their table and chairs must be placed on a platform.

#### 4.4 SAFETY MARGIN

There shall be a minimum of 3m wide safety margin all around the playing court. No spectator or any other person other than those involved in the match shall be permitted to be present in this area. This area shall be free from any obstacle which may cause any injury to any player or the official.

#### 4.5 TEAM BENCH AREA

1. Team bench area shall be marked outside the court on the same side of the game officials table.
2. This area shall be 3m away from the table and also parallel to the sideline like the game officials table position.
3. There shall be a box marked 10 meters in length x 2 meters width on either side of the table officials table which will function as a coach / team manager / player zone.
4. No coach / team manager or player shall be permitted to go outside this zone unless permitted by the table officials.



5. Any coach / team manager / player going outside this zone without permission shall be charged with a team foul. If there are 2 or more players or team members going outside the zone at the same time, still 1 foul shall be added as a team foul.
6. In this case the timekeeper shall take the official time out and inform the match referee and then note this as a team foul on the player/coach/team manager or any team official who has committed this foul. In case of a serious injury the player can leave the court seeking permission of the chief referee. Only players while substituting can move out of this zone without seeking permission of the table officials.

#### 5. DUTIES AND POWERS -

The officials, the game officials and the match commissioner shall conduct the game in accordance with these rules and have no authority to change these rules.

#### 5.1 MATCH COMMISSIONER

The match commissioner shall be the in charge of the game.

1. He shall observe the game carefully.
2. He shall place himself on an elevated stand from where he shall be able to observe the game neatly.



3. In case of disputes if the referees are not able to decide on a situation, he shall give his decision, which will be final.
4. He shall examine the score sheet properly and then sign after confirming the appropriate entries in the score sheet.

## 5.2 REFEREE : DUTIES AND POWERS

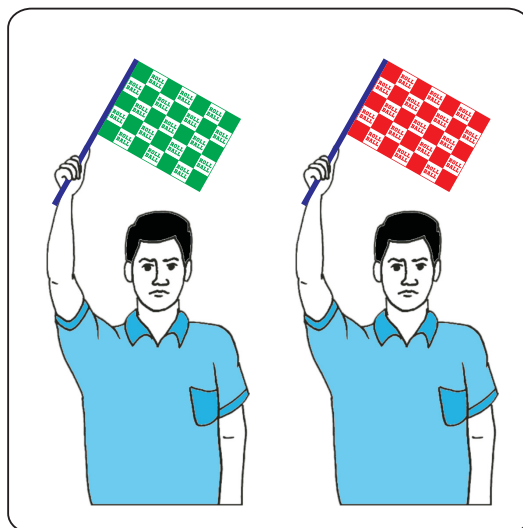
1. The referee shall inspect and approve all equipment to be used during the game.
2. He shall not permit any player to wear objects which may cause injury.
3. He has the power to stop the game in any situation which may cause a disturbance in the game.
4. He shall carefully examine the score sheet at the beginning of the game and also at the end the game.
5. He shall make the final decision whenever necessary for which he shall consult the main referee.
6. If any point is not specifically covered by these rules then he has the power to make the decision.
7. One additional referee shall be provided if the nominated referee may get injured. Referee may get injured.



## 5.3 GOAL LINE REFEREE

There shall be one referee standing behind the goal line near each goal post. These referees shall look after the cutting of the d line by any player, any foul committed by the player near the 'D' line and the ball crossing the goal line. These referees shall have a red colour flag. He shall intimate the game referee in case of any violation for foul committed by the player by raising the flag.

1. He shall also keep a close watch on the ball crossing the goal line.
2. He shall raise the green and white flag after the ball has crossed the goal line to indicate the game referee of a goal.
3. He shall also indicate to the referee whether the player after shooting the goal has crossed the 'D' line or not by raising the red and white flag.
4. The goal line shall indicate the field referee regarding the ball crossing the goal line. However the final decision of the goal shall be given by the field referee before giving the decision, the field referee shall co-ordinate with the line referee.



## 5.4 SCORER : DUTIES AND POWER

The scorer shall use the official score sheets to keep the record of the names and numbers of players who are to start the game and of all the substitutes who have entered the game.



1. He shall keep a running summary of points scored of the field goals and penalty goals.
2. He records the personal fouls and technical fouls charged against each player.
3. The scorer must notify the referee immediately when a 5th foul is charged against any team for a penalty by placing the red flag on the table towards the side of the team. Similarly, he shall record the technical fouls charged against each coach and must notify the referee immediately when a coach is disqualified.
4. The scorer shall also inform the team coach after their team has commenced 4 fouls or any individual player has commenced 2 fouls.
5. The scorer shall keep the record of the charged time out of both the teams and shall inform the official whenever necessary.
6. He shall record the scores at the half time as well as the full time.
7. He shall take signatures of both the playing captains, officials, time keeper and the match referee.

## 5.5 TIME KEEPER : DUTIES AND POWERS

1. The timekeeper shall be provided with a game clock and a stopwatch and shall keep record of the playing time and stoppage time.
2. He shall co-ordinate with the referee during the entire duration of the game. It is the responsibility of the time keeper to see the foul of both the teams in the bench area.
3. He shall give the passive game violation.
4. He shall also give a team foul on any coach / team manager/player going outside this zone without permission. The timekeeper then shall take the official time out and inform the match referee and then note this as a team foul.
5. He shall give substitution foul to the player if wrong substitution is done, by indicating the sign and inform the referee.
6. He shall blow the whistle or the hooter to indicate the time out, end of the first half,

full time game or extra time game.

7. He shall give the time out.

## 5.6 CAPTAIN DUTIES AND POWERS

1. The captain is a player who represents his team on the court.
2. He may communicate with the officials during the game to obtain information.
3. The captain may act as a coach if there is no coach for the team.
4. In case of any dispute at the end of the game, the captain shall protest against result of the game in writing and sign the score sheet to register protest.



## 5.7 COACH / TEAM MANAGER DUTIES AND POWERS

1. A coach is the only representative of the team who may communicate with the table officials during the game to obtain statistical information.
2. If the coach is not available due to some reasons the team manager may take over the duties and powers of the coach / coaches / team managers shall give the scorer a list with the names and corresponding number of the team who are eligible to play the game, 30 minutes before the game.
3. A coach / team manager can make the substitutions as well as can take the time-outs.
4. The coach can make any number of rolling substitutions provided he indicates the substitutions to the referee and the table officials.
5. If necessary the coach or team manager is permitted to remain standing during the game.
6. The coach /team manager shall also write his name in the score sheet.

## 5.8 THE TEAM

1. Each team shall contain twelve (12) players including substitute players along with one coach and one assistant coach or team manager.
2. The game can be started with minimum 4 players in one team on the field.
3. Players coming in late can join the team till the first half is over. Any player coming after the end of the first half shall not be permitted to join the team and continue the game.
4. Each player must be eligible to play and having authorization to play for a team as stipulated in the regulations of the organizing body of the competition.
5. Age limits are also taken into account for respective age groups.

6. The distribution of the player shall be as follows : one goalkeeper (shall play in d area) and five players, (they can play as forwards, defenders or center) and six players shall be substitute players.
7. Each player shall wear a shirt with a number on the front side and back side of the shirt.
8. The number shall be clearly visible.
9. Players of the same team shall not wear a duplicate number.
10. All the team players shall wear the same kit.
11. The on field playing teams should be in different colour (preferably contrast colour).
12. The players are not allowed to wear any kind of material that may harm other players or themselves.
13. Team has to borrow 2 playing kits, because if both the teams wear same colour kit then referee will do toss and toss will decide who will change the kit.

## 6 PLAYING THE GAME

### 6.1 PLAYING REGULATION

Age Group Timing (minutes)

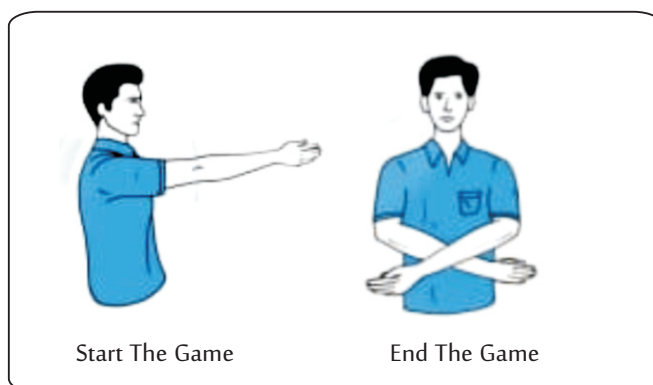
Sr. No.	Age Group	Timing
1.	Senior (above 17)	25 -10 - 25
2.	Junior (u-17)	15 - 05 - 15
3.	Sub Junior (u-14)	10 -0 2 - 10
4.	Mini (u-11)	07 - 02 - 07



Age: Age group determination : the participant's age as on 1st January of the current year will determine his / her age group.

### 6.2 BEGINNING OF THE GAME

1. The referee will call both the teams to line up at the center line.
2. The referee will call the captain of the team and toss the coin.
3. The team which wins the toss will choose the goal post side or ball possession.
4. The team, which has got the possession of the ball, will start the game at the middle of the centre line and he will give a pass to his team mate and start the game.





### 6.3 HOW THE BALL IS PLAYED

1. Roll ball is played with single or both the hands.
2. A player may dribble, pass or throw the ball with single or both the hands.
3. To run with the ball or roll with the ball without dribbling, deliberately kick or block it with any part of the leg or strike it with fist is a violation.
4. Accidental contact with ball or touching the ball with leg or foot is not a violation.
5. A player can tap the ball in any direction with open hands.

### 6.4 CONTROL OF THE BALL :

1. A player is in control of the ball when he is holding or dribbling or has a live ball at his disposal.
2. Team control continues until an opponent gains the control, or the ball becomes dead or the ball has left the players hands on a shot of a field goal and has gone outside the playing court.
3. The ball shall be considered dead after the whistle of the referee or the time keeper.
4. No goal or play shall be considered after the referee or the time keeper has blown the whistle to stop the game. The game shall stop at the same moment after the whistle or hooter has been blown.

### 6.5 GOAL

1. The goal is made when a live ball enters between the goal post.
2. The goal is counted when a live ball crosses the base line of the goal post completely the goal is not counted if the ball is partially touching the base line.
3. One point is scored for each goal.
4. If the player accidentally scores a field goal in his own goalpost then the goal is counted in the name of captain of the opponent team, during this action the player throwing the ball cuts the d line then also it is counted as a goal as an advantage to the opponent team.
5. After a successful goal the game will start from the side of the right corner.
6. The goal shall not be counted if the attacking player of the opposition shoots a goal and enters the goalkeeper's line (d area) or while shooting touches the 'd' line.
7. If the whistle blows before the ball crosses the goal line then it is not counted as a goal.



### 6.6 GOALKEEPER

1. Goalkeeper can use his/her whole body to save the ball.
2. Goalkeeper can carry the ball for not more than 10 seconds and can move anywhere in the d area.
3. Goalkeeper can give instructions to the teammates from the d area.
4. Goalkeeper can hold the ball in hand for not more than 3 seconds.
5. Goalkeeper can stand inside the inner goal line.
6. Goalkeeper should not do any activity which would cause harm to any opponent player.
7. Goalkeeper cannot cross the d area with or without the ball.
8. Goalkeeper should not abuse or argue with any opponent player or any other referee.

9. Goalkeeper should not kick the ball intentionally, other than defending which may not be in the true spirit of the game. If he/she does so, he would be warned by referee and if he repeats the same a personal foul shall be counted on him.
10. Goalkeeper may wear the same color uniform as the team members. He should also wear the appropriate safety guards.
11. During the penalty throw, the goal keeper can stand any where in the d area in a stationary position.



## 6.7 TIE GAME

1. If the game is tied after the stipulated time, it shall be played for 10 min of extra time with 2 halves of 5 min each without any break.
2. In league matches if a match ties then both teams shall get 1 point each.
3. During the extra time, the team which had started the match in the first half shall start the game.
4. In the extra time the teams aren't allowed to take a timeout.
5. In knockout matches if a match ties, then the extra time of 5 minutes of each half is played. There is no break or timeout in this extra time period.
6. The fouls and score would be carried forward if the games goes to the extra time.
7. If the scores remain tied even after the extra time, the game shall be played again till a goal is scored. This goal shall be called as grand goal.
8. The team to score this goal first shall be declared as the winner.
9. If two teams have same points and their goal difference also same that time the result is declared with the help of grand goal.
10. While starting the game after the extra time, the referee shall toss the ball in the center of the court in between the two players and the team to win the possession of the ball shall continue with the game.

## 6.8 TIMEOUT

### A - TEAM TIME OUT

1. The duration of the time out shall be 1 minute.
2. During a team time out the players shall be permitted to exit the playing court and enter the team bench area. But no player shall be permitted to leave the team bench area and go away from the playing court. Any player to do so shall be charged with a personal foul.
3. A team may substitute a player during this time out.
4. A team shall be permitted to use their respective time out



at any given time in the match.

5. A team cannot be denied of using their time out asked for.
6. The time out called by the team shall be given to them when the ball becomes dead/is out of play. After the given time out the game shall resume with whichever team is in possession of the ball.
7. Each team shall be allowed to take a maximum of 2 team time outs in each half for the senior group and 1 time out in each half for Junior, Sub-Junior & Mini age group.
8. A team shall not be permitted to take two time outs at one stretch.
9. Officials are not allowed to interrupt in the period of team timeout for official work.

## **B - OFFICIAL TIME OUT**

An official time out shall be taken by a referee, time keeper  
Or a scorer in case of a technical problem such as :

1. Ball going away from the court resulting in waste of time.
2. Bad light or electricity problem.
3. Rearrangement of the goal post or net.
4. Disturbance in the game due to external factors such as rain, spectators, wind, dust, any creature entering the court, etc.
5. Non functioning of technical equipment such as stopwatch, scoreboard, ball, any other equipment necessary to play the match.
6. Player getting injured on the field.
7. Any other circumstances other than the above, which may affect the smooth functioning of the match.
8. No player shall leave the court or any coach/team manager can enter the court during the official time out without the referee's permission. Every player or coach / manager to do so Shall be charged with a team foul.



## **6.9 POINT DISTRIBUTION FOR LEAGUE MATCHES**

During the league stages of a tournament, the teams shall be awarded the points as follows :

- winner of a match – 2 points
- loser of a match – 0 point
- match is drawn – 1 point to each team

While considering the team position in every group/pool for going into the knock out phase or to declare the final position, if the points for 2 or more teams are same, the team which has forced more number of goals in the league stage, that team shall be given the top position. In case where the goals forced are also same, the team which has accepted less number of goals shall be given the top position. In case, where the number of goals accepted would also be same, then the result of the match played between the two teams has to be considered. This match played shall be a 'grand goal' match. The team to score the goal first shall be declared as the winner and be given

the top position in the group/pool. In case if a team drops out of the league phase after playing few matches without playing all their matches with another team, the point and goals scored against that team shall be scrapped off and no team in that pool shall get any benefit of the points gained against that team.

## 7 FOUL

A foul is an infraction of the rule involving personal contact with an opponent and/or unsportsmanlike behaviour. A foul is charged against the offender and he is subsequently penalized according to the rules.

1. A player will be sent off the court on committing 3 (three) personal fouls in a match. In this case the team shall not be permitted to substitute a player for the player which is sent off.
2. However the team can substitute a player for the player which is sent off in the next match during the tournament.

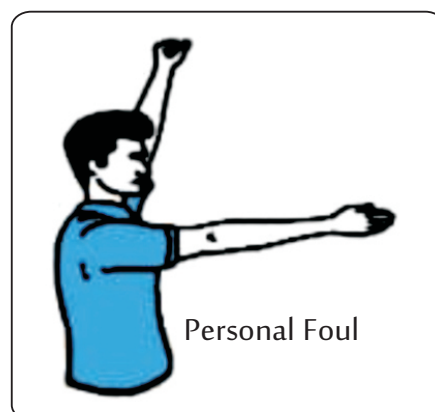
### STEPS OF GIVING FOUL :

1. Short whistle.
2. Sign of the foul and indication of the foul .
3. Signal of the hand towards that side of the team which has committed the foul.
4. Jersey no. of the player.

### 7.1 PERSONAL FOUL

A personal foul is a player foul, which involves illegal contact with an opposing player, whether the ball is live or dead.

**Details :** A player shall not hold, block, push, charge, trip, impede the progress of an opposing player by extending his arm, hand, elbow, shoulder, hip, leg, knee or foot nor by bending his body into an 'abnormal' position nor shall he indulge in any rough or violent play.



A player will be sent off the court on committing 3 (three) personal fouls in a match. However the team cannot substitute a player for the player which is sent off.

If the same player commits three personal fouls in a match, one more time in the same tournament, then that player shall not be eligible to play any more match in that tournament. However the team can substitute a player for the player which is sent off. But the team cannot substitute a player for the player which is sent off for that match.

Defending by cutting own d area intentionally is first given as warning then if player repeats it again the personal foul of the player is counted.

## PERSONAL FOULS

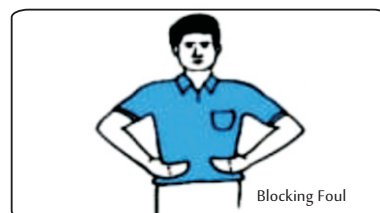
### 1. PUSHING :

If any player pushes the opponent player with his any body part (elbow, hip, Head, hand leg) while defending, dribbling or taking shoot it is called pushing foul.



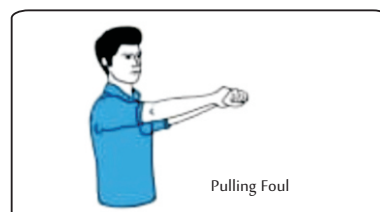
### 2. BLOCKING :

If any player blocking the opponent player while defending or attacking it will be counted as a blocking foul.



### 3. PULLING :

If any player pulling the opponent player's hand, leg, jersey, hair while defending or attacking it will be counted as a pulling foul.



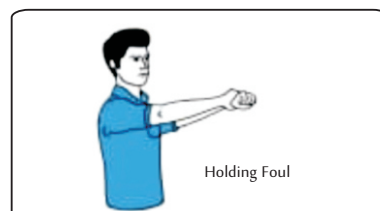
### 4. ILLEGAL USE OF LEG :

If any player using his leg illegally (for example - kicking the ball, kicking the player, for stopping the ball, for blocking the player) while defending or attacking, it will be counted as a illegal use of leg foul.



### 5. HOLDING :

If any player holding the opponent player's hand, leg, jersey, waist while defending or attacking it will be counted as a holding foul.



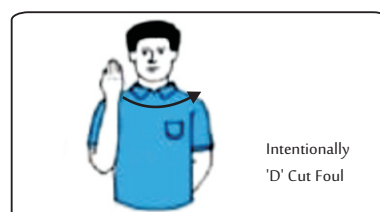
### 6. ILLEGAL USE OF HAND :

If any player using his hand illegally (for example tapping on the hand or any body part while defending or attacking it will be counted as a illegal use of hand foul.



### 7. INTENTIONALLY 'D' CUT :

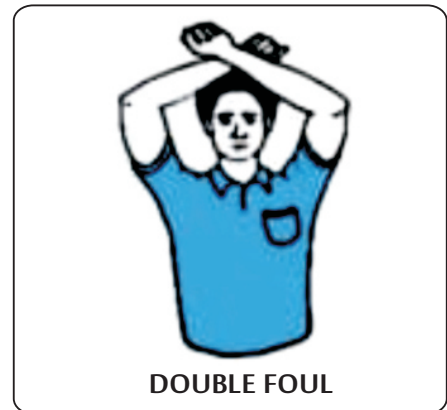
If any defender cuts the d line intentionally whether active or passive during the move to take undue advantage of the d area, that player shall be warned by the referee for the first time. If any player of the team repeats the same, with the intention to disturb the attacking team or to take undue advantage of the d area, then the referee shall charge that player with a personal foul.



In this situation, the referee shall give the advantage first to the attacking team of the move and then give his decision of the foul. eg. If a goal is scored during the move while the defender has cut the d line, then the goal shall be considered first and then the foul shall be given. In another situation if an attacker has made an attempt to shoot on the goal and if the goal is not scored while the defender has cut the d line in intentionally , then the referee shall give it as a warning or foul whichever necessary decision and then shall give the ball position to the attacking team.

## 7.2 DOUBLE FOUL

1. A double foul is a situation in which two opposing players commit contact fouls against each other at approximately the same time.
2. A personal foul shall be charged against each offending player but no penalty throw shall be awarded.
3. In case, if it is a fifth foul of the team then a penalty shall be awarded to the opponent team. If it is a third personal foul of the player, then the player shall be given red card and shall be sent off the match.
4. To start the game again referee shall call both players in the centre circle who are involved in the double foul. The players shall stand, on either side of the centre line.
5. When referee will toss the ball, any of these two will jump to grab it or tap the ball.
6. Whoever gets the ball will start the game with the advantage of possession.



## 7.3 TECHNICAL FOUL BY A PLAYER

It is a player foul, which does not involve contact with an opposing player. When a player disregards warning by officials or uses any unfair tactics to create any disturbance in the game, A personal foul shall be charged against the player.



## 7.4 OFFENSIVE FOUL

1. An attacking player who is in possession of the ball shall not hit or throw the ball intentionally on opposing team player or charge on the player on along with the ball which may injure or cause harm to the opponent.
2. A personal foul shall be charged on the attacking player.
3. When attacking player is going for the attack and if he uses his hand, elbow, leg and other body part for pushing, then the referee can give him offensive foul.
4. Depending on the seriousness of the foul the referee may show a yellow or red card to the player.

## 7.5 TECHNICAL FOUL BY A COACH OR TEAM MANAGER

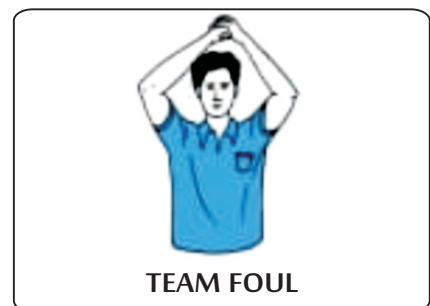
1. A coach or team follower shall not make disrespectful address or contact with the officials, the game officials or the opponents. This shall be charged against the coach.
2. Depending on the seriousness of the offense, the referee shall charge a personal foul on the coach/manager or he may send the coach/manager out of the team bench area into the spectator stand.



**Penalty :** A foul shall be recorded against the team.

## 7.6 TEAM FOUL

1. Team foul is considered when any player / coach / team manager of the team is involved in any double / offensive or technical foul.
2. Players/coach/team manager coming outside the court or entering the court during official time out and players / coach / team manager moving outside the team bench area, shall be charged with a team foul only.



## 7.7 PENALTY THROW

A penalty throw is an advantage given to a team which has been denied an opportunity of scoring a goal during a match. A penalty throw shall be taken from behind the penalty throw line from any distance.

1. The player shall stand in a stationary position behind the line and shoot the ball only after the referee blows the whistle.
2. A goal shall not be considered if the player after releasing the ball cuts or crosses the penalty line or imaginary line even after the ball has entered the goal post. At the time of a penalty throw the other players from the teams shall stand behind the half line.
3. After taking the penalty throw if the ball does not enter the goal post or crosses the goal line fully and is inside the court, the game shall continue from this situation.
4. A player on the signal of the referee shall release the ball within 3 seconds to attempt for a goal.
5. A player failing to do so shall be denied of scoring a penalty by the referee and the ball shall be awarded to the opponent team to start the game from the side line.
6. During the penalty throw goal keeper can stand any where in the d area in a stationary position. However he can move after referee has blown the whistle to take the attempt.

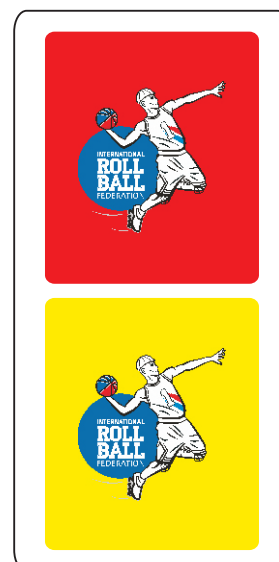


## A Penalty Throw May Be Awarded Under Following Circumstances :

- I) Any defender or goalkeeper obstructing an attacking player under circumstances when in advantage of scoring a goal, a penalty shall be awarded to the attacking team. A personal foul shall be charged on the player committing the foul. The referee may also show a yellow/red card to the player depending on the intensity of the foul. The player who has been obstructed shall take the penalty throw in this situation. In case if the attacking player is injured seriously and has to leave the field then in this situation any other player from the team can take this penalty.
- II) On the commencement of 5th foul by a team, the opposition team shall be awarded a penalty throw. Every consecutive foul after the initial 5 (five) fouls, the opponent team shall be awarded a penalty throw. In this case, any player from the team shall be permitted to take the penalty throw.

## 7.8 RED & YELLOW CARD

1. A player shall not do any purposeful action against a player or referee or an official. If he / she has done it the referee shall show a yellow card as a warning. If done again, the referee will show him another yellow card and simultaneously a red card so that he will be out the game till it ends.
2. A substitute player cannot be allowed in the place of the red carded player. The referee can show the red or yellow card to the coach or the supporters for their irresponsible behaviour and they will be out of the game till the game ends. That foul counted as a team foul.
3. For a serious foul by a player, the referee can show him/her a red card directly.
4. A red carded player shall be sent off the field and also shall not be permitted to sit in the team bench area.



## 8. VIOLATION

A violation is an infraction of the rules. A ball shall be awarded to the opponents for a throw-in, from out of bounds, at the place closest to the infraction.

1. No foul shall be charged for any violation.
2. However in some circumstances where a player intentionally commits a violation repeatedly to gain undue advantage over a situation, eg. (cutting the d line while defending to deny the advantage of the shooting player, stopping the ball intentionally by raising the legs, crossing the d line from one side to another to gain an advantage position while attacking or defending, etc., the referee may first give an oral warning to the player.
3. If the same player continues to commit the same the violation, the referee may charge a personal foul on the player.



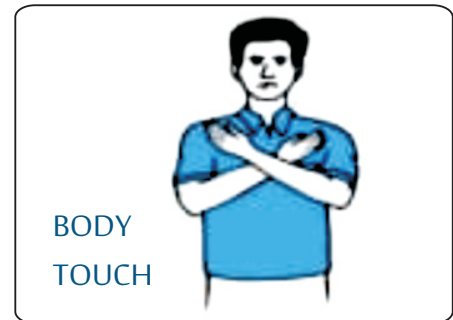
## 8.1 TRAVELLING

The player in possession of the ball shall not keep skating without dribbling the ball for 3 seconds.



## 8.2 BODY TOUCH

A player shall not hold the ball close to the body intentionally. any ball intentionally held close to the body shall be given as a violation.



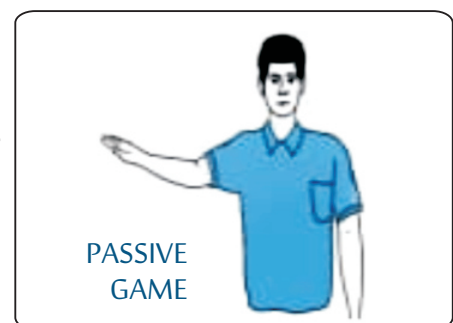
## 8.3 THREE SECOND VIOLATION

If the player stops his dribble then he has to pass the ball to the teammate within 3 seconds.



## 8.4 PASSIVE GAME

If a team or a player maintains possession of the ball without any intention of attacking or scoring for 30 sec the referee shall give this act as a violation of passive play. The time keeper in this case shall blow the whistle and show the waiving signal for this violation. The referee shall then give the possession of the ball to the other team, where the game clock shall be visible to the spectators, the time keeper shall then blow the whistle to indicate the passive play after the 30 sec countdown is over. The time for 30 sec countdown shall start on the possession of the ball by any player of a team. On the change of the possession, the countdown shall restart.



## 8.5 LINE CUT

Any player during a game shall not cut the d line while attacking or defending at any moment. A player while taking a throw from the side line or the base line shall not touch the line before releasing the ball. However during a game, while dribbling the ball a player shall be permitted to cut the side line or base line, but the ball shall be inside the court. In a situation where the ball is

inside the d area either on The floor or in the air, any player shall be permitted to pick up The ball without crossing the 'd' line.



## 8.6 COMMON BALL

If two players from opposite team are involved in holding/pulling the ball at the same time without intentionally hurting each other, the referee shall call this as a common ball violation. He shall then call both the players at the centre line in the circle and then toss the ball equally to gain the possession of the ball for both the players.



## 9. PROTEST

### 9.1 PROTEST AGAINST TEAM

#### A - OVER AGE

A team shall lodge protest against a player regarding his age, if the team has sufficient reasons to believe so. The protest in such a case must be lodged in writing within 30 minutes of the end of the game. The technical committee of that tournament shall decide on this protest and sanction the appropriate reprimand. The following reprimands shall be sanctioned in the above case:

- I) The player shall not be permitted to play further in that tournament.
- II) He / she shall not be permitted to participate in any further tournament for the same calendar year.
- III) If the tournament would be the last one in the calendar year, then the player shall not be permitted to participate in any further tournaments for the next calendar year.
- IV) A player found over age during the league stages of the tournament, the whole team shall be banned from playing any further matches in the tournament. The points of all the teams played or to be played with this team shall be cancelled to zero
- V) For all the above offenses, the coach shall be banned from participating in any further tournaments for a period up to 2 (two) calendar years.
- VI) For the under 11 and 14 category - US\$ 100 (one hundred only) fine shall be charged from the respective country federation.
- VII) For the under 17 category - US\$ 150 (one hundred and fifty only) fine shall be charged from the respective country federation.

#### B - PROTEST AGAINST REFEREE / SCORER / TIME KEEPER / MATCH COMMISSIONER

No protest against any of the above match official shall be entertained from any team side.

The decision of the referee shall be final. However the technical committee shall be in charge of evaluating the performance of the above mentioned officials and give appropriate reprimands for the errors committed by them during the match.

## **9.2 PROTEST FEES**

A protest fees of US\$ 50 is to be paid along with the written protest to the technical committee.

- If the protest result stands in favour of the protest lodging team, then the protest fee shall be returned to the team.
- If the protest does not stand in favour of the team the fee shall be retained by the technical committee.

## **9.3 CORRECTABLE ERRORS**

The Match Commissioner shall be observing the proceedings of the match carefully. He shall be positioned on an elevated stand besides the table officials.

1. He may correct an error committed by the match referees, timekeeper or a scorekeeper during the match.
2. He shall have the power to rectify the decision which may be beneficial in the interest of the game.
3. However he may not have any powers to rectify the decision after the match is over.

## **10. MODIFIED ROLL BALL**

A game of Roll Ball can also be played in a modified version by modifying the rules of the game by changing the dimensions of the court and goal post and also the number of players.

## **11. VIDEO REFERRAL SYSTEM**

Video Referral System is an opportunity given to a team to appeal against a decision given by the referee or any situation arising which may be unseen by the referee that may affect the result of the game. A Video Referral may be taken by a Coach/Team Manager/Captain only in the following situation:

1. A goal given or disallowed by the referee.
2. D' Line crossed by a player during attempting a goal.
3. Any kind of violation, foul given or not given by the referee.

### **EQUIPMENT :**

1. There shall be 3 cameras placed around the court for the Video Referral System. One Camera shall be placed 5 meters away from the centre line on the opposite side of the Officials table and the other 2 cameras shall be placed 5 meters away from the left corner of the court at a height of minimum 6 ft from the ground.
2. A team shall be given a 'Green' colour card at the beginning of the game which the team shall

hand over to the 'Scorer' at the time of taking the referral.

### **PROCEDURE FOR TAKING THE VIDEO REFERRAL :**

A team shall be permitted to take the Video Referral only one time in each half. The referral shall be taken within 15 seconds only from the time of the situation aroused during the game. The Coach/Team Manager/ Captain shall hand over the 'Green' Card to the Scorer to appeal for a Video Referral. The Scorer then shall blow the whistle for Official Time Out and inform the Referee about the appeal for Video Referral. The Referee then shall signal to the Match Commissioner for the Video Referral. This referral shall be taken by the Match Commissioner after seeing the replay from the official 3 cameras only.

If the referral is disallowed by the match Commissioner, the team which has taken the referral shall lose its opportunity to take any other referral in that half.

If the referral is allowed by the Match Commissioner, then the team shall be eligible for another referral in the same half.

The decision taken after the referral will be final and binding.



## **12 GROUND MARKING**

- A Roll Ball court shall be marked in a rectangular shape.
- The base line shall be marked up to a 20 metres first. Then with the Pythagoras theorem of marking 90 degree angle the side shall be marked up to 40 meters. Similarly the other side line,

base line and the centre line shall be marked.

- The center circle shall be marked of 2 meter radius from the centre point.
- While marking the 'd' area of the senior and junior group the center point of the base line shall be marked first. From than center point the goal post shall be placed at a distance of 1m and 12.5 cm on either side. Then the measuring tape shall be held to 3.5 m from right post over the base line and then extended in a curve till the line comes in front of the that post. Then the measuring tape shall be held to 3.5m from the left post over the base line and then extended in a curve till the line comes in front of that post. Then both the lines shall be matched with each other with a straight line.
- This process shall be the same while marking for the Mini and Sub Junior group. The measurement of the line then shall be 2.5 meters.
- The penalty line shall be marked at a distance of 4.5 meters for the Senior & Junior group and 3.5 metres for the Mini and Sub Junior group from the centre point of the goal post.
- This line shall be extended up to a distance of 1 meter.
- This line shall be parallel to the goal line.
- The player while taking the penalty throw or after the penalty throw is taken shall not cross this line directly or the imaginary line which shall be extended till the side lines till the action is completed.
- The substitution zone shall be marked at a distance of 2 metres on either side of the centre line on the side of the officials table.
- This line shall be of 1 meter in length which shall bisect the side line.
- This line shall be marked 50 cm inside and 50 cm outside the side line.
- There shall be a box marked 10 metres in length x 2 metres width on either side of the officials table which will function as a coach / team manager / player zone.
- This box shall be marked 2 metres away from the officials table.
- The coach/team manager or player shall be permitted to go outside this zone unless permitted by the table officials.
- Any coach/team manager/player going outside this zone without permission shall be charged with a personal foul and simultaneously added as a team foul.
- Only players while substituting can move out of this zone without seeking permission of the table officials.

### **13. ABANDONING A GAME**

A match may be abandoned due to bad light, rain or any other technical problem occurring during the game, if the game has to be stopped for a minimum of 2 hours. In this case, the game shall be replayed if the game has not been completed till the first half. This match shall be played on the same day or the following day, the decision of which shall be taken by the technical committee. In the case where the match has completed the first half, the match shall be decided on the scores until the first half. If the scores are equal till the first half in the league stage then, both the teams shall be awarded 1(one) point each. In case if the position of the team has to be decided when there are two or more teams with equal points or equal number of goals forced or against or for a match in the knock out stage, then a re-match shall be played which will be decided directly on the grand goal. If the match is a final match, then both the teams shall be declared as joint winners. If any tournament has been interrupted by rain or any other technical problem where the league

matches or the preliminary knock out also can not be completed within the given time or days, in such case, the whole tournament shall be rescheduled to another dates or days. The matches shall be conducted from the beginning in this new tournament.

## **14. FIXING A GAME**

No player or team shall use unfair tactics during a game which will help the team to forfeit the game to the opponent team which may result in changing the result of the game or the tournament. There shall be a match observer appointed for each game who will decide the fair play of the game. In the case where the observer finds the game to be fixed or played with unfair tactics, then he shall have the authority to decide the penalty for the player, coach or team using the unfair tactics along with the technical committee of the tournament.

### **PENALTY :**

- A)** Point deduction for the team.
- B)** The player, coach or the team shall be liable to suffer a ban for minimum of 2 years.

## **15. ORGANIZATION**

Necessity is the mother of invention. In today's world, fierce competition has become the norm of the day. This has given impetus to invent new games which not only try the physical strength and endurance but also the competitive skill and expertise of the participants in hitherto untried ways. This very competition has created the necessity to invent and has inspired the organizers to introduce a new game. New talents and hitherto unexplored qualities of the players come to fore because of the introduction of new forms of healthy competition.

### **15.1 EDUCATIONAL IMPORTANCE OF COMPETITION**

As in academics, exams are held periodically to test the knowledge and memory of a student, so also competitions help in deciding the agility, skill, knowledge, team spirit and general expertise of the player and the team. As such, competitions play a very important role in society as a whole and memory of a student, so also competitions help in deciding the agility, skill, knowledge, team spirit and general expertise of the player and the team. As such, competitions play a very important role in society as a whole.

### **15.2 BENEFITS OF TOURNAMENTS AND GAME**

Following are a few of the benefits which are gained due to competitions.

- 1.** Entertainment
- 2.** Many good players and teams come together and can exchange their views.
- 3.** The best team can be decided in the tournament.
- 4.** Citizen in general and student in particular, develop a liking for the game.

5. Participant's get a chance to show their talents as also their acquired skill.
6. Competitions help in selecting the best player in national and international tournaments.
7. All the concerned participants viz. Umpires, referee, players etc. get good experience and wider exposure.
8. Any short falls or lacunae can be rectified by holding more and more tournaments.
9. Petty differences like caste, creed religion etc. is easily forgotten and the team plays as one unit. This solidarity extends in the society as a whole and the entire nation is benefitted.
10. Competitions help the individual participant get a better perspective of life as a whole and he is better equipped to face the challenges of day to day life.
11. The games today have become very competitive and advanced. As such new techniques and sophisticated equipment are put to use to enhance the performance of the teams. This gives rise to development of hi-tech gadgets. Intellectuals, engineers, technicians, doctors, physiotherapists, industrialists etc, devote more time to exercise their specialized knowledge for the betterment of the game.
12. A very important aspect of holding a competition in a town is that it automatically brings the town on to the international map and it becomes place of tourist interest. This not only helps the locals but also help the entire nation in earning foreign exchange.
13. With the ever increasing menace of drug abuse and other unwanted influences on the school going children, more and more parent have become sports conscious. They would much prefer that their child is spending his time on the playground rather than anywhere else. Sports activities not only help to build physical strength but also make the individual mentally and emotionally strong.
14. However the present scenario is not at all encouraging. One feels distressed to read about match fixing or the players convicted for doping and drug abuse. Winning at any cost and by any means has become the priority of these tournaments. Winning of course is a reason for participation, but it should be on the strength of skill and expertise of the team and not with the help of such unwanted indulgences.

### **15.3 HOLDING THE TOURNAMENT :**

Here it is proposed to discuss the modalities and the organizational set up one has to consider before holding a tournament. Organizing a tournament is a gigantic affair. It is a team of organizer which includes the sports committees, national and state level federations, the government authorities and a team of dedicated volunteers. Even an interclass tournament requires meticulous preparation. Well planned need and well executed tournaments get a lot of publicity and this also generates a lot of interest in the game considering the scope of the tournament. The purpose and the geographical spread of the participant organizing begin with a lot of ground work. One has to be doubly sure that all the arrangements are properly made, that the rules and regulations are fully understood by the teams that no team is put to any hardship as far as lodging and boarding is concerned. A proper practice facility has to be provided and a close watch has to be kept on the needs of the player and accompanying officials. And all this is to be managed while generally fostering a spirit of brotherhood. Considering the above aspects one has to delegate work accordingly for which different committees have to be formed. We will now try to enlist some of the important committees and how to co-ordinate the entire affair in a systematic manner. Normally formation of following committees should be made. Member of one committee can also

be a member of another committee provided he has sufficient time and energy to do so.

1. Organizing committee
2. Program committee
3. Equipment and ground facility (technical)
4. Referee and game in-charge selection committee
5. Public relation and publicity committee
6. Spectator arrangement committee
7. Accommodation and transport committee
8. Reception and felicitation committee
9. Judgment committee
10. Tournament administration committee
11. Committee for providing medical and first aid



Now we will discuss the detailed role of the above committees and how we can have a proper coordination amongst all the committees members. Though the above infrastructure seems huge, a smaller version of the same can be followed as a guideline for organizing the tournament.

## 15.4 SCOPE OF DIFFERENT COMMITTEES

### A) THE ORGANISING COMMITTEE :

This committee should ideally include at least one member from each committee. The main responsibility of OC would be to co-ordinate the working of all the committees, to give them a proper guideline and framework of duties, to review their working, to assist them whenever required. In general this committee will be responsible for the success of the tournament.

### B) THE PROGRAMME COMMITTEE

The objective of this committee is to finalize the timetable of the entire tournament. More than one tournament can be organized simultaneously; however there should not be any overlapping of games. The schedule of the matches should be such that no team is put to any physical or mental strain.

The other important function of this committee is to get the application forms printed and distributed to all the interested teams / organization and to receive the fees, if applicable. Chalk out the schedule and inform all the teams about the day, date, venue and other details like their lodging and boarding arrangements etc. This committee is also responsible for printing of The brochure, getting advertisements for the same and finalizing the chief guest in consultation with the public relation committee.

### C) COMMITTEE FOR EQUIPMENT AND GROUND FACILITY (TECHNICAL)

Since the entire success of the tournament depends upon proper equipment, ground and other



technical requirements, the members of this committee should preferably be well trained and having complete knowledge of the game. This committee has to ensure that sufficient number of venues is made available, and proper facilities are provided to the spectator, commentators, press and other dignitaries.

#### **D. REFEREE AND GAME IN CHARGE SELECTION COMMITTEE**

The entire success of the tournament depends up on fair and impartial results, which satisfy the contestants. Any doubts in the minds of the participating teams will hinder the growth of the game. The responsibility of appointing referee and chief umpires who will render proper justice to the game and who are knowledgeable and are concerned about propagating the game lies with this committee. It can appoint the umpires in consultation with the organizing committee.

#### **E. PUBLIC RELATIONS AND PUBLICITY COMMITTEE**

This committee has to be appointed as soon as a decision to hold the tournaments is taken. The main job of this committee is to give maximum publicity to the events so that maximum number of teams can participate in the events. It has also to ensure that a well-known personality attends the tournament. During the course of tournaments, this committee should publish new records established. This committee plays a very important role in the growth and propagation of the games.

#### **F. SPECTATOR ARRANGEMENT COMMITTEE**

The most important function of this committee will be to organize proper seating arrangements for the dignitaries, umpires, press, participants and general public. It has to ensure that the viewers can enjoy the spectators should be taken into consideration in order to avoid any hardships.

#### **G. ACCOMMODATION AND TRANSPORT COMMITTEE**

A proper boarding facility should be arranged for all the outstation teams as also the umpires and referee. Transportation facilities for the participating teams should be made available. If possible excursions to important places of interest should be arranged during rest day. This will help the players relax and will also help in generating tourist interest for the venue. This committee should ensure that proper facilities are available at the accommodation, like sanitation, etc. One committee member should always be present at the site to take care of emergencies, etc.

#### **H. RECEPTION AND FELICITATION COMMITTEE**

This committee should ensure that well known personalities attend the opening as well as prize distribution ceremony. Wide publicity should be given to these events in co –operation with the publicity committee. It has also to ensure that the functions start as per the scheduled time, that there is proper arrangement for transportation of the guests etc. A small group event can also be arranged in order to entertain the spectators.

## **I. JUDGEMENT COMMITTEE**

This committee has to keep a proper and authentic record of the entire event, which will serve as a reference point in future. In fact, this committee functions throughout the year, and in cooperation with the publicity committee, publishes articles in social media for effective propagation of the game. Apart from keeping records, this committee is also responsible for keeping proper accounts of all the income and expenditure. Since the tournaments are often held under the aegis of big sponsors, an up to date record is mandatory. There may be a certain staff working throughout the year. This committee has to ensure payment of their dues and also payment of other administrative expenses.

## **J. COMMITTEE FOR PROVIDING MEDICAL AND FIRST AID**

This committee has to ensure that proper medical assistance is provided during the tournament in case of injuries. First aid kit should be made readily available in case of minor injuries. In case of major injuries, arrangements for hospitalization should be made. A stand by ambulance, equipped with emergency facilities should be kept at the venue at all times. Presence of a physiotherapist during the tournament is advisable. The above list of committees is given as a guideline. The number of committees and their scope of responsibilities will vary according to the scale of the tournaments. There should always be coordination and co-operation amongst the committees in order to make the tournament successful.

## **K. WHEN THE TOURNAMENT IS IN PROGRESS**

Inauguration of the tournament starts the proceeding of the tournament. By this time selection of the judge's schedule of the tournament etc. is complete. Adhering to a fixed time table as published in the brochure is utmost necessary as the games progress, the organizers have to declare the latest position of the teams, should note any protests and forward it to the respective committee for further action. In general, they must see to the efficient and smooth running of the games without any hiccups.

## **L. POST-TOURNAMENT PROCEDURES**

On completion of the tournament the respective committee has to ensure that the teams return with happy memories of the games. The accounts have to be completed, any equipment hired has to be returned and it has to be generally seen that no job is kept unfinished, which may create any problems at a later date.

## **M. SUMMARY**

### **1. PRE-TOURNAMENT SUMMARY**

- A. Announcement.
- B. Formation of committees.
- C. Receiving entry forms.
- D. Ground preparations.
- E. Selection of judges etc.



- F. Fixing of tournament and program schedule.
- G. Lodging and boarding arrangements.
- H. Budget.

## **2. POST TOURNAMENT SUMMARY**

- A. Inaugural and felicitation program.
- B. Effective publicity of the event.
- C. Submission of record and account.
- D. Record book to be kept safely for further reference.

## **3. PROFILE OF A TOURNAMENT SUMMARY**

Following sequence is generally followed for any tournament.

### **A. ARRIVAL OF THE CHIEF GUEST**

Normally an eminent and recognized personality inaugurates the tournament. His arrival is made with great fanfare.

### **B. INTRODUCTION OF CHIEF GUEST**

The master of ceremonies introduces the chief guest and also introduces the committee members to the audience.

### **C. MARCH PAST OF THE TEAMS**

All the participating teams stage a march past and pay respect to the chief guest and other Dignitaries present on the dais.

### **D. LIGHTING OF TORCH**

The torchbearers bring in the torch to the stadium and lights the main torch kept especially for the occasion. This torch is a symbol of continuity of the game and should be burning till the end of the tournament. Proper decorum should be maintained by all the teams and this event is witnessed with utmost solemnity and grandeur by all the spectators.

### **E. REQUEST FOR INAUGURATION**

The secretary of the organizing committee requests the chief guest to formally declare the opening of the tournament.

### **F. COMMENCEMENT OF TOURNAMENT**

The chief guest formally declares the 'Tournament open' and the games commence.



## **G. HOISTING OF FLAGS**

At the precise moment that the tournament is declared open by the chief guest, flags of all the participating teams / countries are hoisted with their national anthem played in the background.

## **H. PLAYERS OATH TAKING CEREMONY**

The captain of the host team or the captain of the previous year's winning team reads out the oath, which is repeated by captains. Thereafter all the captains join their respective team and march out of the stadium.

## **I. THE OATH**

"We solemnly resolve to participate in this tournament with sincerity, and true sportsmanship spirit. We further resolve to obey all the decisions of the umpires and act in a way which will make our school / college / university / district / state / nation proud. And spread goodwill for the games".

## **J. CONCLUDING CEREMONY**

The itinerary generally followed is similar to that of the opening ceremony.

### **FOLLOWING SEQUENCE IS FOLLOWED.**

1. March past of all the teams; this is led by the winning team.
2. The chief guest arrives to receive the salutations.
3. All the teams assemble at the centre of the stadium after the march past.
4. Introduction of the chief guest and his speech.
5. Prize distribution.
6. Announcement by the chief guest for conclusion of the games.
7. To put off the flame and lower the flags with due respect.
8. Flag to be handed over to the organizing committee chairman.
9. The chairman to hand over the flag to the next year's host.
10. National anthem of the host Nation.

## **16. OTHER PREPARATIONS**

### **1) EQUIPMENT :**

All the equipment needed should be kept ready in advance, with a couple of spare items according to the exact size, shape, etc.

### **2) SCORE CARD :**

Separate score cards should be kept for each game. Care should be taken to use good quality cards which will last a long time.

### **3) PLAYERS UNIFORM :**

The participating teams should be informed in advance about their uniform in detail.

### **4) UMPIRES :**

They should be thoroughly acquainted with all the rules and regulations of the game. They should refer to the guidelines published by the organizing committee.

## **17. GUIDELINES FOR BROCHURE / SOUVENIR**

This is, in a way, a good source to raise some finance by including the correct information about the entire proceedings of the tournaments so that the participating teams have a clear idea. This will help in the smooth running of the entire event.

### **A. COVER :**

This includes the name of the organizing team, venue, date, time etc.

### **B. ORGANIZATION :**

This includes contact address of the entire committee members, their phone numbers etc.

### **C. GAMES ORGANIZATION :**

This should include the names of the umpires, arbitrators etc. For all the games.

### **D. OATH TO BE TAKEN BY THE PLAYERS :**

This should be printed in the brochure.

### **E. DETAILS OF INAUGURATION :**

Here all the details such as, the name of the chief guest, and the schedule of entire function.

### **F. PROGRAM DETAILS :**

Entire day to day schedule of the tournament, as to details of which team is going to play and the venue for that game (if there are more than one stadiums) and exact time of commencement of game should be given.

### **G. CONCLUDING CEREMONY :**

The entire program of the ceremony till the final national anthem is to be given in detail.

### **H. PAST RECORD :**

All scores of previous matches should be given with special emphasis on individual records and team records with team name, year and place to be mentioned.

### **I. TROPHIES / CERTIFICATES / CUPS :**

Detail mention should be made of persons, organizations etc. who have given the trophies to the winners.

**J. CHECK LIST FOR**

Brochure / souvenir: Good cover, general organization, details of games and its administration, oath to be taken by the players, inaugural function details, schedule of tournament, details of concluding ceremony, prize distribution and trophies to be awarded.

**18. COMPETITION AND TOURNAMENTS**

These two words are often misused. Normally competition is used for an individual contest whereas tournament is used for team events.

**COMPETITION POOL SYSTEM**

The pool system shall only come into existence when there are 6 or more number of teams participating in any tournament.

1. If there are 11 or less than 11 teams, the teams will be divided into 2 pools.
2. If there are 23 or less than 23 teams, the teams will be divided into 4 pools.
3. If there are 24 or more than 24 teams, the teams will be divided into 8 pools.
4. If there are 5 or less number of teams then the tournament shall be played with round robin system and the top 2 teams shall play the final match below are some examples of the pool system.

**EXAMPLE 1 :**

	<b>Pool A</b>	<b>Pool B</b>	<b>Pool C</b>	<b>Pool D</b>
1				
2				
3				
4				
5				

**QUARTER FINALS**

Pool A winner v/s pool B runner : quarter final 1  
 Pool B winner v/s pool A runner : quarter final 2  
 Pool C winner v/s pool D runner : quarter final 3  
 Pool D winner v/s pool C runner : quarter final 4



**SEMI-FINALS**

Quarter final 1 v/s quarter final 4 : 1st semi-final  
 Quarter final 2 v/s quarter final 3 : 2nd semi-final

**FINAL**

1st semi-final winner v/s 2nd semi-final winner

**EXAMPLE 2 :**

	Pool A	Pool B
1		
2		
3		
4		
5		



**SEMI-FINAL**

Pool A Winner v/s Pool B Runner : Semi- Final 1  
 Pool A Runner v/s Pool B Winner : Semi- Final 2

**FINAL**

1st Semi-final Winner v/s 2nd Semi-Final Winner

**EXAMPLE 3 :**

	Pool A	Pool B	Pool C	Pool D	Pool E	Pool F	Pool G	Pool H
1								
2								
3								
4								
5								

**PRE QUARTER FINAL :**

1. Winner Pool A v/s Runner Pool E
2. Winner Pool E v/s Runner Pool A
3. Winner Pool B v/s Runner Pool F

- |                  |     |               |
|------------------|-----|---------------|
| 4. Winner Pool F | v/s | Runner Pool B |
| 5. Winner Pool C | v/s | Runner Pool G |
| 6. Winner Pool G | v/s | Runner Pool C |
| 7. Winner Pool D | v/s | Runner Pool H |
| 8. Winner Pool H | v/s | Runner Pool D |

**QUARTER FINAL :**

- |                 |     |                 |
|-----------------|-----|-----------------|
| Winner Pre Qf 1 | v/s | Winner Pre Qf 8 |
| Winner Pre Qf 2 | v/s | Winner Pre Qf 7 |
| Winner Pre Qf 3 | v/s | Winner Pre Qf 6 |
| Winner Pre Qf 4 | v/s | Winner Pre Qf 5 |

**SEMI FINAL :**

- |                 |     |                                 |
|-----------------|-----|---------------------------------|
| Quarter Final 1 | v/s | Quarter Final 4 :1st Semi-Final |
| Quarter Final 2 | v/s | Quarter Final 3 :2nd Semi-Final |

**Final :**

- 1st Semi-Final Winner v/s 2nd Semi-Final Winner



## 19. CODE OF CONDUCT FOR COACHES AND REFEREES

### International Roll Ball Federation, Technical Committee

Code of conduct are the principles or guidelines that shall be followed by all coaches and referees participating in roll ball either nationally, continentally and globally and shall be followed by the organizers to check and instill discipline and control the behaviors of the said officials during and after the leagues, tournaments, championships.

#### 19.1 COACHES

**THE COACH SHALL :**

1. Insist that players understand and abide by the rule of fair play.
2. Shall not insight players.
3. Accept the correct decisions of referees, table officials and delegates without questions and complaint.
4. Shall not allow the use of drugs by the performers.
5. Never employ methods or practices that could involves risks, however slight to the long-term or physical development of their players.
6. Not attempt to manipulate the rules in order to take advantage of their opponents.
7. Not insult the referees, table officials or any delegate.



8. There shall be only two officials during the game.
9. Encourage referees / table officials and the delegates to solve / settle disagreements amicably without resorting to hostility or violence.
10. Coach shall support players in a positive manner.
11. Coaches shall refrain from using alcohol, tobacco or drugs while coaching an ongoing match.
12. Coaches shall adhere to the rules and regulations of the host facility and hotel.
13. Coaches shall adhere to the rules of the game, as stated in the Roll Ball book.
14. Coaches shall treat participants, spectators and officials with fairness and respect.
15. Coach shall by all means possible secure the safety of the players.
16. Coach shall set model sportsmanship and exemplify the spirit of roll ball.

#### **VIOLATION OF THESE CODES OF CONDUCT MAY LEAD TO :**

1. Ejection from the tournament / match depending on the magnitude of the violation.
2. Forfeiture / surrender of any individual or team award.
3. Ejection from tournament if ejected from the hotel.
4. Forfeiture of all games or matches won and possible team elimination from current and future IRBF sponsored or enclosed events.

Jurisdiction over the violation of codes of conduct the authority rest with championship disciplinary committee and can make onsite decision regarding the violations of this Code of Conduct.

## **19.2 REFEREES**

1. Referees shall be honest and completely impartial at all times.
2. Referees shall apply the laws of the game and competition rules fairly and consistently.
3. Referees shall manage the game in a positive, calm and confident manner.
4. Referees shall deal with instances of violation, aggression, unsporting behaviors, foul play and other misconduct.
5. Referees shall not tolerate / use offensive, insulting or abusive language or behavior from players and officials.
6. Referees shall support officials colleagues at all times on laws/rules found in the Roll Ball book.
7. Referees shall set a positive personal example by promoting good behaviors and showing respect to everyone involved in the game.
8. Referees shall communicate with the players and encourage fair play.
9. Referees shall respond in a clear, calm and confident manner to any appropriate request for clarification by team captain / coach / team manager.
10. The referees shall be prepared physically, mentally for every match.
11. Referees shall complete and submit accurate and precise report within the time limit required for games one official table.

## OATH

I understand that if I do not follow the code of conduct / ethics, action may be taken on me by the IRBTC.

## ACTIONS

1. Burn from officiating roll ball matches.
2. Withholding of licence by IRBTC.
3. Ejection from the tournament / championship.
4. Forfeiture of licence.

## 20 DISCIPLINARY CODE, DISCIPLINE FOR ROLL BALL PLAYERS AND OFFICIALS

### 1. A player shall be disqualified by the referee for the following reasons.

- A. Rough and dangerous play
- B. Criticism of referee's decisions
- C. Damaging remarks concerning other players, spectators or referees.
- D. Other unsporting gestures.

#### The player shall undergo the following consequences :

- I. She / he shall be suspended for the same championship or next championship if the offence is committed in the final match.
- II. If the same offence is repeated by the player again, she/he shall be suspended for two following championship years applicable between (coming years it is 1st Jan to 31st Dec) from the date of commencement.

### 2. A player shall be disqualified by the referee for :

- A. Engaging in any physical contact with the referee.
- B. Physical violence against a player, official or spectator.

#### The player shall undergo the following consequences :

- I. The player shall be suspended for the same championship and next championship, a fine of US\$ 100/- and shall be permitted further play on receiving a written apology by the player and the president of the state association.
- II. On repeating the same offence, the player shall be suspended for following two championship years (1st Jan to 31st Dec) from the date of commencement, a fine of Rs. 5000/- and permit further play on receiving a written apology by the player and the president of the state association.

### 3. The whole team shall be disqualified for lack of discipline and order as stated in point no. 1 & 2, the following consequences shall be imposed :

- I. The whole team shall be suspended for the same championship and next championship, a fine of US\$ 500/- and permit further participation on receiving an apology from the team

including the coach and manager and the president of the state association.

- II. On repetition of the same offence by that team, the whole team shall be suspended for two seasons, a fine of US\$ 1,000/- shall be imposed and the team shall only be permitted for further participation on receiving an apology and assurance from the team including the coach and manager and the president of the state association.
  
4. **A player shall face the following consequences if found playing for another team without taking a legal transfer as per rules :**
  - I. The player shall not be permitted to play in the same championship or the next championship if found in the final match.
  - II. The team shall forfeit the match if won and the points will be awarded to the opponent team
  - III. For repeating the same offence, the player shall be suspended for the following two years of the championship years (coming years it is 1st Jan to 31st Dec) from the date of commencement.
  
5. **A team shall not participate in an outstation city, district, state, national or international championship without the permission of the governing roll ball association or federation on committing this offence the team shall undergo the following consequences :**
  - I. The team shall be suspended for one playing season, a fine of Rs. 5000/- shall be imposed and the team shall submit an apology letter to the governing association / federation within 7 days.
  - III. On repeating the same offence, the team shall be suspended for two playing seasons, a fine of US\$ 500/- shall be imposed and the team shall submit an apology letter to the governing association / federation within 7 days.
  
6. **If a team does not follow the rules framed by the association, federation or its units regarding the age of the participants in a Mini, Sub-Junior or Junior championship and fields over age players, the team shall :**
  - I. Forfeit the match and championship. The player shall be suspended for the same championship or next championship if the offence is committed in the final match
  - II. If the same offence is repeated by the player again, she / he and the respective association or federation shall be suspended for two following championship years applicable between (1st Jan to 31st Dec) from the date of commencement.
  1. A player shall wear neat and appropriate uniform required for the game.
  2. The uniform shall be numbered in bold, which shall be clearly visible to the referee, table officials and spectators while playing.
  3. The uniform shall have number on the back, front side as well as on the playing shorts.
  4. The player can use any numbers from 1 to 15 as their playing number.
  5. The jersey shall consist the logo of the respective association or federation on the front side of the jersey in the left side/corner.
  6. The color of jersey shall be according to the color code stipulated by the governing association or federation.

7. A player shall not wear any ring, bracelet, chain, any ornaments or any other accessories not required for the game, which may prove to be dangerous to the player itself or the other players.

## **21. INJURY RULES TO BE FOLLOWED DURING THE MATCH**

**Referees must follow the instructions given below when dealing with injured players :**

- The referee should stop the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may be substituted immediately and can only return to the field of play after the match has restarted after a break (ball goes out of play).
- Referee should question the injured player, and may authorize one, or at maximum two medical personnel (a physiotherapist and a doctor), to enter the field of play to assess the injury and arrange the player's safe and swift removal from the field of play.
- Medical personnel can direct the stretcher-bearers to enter the field of play with a stretcher, depending on the nature of the injury, to allow the player to be removed as quickly as possible.
- The injured player is not allowed to receive treatment on the field of play unless it is a serious injury.
- Any player bleeding from a wound must leave the field of play. He may not return until the referee is satisfied that the bleeding has stopped.
- A player is not permitted to wear clothes with blood stains on it.
- As soon as the referee has authorized the medical personnel to enter the field of play, the player must leave the field of play, either on a stretcher or on foot. If a player does not comply, he shall be cautioned for unsporting behavior.
- An injured player may only return to the field of play after the match has restarted.
- When the ball is out of play, the injured player may re-enter from the substitution zone.
- Only the referee is authorized to allow an injured player to re-enter the field of play.
- The referee may give permission for an injured player to return to the field of play if an assistant referee verifies that the player is ready.
- The referee shall allow for the full amount of time lost through injury to be played at the end of each period of play. (please add the details if necessary).
- Once the referee has decided to issue a card to a player who is injured and has to leave the field of play for treatment, the referee shall issue the card before the player leaves the field of play.

**Exceptions to this rules are to be made only when :**

- The goalkeeper is injured.
- The goalkeeper and an outfield player have collided and need immediate attention
- Any two players have collided and need immediate attention.
- A severe injury has occurred, e.g. swallowed tongue, concussion, broken leg, etc.

## REPRIMANDS FOR PLAYERS

S.No	Nature of offence	Punishment	In case of repetition
1.	When a player is disqualified by the referee for - A) Rough and dangerous play B) Criticism of referee's decisions C) Damaging remarks concerning other players, spectators or referees D) other unsporting gestures	To suspend the player for the same championship or next championship if the offence is committed in the final match.	To suspend the player for following two championship years (1st Jan to 31st Dec] from the date of commencement
2.	When the whole team is disqualified for lack of discipline and order as stated in point No. 1 & 2 further participation on receiving an apology from the team including the coach and manager and state association.	To suspend the player for the same championship and next championship, a fine of Rs. 5000/- and permit assurance.	To suspend the whole team for two seasons and permit further participation on receiving an apology letter.
3.	When a player is involved in indiscipline as a member of the State Team A] Non-cooperation B] Disobedience C] Assault one year.	To send the player back to headquarters at once and suspend him for one year. To suspend the player for one year. To suspend the player for one year	To suspend him for two years from participation. To suspend him for three years. To debar him for ever.
4.	When a player plays for another team without taking a legal transfer as per rules	To reprimand severely the player and the team and to forfeit if they have won.	To suspend the player and the team for one season.
5.	When a team participates in an outstation City, District, State, National, International, tournament without the permission of the Roll Ball Association / Federation	To suspend the team for one season.	To suspend the team for two seasons.
6.	When a team does not follow the rules framed by the Association, Federation or its units regarding the age of the participants in a mini or junior tournament.	The team forfeits the match and an enquiry is instituted for taking appropriate action.	To take more severe action taking into consideration the previous punishment.
7.	When a player is involved in indiscipline as a member of the District, State, National, International team.	To await the report of State, National, International Association and take appropriate action.	To take more severe action on receipt from State, National, International Association.

## Changed Version of the Rules for a Roll Ball Player & Official

S.No	Nature of offence	Punishment	In case of repetition
1.	When a player verbally abuses any other player of the same team or any other team or the referee	Yellow card will be issued to the player.	Another yellow card will be issued which will result in a red card. That means suspension for that match.
2.	When a player physically abuses any other player of the same team or any other team or the referee	Red card will be issued to the player.	He will be banned from the tournament.
3.	When a player shows unsporting gestures on the field.	Yellow card will be issued to the player.	Another yellow card will be issued which will result in a red card. That means suspension for that match.
4.	When a player, coach, team manager or a referee consumes alcoholic drinks during the competition.	The offender shall be banned from that competition.	The offender shall be banned from participating in any competition for one year.
5.	When a team fields an overage player during a match.	The team shall be banned for that competition.	The team shall be banned from participating in any competition for one year.
6.	When a team participates in an outstation City, District, State, National, International, tournament without the permission of the Roll Ball Association / Federation.	To suspend the team for one season.	To suspend the team for two seasons.
7.	When a player plays for another team without taking a legal transfer as per rules.	To reprimand severely the player and the team and to forfeit if they have won.	To suspend the player and the team for one season.
8.	When a full team causes indiscipline on the field or at the venue or within the lodging and boarding arena.	The team shall be banned from participating in that competition.	The team shall be banned for participating in any competition for one year.
9.	When a player or a team is found guilty of doping or consuming illegal substances that may enhance the performance.	The player or the team shall be suspended for one year.	The player or the team shall face a life ban.

The RBFJ would like to organize a workshop for the secretaries and the officials of the states to express their views on the following points :

- One player can participate in only one age category in that year.
- Players participating under 11/14/17 age group should produce their birth certificates and their eligibility certificates duly attested by the principals of the school / colleges / institutions.
- State teams should send their entry forms fully filled 10 days before the competition.
- If a player misbehaves or misconducts during the competition period during a match or the lodging arena, he\she should be banned from playing further matches in that competition.
- If more than one player / coach / manager / Official misbehaves or misconducts during the competition period during a match or the lodging arena, the team should be banned from playing further matches in that competition or the team will be banned for the tenure of one to three years.
- The State associations should conduct the AGM in their respective states and produce the report during the seminar.
- The State associations should complete the formality of achieving the affiliation of the State Olympic Association.
- Those state associations who have taken the permission of participating in the SGFI nationals should complete this process as soon as possible.
- Quality of Officiating and any suggestions to improve it.
- To conduct Roll Ball Championships in their respective states for the under 6/8/10 age group in the Beginners, Quads and Inline separately to popularize and promote Roll Ball.
- To start Roll Ball Championships for the Beginners, Quads and Inline separately to popularize and promote Roll Ball from this year.
- Any other views apart from the above points.



## 22. DOPING REGULATIONS:

To exhibit a fair play and good character, it is necessary for all the players, coaches and officials to follow the anti doping rules and regulations specified by WADA (World Anti Doping Agency). All the players, coaches and officials registered with the IRBF shall mandatorily follow the rules & regulations. The defaulters will officially be dealt with under the jurisdiction of the IRBF if found violating any rules specified by the WADA.

The Anti-Doping Rules shall apply for the following personnel and necessary actions shall be taken for violating the rules:

- A. All the players shall be solely responsible for consumption of any banned substance, performance enhancers and other doping methods not approved by the WADA
- B. All players, coaches and officials registered with the IRBF shall be eligible for penalties on violations of any Anti-Doping Rules.
- C. Players, Coaches and Officials not registered with the IRBF but wish to participate in any international open championships, leagues or any other championship organised by the IRBF
- D. Players, Coaches and Officials in contract with the IRBF
- E. Any support personnel of any team, club, association or federation within the jurisdiction of IRBF. No player, coach, official or any other concerned personnel shall possess, consume or provide assistance of any kind with regards to the use / supply of banned substance to any other IRBF registered player / official during the course of the year or during any training camp or any official tournament / matches. No player, coach, official or any other personnel mentioned above shall refuse to undergo dope test suggested by the IRBF at any time during the year. Any concerned player / official found to have violated anti-doping rules and regulation will be liable for penalties as per the WADA code.

## 23. CONCLUSION

It is certainly not an easy task to introduce a NEW GAME in to the main-Flow of the sports world. What encourages us to continue with our efforts to introduce, Popularize, Develop, REFINE AND organize the game of ROLL BALL, is the THRILL and the JOY, and the INVOLVEMENT and the FIERCE COMPETITIVE SPIRIT that we saw on the faces of the children who played the trial matches and the inaugural matches.





