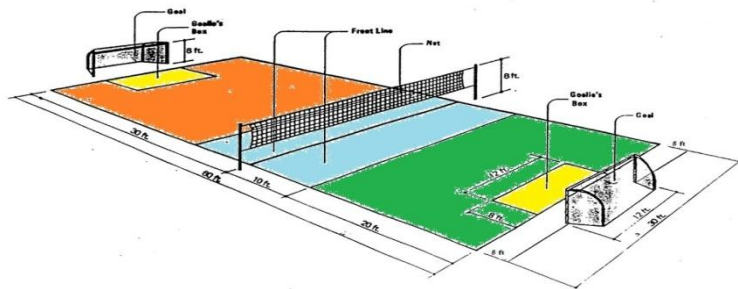


ROCBALL AMATEUR FEDERATION OF INDIA



RULE BOOK 2022-23

INDEX

1. WHAT IS ROCBALL

2. ROCBAL GROUND

2.1 GENERAL PRINCIPLES

2.2 GROUND DESIGN

2.3 SPECIFICATION OF GROUND

2.4 LAYOUT OF GROUND

3. ROCBALL EQUIPMENT

4. ROCBALL TEAM

4.1 ORGANIZATION OF ROCBALL TEAM

4.2 PLAYERS

4.3 CAPTAIN'S ROLE IN GAME

4.4 PLAYERS UNIFORM

5. FUNCTION & RESPONSIBILITIES OF REFEREE

5.1 CHIEF REFEREE

5.2 ASSISTANT REFEREE

5.3 SCOREKEEPER

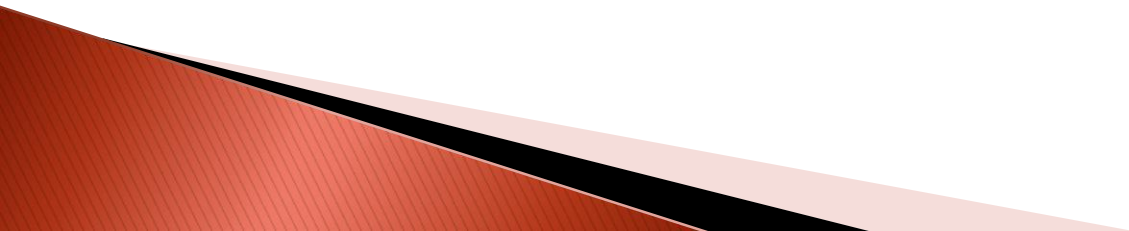
5.4 LINEMEN

5.5 THIRD UMPIRE

6. THE GAME

6.1 GENERAL PRINCIPLE

6.2 START OF PLAY



7. INFRACTION OF RULES & REGULATION

7.1 POINTS

7.2 YELLOW CARD

7.3 RED CARD

8. TIMEOUT

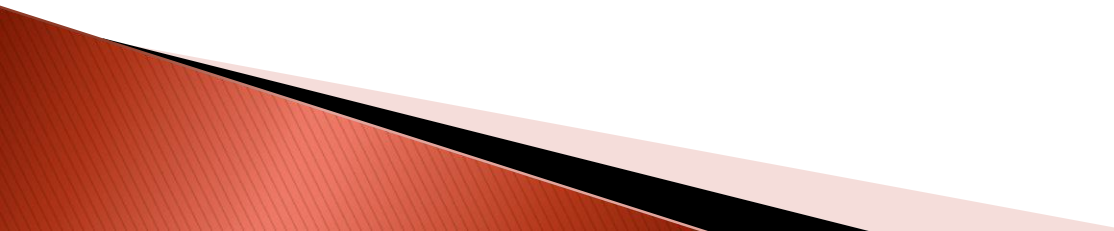
- ▶ **OFFICIAL TIMEOUT**
- ▶ **GAME TIMEOUT**

9. BENEFITS OF THE GAME

10. SCORESHEET

1.WHAT IS ROCBALL

Rocball is a game derivative of volleyball with its roots of play founded the in the Meso-American sport of Tlachtli. The actual game of Tlachtli involved passing a ball from side to side over a low wall without it touching the ground. If the ball fell to the ground, a team would win a point and vice versa. If you struck the ball with an incorrect part of the body, you could lose points for your team.

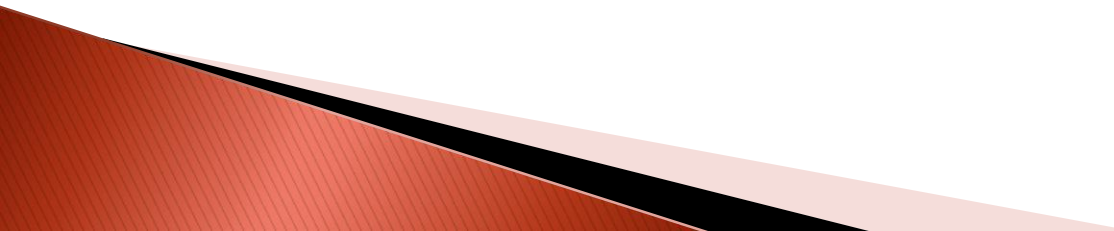


2. Rocball Ground

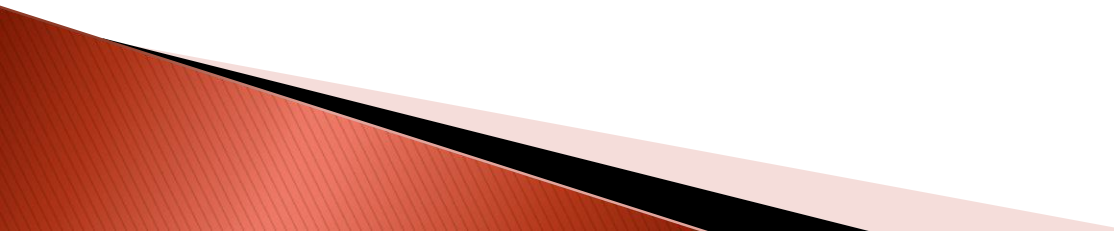
2.1 GENERAL PRINCIPLES

- ▶ The Rocball ground should be situated on a tract a clay ground , wooden, court, cement court it's should for game & competition.
- ▶ On the Rocball ground, the natural objects such as tree, Grove, low wall should be avoided.
- ▶ The outer of the ground boundary can be set up spectator area with references to the natural features
- ▶ The ground design layout plan of the Rocball should be displayed at the idea strategic visible location.

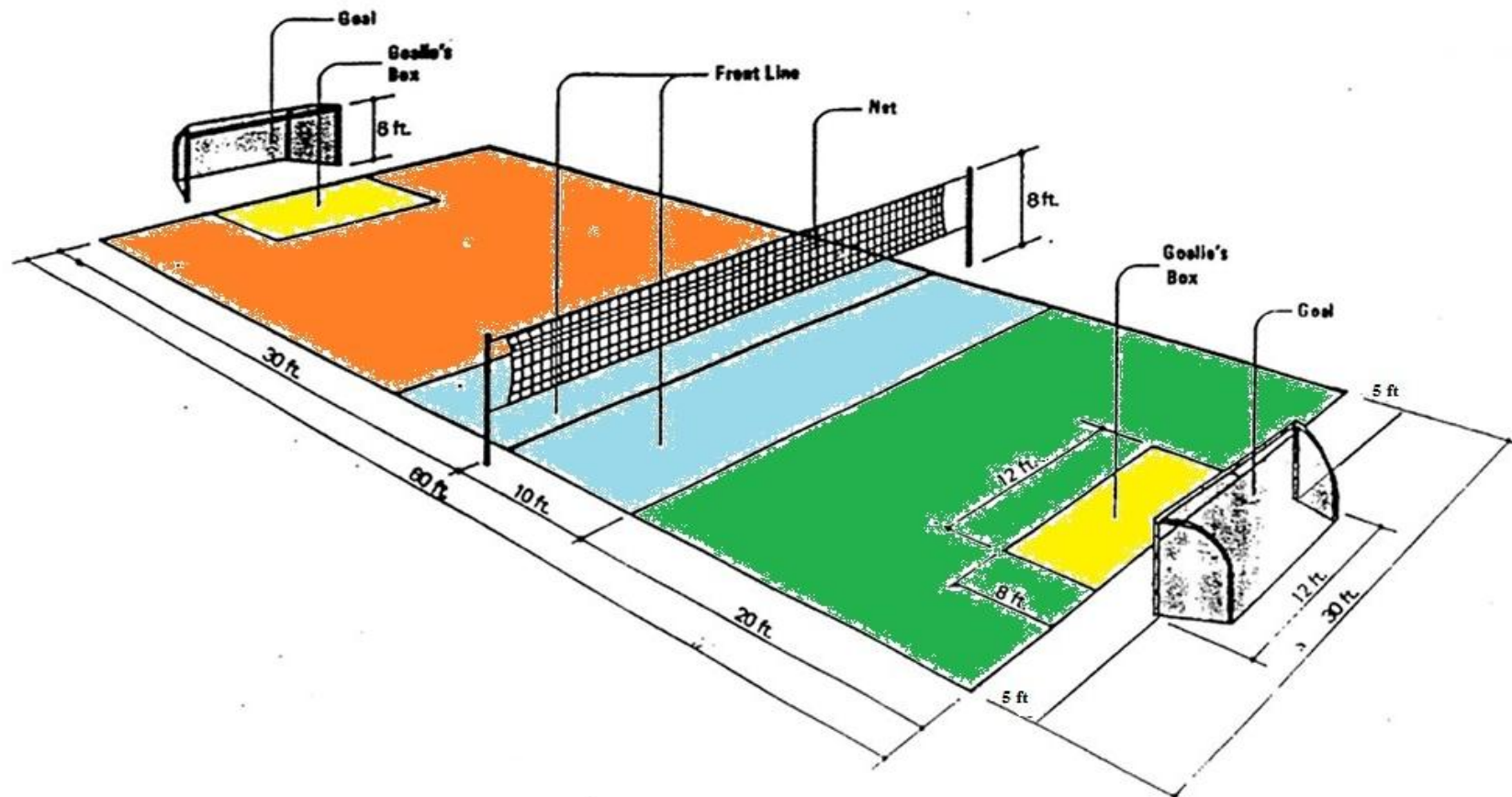
2.2 ROCBALL GROUND DESIGN

- ▶ The design of the Rocball ground shall comprise single in number
 - ▶ The total length of the Rocball ground is approximate in Feet.
 - ▶ In principles, the surface of the ground shall be even and smooth.
- 

2.3 SPECIFICATION OF THE ROCBALL GROUND

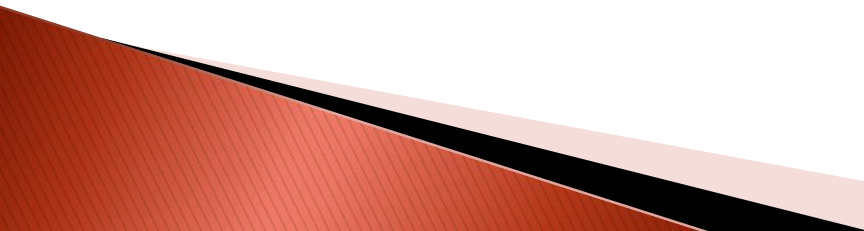
- ▶ Rocball ground is rectangular in shape with 18 meter length & 9 meter in Width.
 - ▶ A center line should be draw from the center of the rectangular which divided rectangular in 2 parts.
 - ▶ A attack line should be drown 3 meter from center line.
 - ▶ Goal area is rectangular in shape with 12 feet length and 8 feet width from end line towards center line.
 - ▶ Goal post should be 12 feet length and 8 feet height and 5 feet far from end line.
- 

2.4 LAYOUT OF GROUND



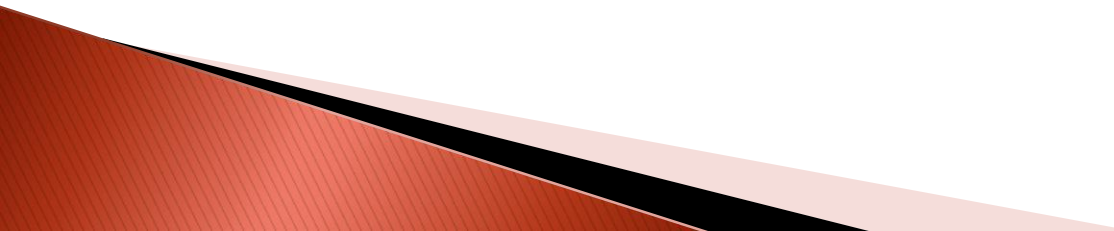
3. Rocball EQUIPMENTS

Rocball equipment includes,

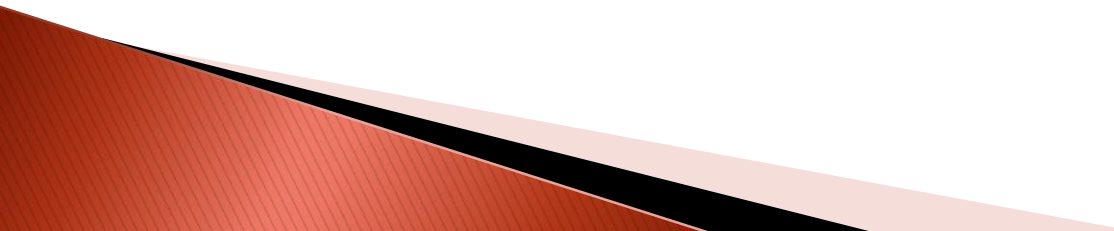
- ▶ Ball
 - ▶ Rocball
 - ▶ Net
 - ▶ Whistle
 - ▶ Score Sheet
 - ▶ Stopwatch
 - ▶ Yellow & Red card.
 - ▶ The Rocball equipment's are certified as qualified by RAFI.
- 

4. ROCBALL TEAM

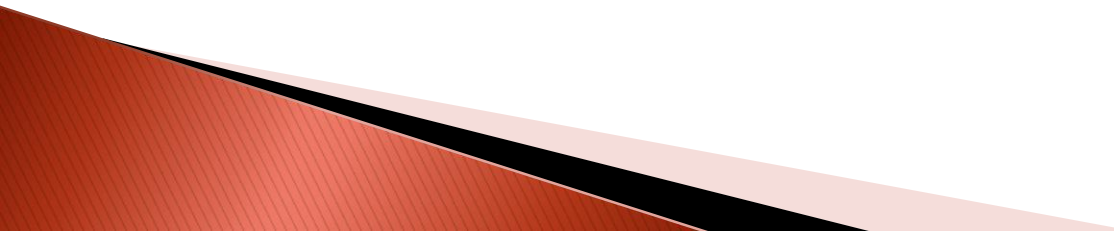
4.1 ORATANIZATION OF ROCBALL TEAM

- ▶ Team members and staffs: The team consists of team leaders, coach, manager, captain and team members.
 - ▶ Each team can registered 12 players including the captain. For the game 5 of them can play in the game and 7 extra players.
- 

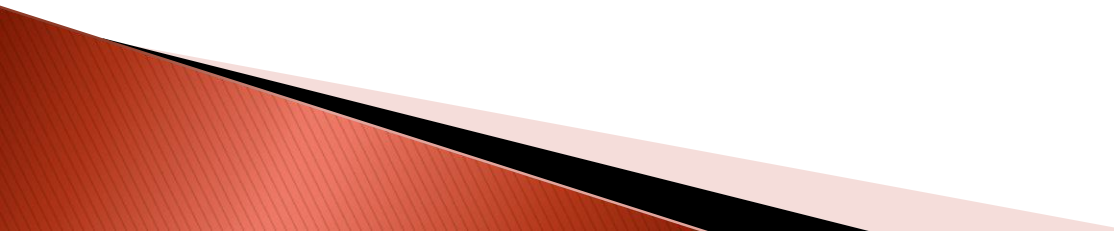
4.2 PLAYERS

- ▶ The player who did not enter and register his / her name for the game, is not permitted to play in the game
 - ▶ Similar fashion put fit are required for players in the game recommend by Federation.
- 

4.3 CAPTAIN'S ROLE IN GAME

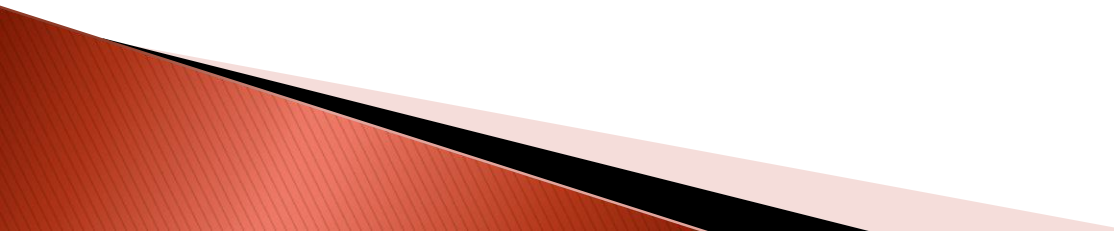
- ▶ If any team have doubt the decision of referee then the captain of that team can appeal to Referee for Third Umpire decision
 - ▶ If the players interchange after end of Rally/ Serve, captain should inform that to refer & table
 - ▶ Before match starts, captain have compulsory present for toss.
 - ▶ If any Technical queries and problem obtained during match than, only team captain have to face it and manage his own team himself.
- 

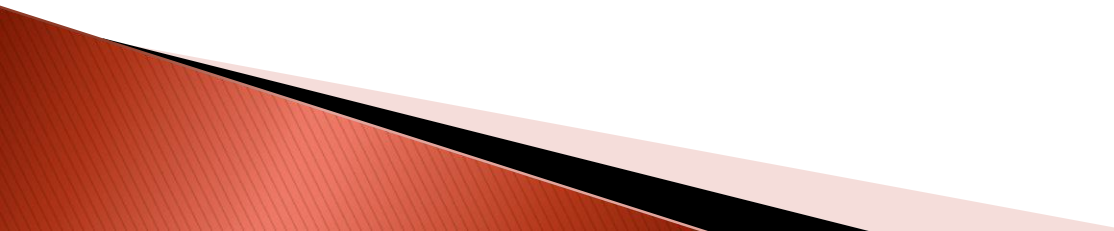
4.4 PLAYERS UNIFORM

- ▶ In Uniform : Half T-shirt, Game Pant, Shoes, Socks, Etc .
 - ▶ In Same Way There Should Be 1 To 12 Numbers Printed On Back Side Of T-shirt.
 - ▶ Player Shall Bring His/ Her Identification Tag for eligibility certification at all time .
- 

5. FUNCTIONS AND RESPONSIBILITIES OF REFEREE

5.1 CHIEF REFEREE :

- ▶ Before the toss and during the match the referee shall satisfy with all equipments and ground marking.
 - ▶ Chief referee check all points (court, ace, xunk, kee, goal, jam, face)
 - ▶ Assist the referee to settle the problem arising in the execution of the game , check the final scores.
- 

- ▶ Request to convene the protest committee in case an appeal or protest is submitted & report the incident to the committee.
 - ▶ If referee have any doubt regarding decision, then they ask for chef referee.
 - ▶ Chief referee giver decision only when referees are requested. No one else appeal directly to chief referee.
- 

5.2 ASSISTANT REFEREE

- ▶ Checks the line cutting of an any player.

5.3 SCOREKEEPER

- ▶ Always See The Decision Of Chief Referee.
- ▶ Scorekeeper Filled Score Sheet After Decision Of Chief Referee

5.4 LINEMEN

- ▶ 4 Linemen shall be assigned in game.
- ▶ judging whether the Ball is away or not.

5.5 THIRD UMPIRE

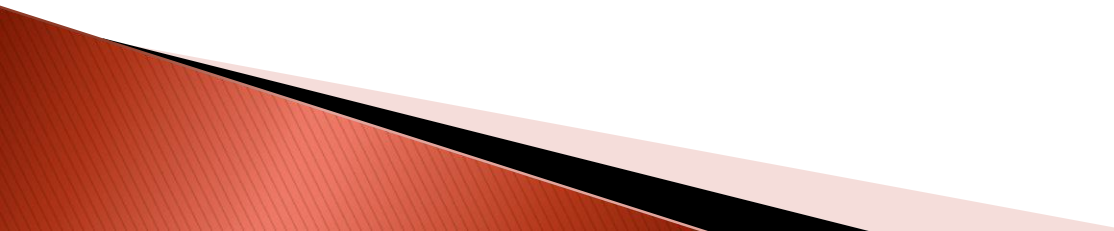
- ▶ He should observe video recording from each angel to take the Final Decision.

6.THE GAME

6.1 GENERAL PRINCIPLES

- ▶ The team served the ball is called “offensive team” and another is “Defensive team”
- ▶ Match will be best of four set.
- ▶ After each set there will be a gap of 1 minute.
- ▶ If the player is not in Proper kit then he cannot play the match, the team coach or team manager has to change the player.
- ▶ If the Player of any team is injured then the captain or team coach can Change the Player.
- ▶ If the Player is not injured then the captain or team coach Change the Player before Rally.
- ▶ Net player or back court player does not cut the line of
- ▶ golie box and golie does not play in the attack line.

6.2 START OF PLAY

- ▶ The team who won the toss chooses the Serve .
 - ▶ Before starting the game both the team have to take correct position.
 - ▶ Game does not start till referee get satisfied with position.
 - ▶ After indication and whistle of referee the offensive team served the ball.
- 

7. Scoring Features

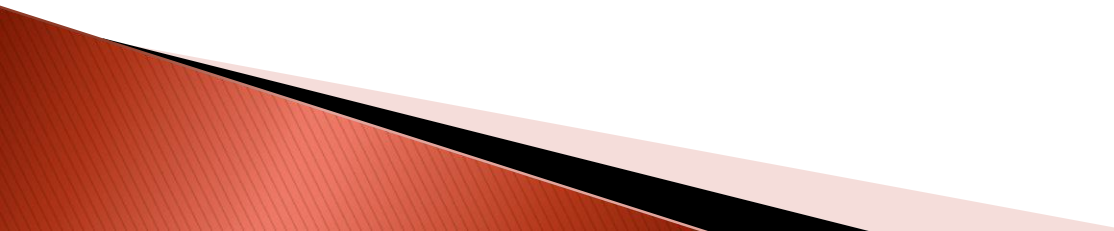
7.1.1 The Court :

- ▶ One point can be scored when a ball is grounded on an opposing team's court or court lines by any player except for goalies, or when a player on the opposing team hits a ball off court, carries, double hits, touches the net or commits a penalty off the serve or during volley and rally activity. The face or forward facing frame of the goal is considered a court line. When a ball, without first bouncing anywhere off court, hits the face of the goal, it is considered a court area of play.

7.1.2 The Ace :

- ▶ The ace is worth two points. The two point ace is made off the serve. An ace is scored when the ball is touched or hit by one player and then grounded before another player touches or hits the ball.

7.1.3 The Xunk :

- ▶ The xunk is made off the serve. A xunk is scored when a served ball lands on the opposing team's court untouched or isn't knocked from its natural decent before landing on the court. The xunk is an optional point scoring play. The offensive team can add two points to its set score or deduct two points from its opponent's set score.
- 

7.1.4 The Kee :

- ▶ The Kee is a two point backcourt score made by the goalie of either team. The goalie is the only player not allowed to play within the ten foot line next to the net.

7.1.5 The Goal :

- ▶ The goal is the vertical scoring area located 10 feet (about 3 meters) behind each court. A ball that is directly hit, bounces into, or is deflected off a player and enters the goal is three points: Players are not allowed to catch a ball at any time during a game.

7.2 YELLOW CARD:-

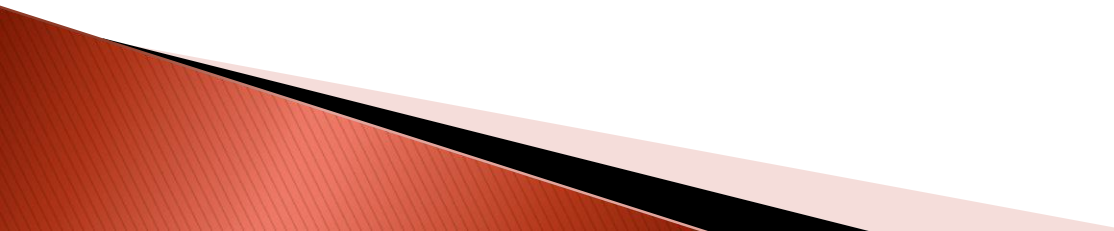
- ▶ If the player argues with the official or referee then he will be given a yellow card.
- ▶ If the Referee and Doctor does not given the permission, the player has to play.
- ▶ Even then the team wants substitution, and then the chief Referee can take the decision.

7.3 RED CARD:-

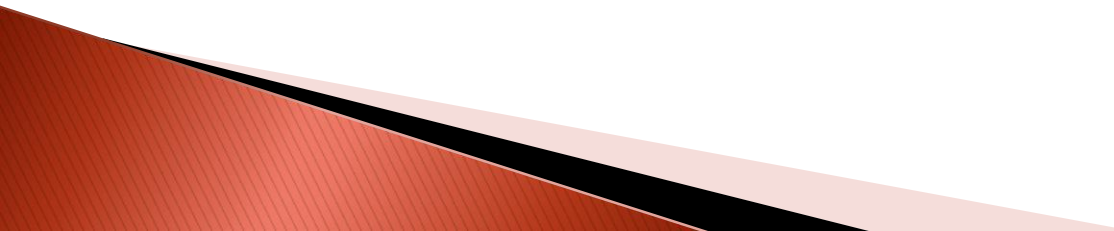
- ▶ If the player does the same mistake again then the player will be given a red card
 - ▶ and disqualified the match.
- 

8.TIMEOUT

8.1 OFFICIAL TIMEOUT

- ▶ If any doubts obtained during the match.
 - ▶ If decision pending for third Umpire.
 - ▶ If any argument on ground during match.
 - ▶ If any technical problem obtained regarding game.
- 

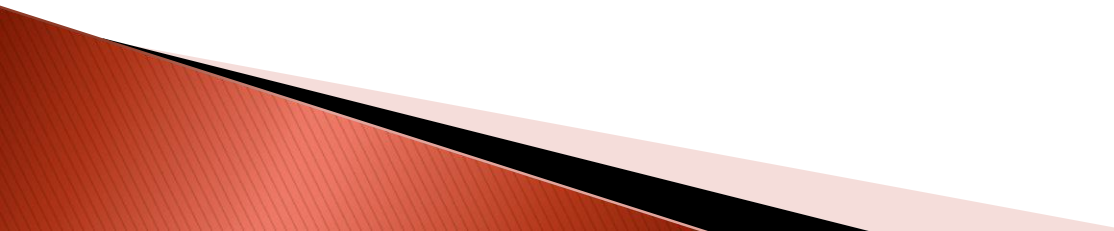
8.2 GAME TIMEOUT

- ▶ After complete Rocball Match
 - ▶ If any player get injured during game
 - ▶ If team captain demanded for any objection.
- 

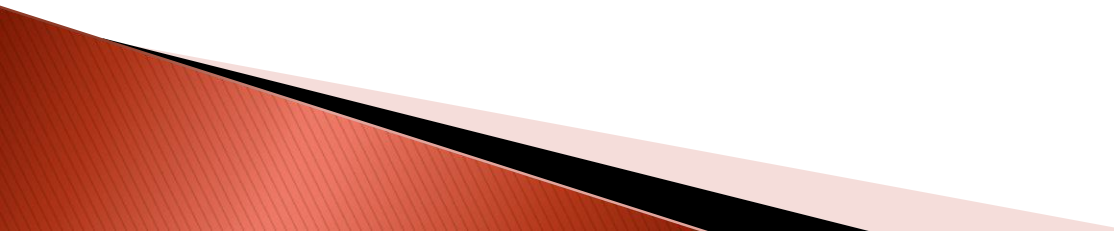
9. BENEFITS OF GAME

- ▶ It enhances team coordination:–
 - ▶ This game helps the player to co – ordinate and co – operate with each other. In this game each player need.
 - ▶ to pass the ball to other player, if there is no team co– ordination then the team may lose the game. That's why, it is necessary to have team co –ordination so as win the game.
 - ▶ In this way all the player learn the significance of team co –ordination.
- 

9.1 It increases concentration:–

- ▶ While playing this game, players need to concentrate properly each & every hit, pass & out.
 - ▶ It sharpens our eye sight:–
 - ▶ While playing this game, players need to concentrate on each and every move of other team .
 - ▶ Hence, eye sight is sharpened.
- 

9.2 It increases our stamina level:–

- ▶ In the game, player need to run continuously to avoid getting out. Hence running increases player's stamina level.
 - ▶ It teaches players about team work:–
 - ▶ As this game is played between two teams each player about team work. Team work creates friendliness among all the players.
- 

9.3 This game can be played anywhere:-

- ▶ This game can be played anywhere , indoor or outdoor, on beach & meadows, during all season.

10. SCORESHEET

ROCBALL AMATEUR FEDERATION OF INDIA
(SCORESHEET)

Tournament :			Venue		
Age Group			Time		
Date			BOYS/GIRLS		
Team A			Team B		
Player Name			Player Name		
1					
2					
3					
4					
5					
6					
7					
8					
9					
			SCORE		
10					
11					
12					
COURT		ACE		SLUNK	
1	A	1	A	1	A
2	A	2	A	2	A
3	A	3	A	3	A
4	A	4	A	4	A
1	B	1	B	1	B
2	B	2	B	2	B
3	B	3	B	3	B
4	B	4	B	4	B
KEE		GOAL			
1	A	1	A	1	A
2	A	2	A	2	A
3	A	3	A	3	A
4	A	4	A	4	A
1	B	1	B	1	B
2	B	2	B	2	B
3	B	3	B	3	B
4	B	4	B	4	B
RESULT :		Team		Won By	
REMARK :				Point	
Chief Official Name			Score Keeper Name		
Assistant Official Name			Stats Recorder Name		