WORLD ROKIT BALL FEDERATION

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TECHNICAL RULES

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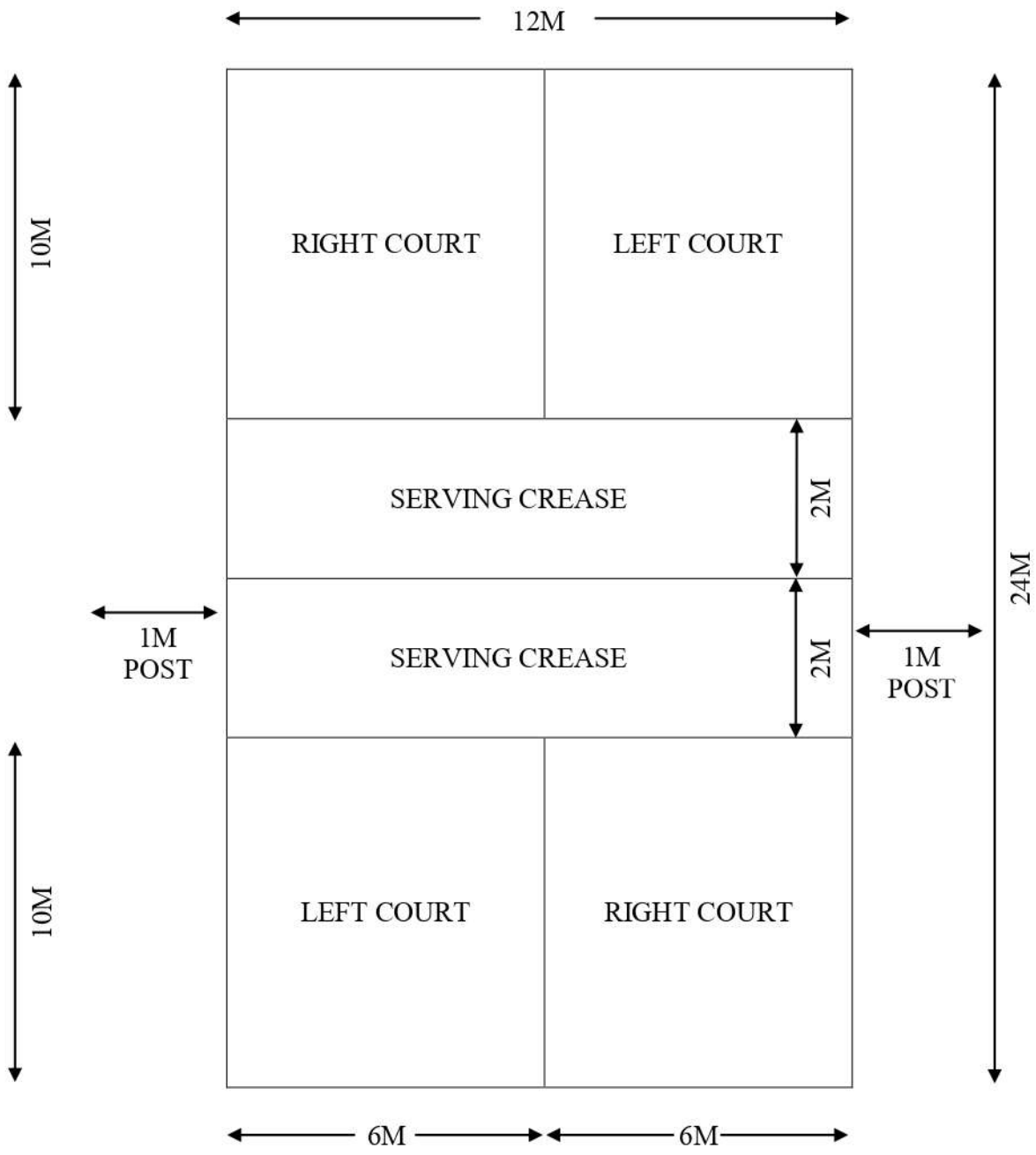
TABLE OF CONTENTS

1. FIELD OF PLAY
2. GAME
3. BALL
4. RACKET
5. NET
6. POSTS
7. COURT
8. PLAY
9. FAULTS
10. MATCH
11. DRAWS
12. DUTIES OF THE REFEREE
13. HINTS TO THE PLAYERS
14. DICIPLINE FOR MISCONDUCT

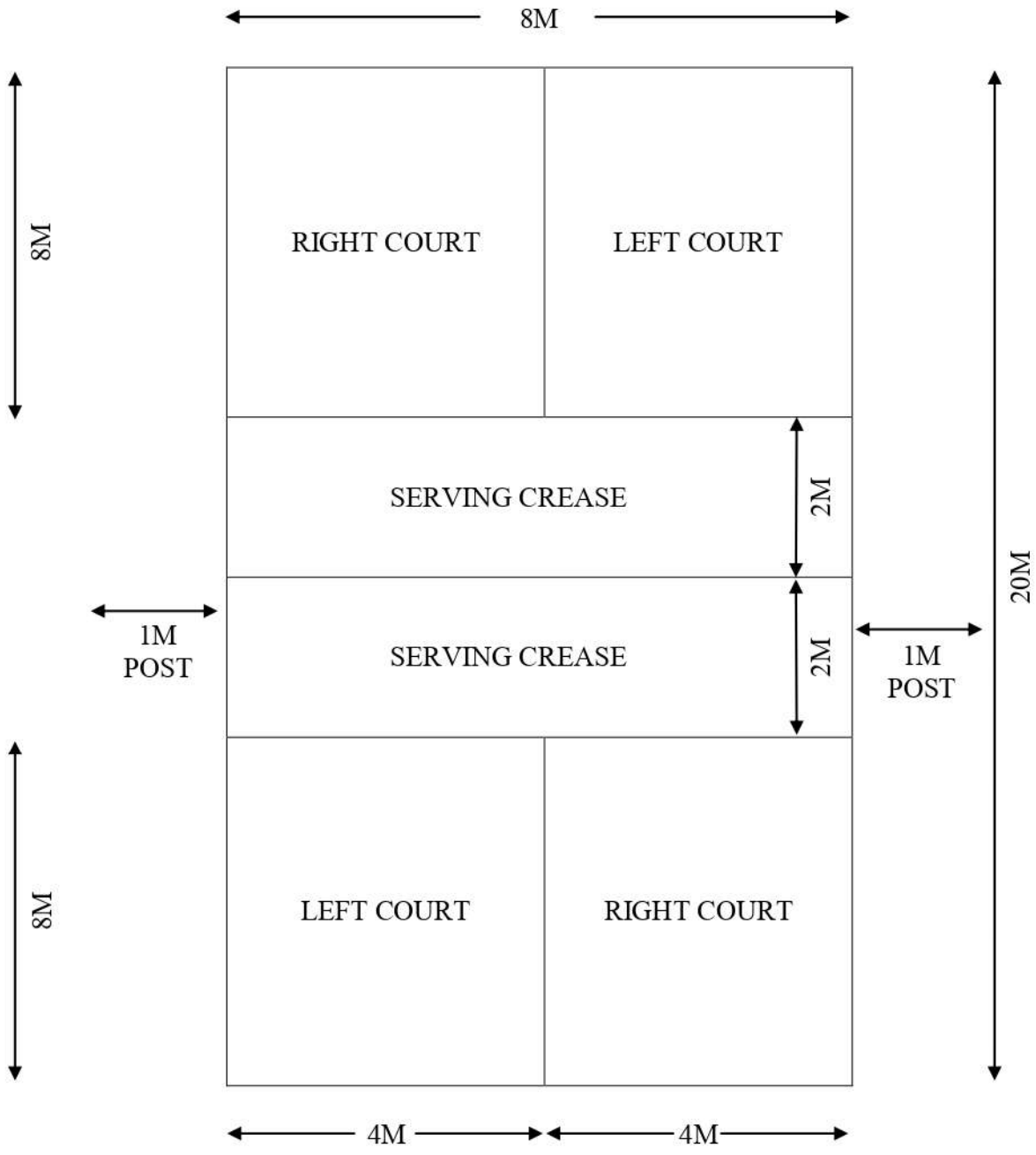
1. THE FIELD OF PLAY:

ROKIT BALL COURT (FIVES)



LENGTH	: 24m
WIDTH	: 12m
SERVING CREASE	:2m
SERVING CREASE	: 2m
HEIGHT OF THE NET	: 1.85m at the end; 1.83m at the centre.

SINGLE COURT



LENGTH	: 20m
WIDTH	: 8m
SERVING CREASE	:2m
SERVING CREASE	: 2m
HEIGHT OF THE NET	: 1.85m at the end; 1.83m at the centre.

2. THE GAME:

(a) The game shall be played by five (5) players among eight players a side, two fronts, one centre and two backs with rokit ball rackets and synthetic sponge ball upon a court as laid out as per the diagram (1) such game shall be called a game of **FIVES** and the game consists of 21 points.

(b) The game shall also played by three players a side, two front and one back with rokit ball rocket and synthetic sponge ball upon a court as laid down as shown in diagram (2); The length of the court 20mx8m and other dimension and remaining the same as that of **FIVES**. Such a game shall be called a game **SINGLE COURT** and it shall consist of 21 points as in **FIVES**.

3. THE BALL:

A ball of yellow color made synthetic sponge is used for the game; its weights 20g and not more than 22g and diameter 6.5cm to 7cm.

4. THE RACKET:

A standard rokit ball racket usually weights 200g to 250g and 63cm to 70cm. The total length made of wood or graphite composite and the gutted elliptical area of the racket shall be 20cm to 22cm; across 24cm to 27cm length wise.

5. THE NET:

The net shall be made of fine cord to make 2cm square mesh all along and shall be edged with a red tape at the top; it shall be tri color (red tape, white and blue body); the net shall be 1m wide and 13.5m in length. When tied, a centre pole of 1.83m and two poles of 1.85m at extremities shall be used to maintain 1.83m height of the net at the centre.

6. THE POSTS:

Two posts each 1m height shall be fixed at a distance not exceeding 1m outside the court on either side at the end of the net line to which the net is tied.

7. THE COURT:

The size of the court for the "fives" shall be 12m in width and 24m in length. It is divided across the middle by a net line over which the net is suspended, the end of which attached to the top of the two posts. 2m away from each side of the net line and parallel to it are marked the serving crease lines. Half way between the serving are as line dividing the space on each side of the crease line into two equal parts called the right and left courts (see diagram).

Single Court:

The ground of single court is 20m to 8m and serving crease 2m both side.

8. THE PLAY:

The act of serving shall consist in the ball from the left court of one side to the diagonally opposite court of the other side. Each server shall commence from "Left" court and change over to the right court for every point made. Only three (3) players can serve for one team in one over.

(a) A server serve correctly to the other side and finish he get a point, if he cannot finish the ball, the other team get a point; the same point system in shuttle badminton game.

(b) In each game, immediately after the 11^{th} (eleventh) point the team shall change the side and the server serves from the right court to go and serve from the left court.

(c) The ball shall be served by a player underhand and below the waist; it shall go clear over the net and beyond the serving crease line on the other side of the net without touching the net. Serving ball touch the net is a fault. The other entire time net ball is not fault. The point to be remembered is that a service shall be declared only if the ball at the instant of being struck. An overhand service is a fault.

(d) No player shall strike the ball more than once consecutively. The server shall not serve until the other side is ready: Only after whistle below the server can serve. Without whistling a server serve it is a fault.

(e) During the progress of the game a player must not leave the court except when he does so in the act of playing or when he meet with an accident or for any good reason with the permission of a referee.

Note: Changing a rocket, tying the shoe lace, tightening the belt etc cannot be considered as leaving court. But players shall involve in such activities only after getting a permission of the Referee.

(f) In the case of "FIVES" tournament the team consists of eight (8) players whose names are furnished before the commencement of the tournament and five (5) of them shall play while other two shall be physically present with uniform. They sit with the manager and couch.

(g) In the case of a single court tournament it shall be a team of four (4) and the singles only one player is allowed. Instead of 8 (eight) players match can start with five players starting with four (4) on less than four is not allowed.

(h) During the course of any match of two or three (3) games, three (3) substitution/change of player shall allowed in each game if it required by the manager or couch of the team. The substitution can be made at anytime during the game. Once the game stopped on request for making a substitution, the substitution should be executed.

Note: A player is serving, he can be changed but the team will lose that service; No change of ball be allowed in a match during the set of three (3) games. In the event of a ball getting deformed on otherwise unfit for use during the course of game, a change may be allowed by the Referee at his discretion in the matter.

(i) It a fault is made by serving team the serving hand shall be down the other team get one point and the next player shall serve. But is a fault made by the receiving side, the serving side shall be awarded one point and the same hand continues.

(j) The serving team shall always have three (3) hands to serve and each player shall serve in succession till all the hands are down.

9. THE FAULTS:

(a) If a server is not stationary while serving.

Note: A server shall be considered to be stationary only if both his feet touch the ground at the time of service. Foot fault shall be declared only it any feet are raised above the ground at the time service. Tapping is not allowed.

(b) If the server misses his stroke in serving.

(c) If the ball served overhand.

(d) If the service delivered from the wrong court.

(e) If the ball served drops.

i. In the wrong court.
ii. Between the not line and crease line. All line balls are correct.

(f) If a player serves out of his turn. (A player is said to serve out of his turn it he serves before the previous server is out). In such case the hand of the previous server is out and the present server shall be asked to re-serve irrespective of the server win or lose a point.

(g) If any portion of the server's body or racket cross any of the lines when serving.

(h) If it is "double touch", that means a player while making a stroke hits the ball more than once.

(i) If it is "TIP", than means the ball is touched by two rackets of the same team.

(j) If it is a "clash", that means when the rackets of two or more player clash in playing in the ball either before, during or after striking the ball.

(k) If a player or his bat cross the net line during the course of play.

(l) If the ball touches any player or his dress whether inside or outside the court.

(m) If the player in the act of striking crosses his bat either over the net or touches the net.

(n) If the ball fails to clear the net either in serving or in returning.

(o) If the ball falls in any line is not a fault.

(p) If the ball is tapped on the ground before servicing ever after warned by the Referee to play.

(q) If delay is caused in serving by passing on the ball from one player to the other after the referee asked to serve.

(r) Serves starts without the whistle of the referee.

10. THE MATCH:

(a) All matches shall consist of three (3) games in the league matches and knock out match. In all match winner have to take two games. Those who take 21 points will be winner.

(b) There shall be an interval of two (2) minutes between the games. Last game five (5) minutes have to given.

(c) The choice of side and the right of first service shall be decided by toss at the commencement if a match. If the winning the toss chooses the right of service, the other team shall have the choice of the side and vice – versa.

(d) At the commencement if a match the main Referee shall allow one trail.

(e) One main referee, one scorer and two line referees shall be nominated for the match.

(f) When referee calls 'play' the side refusing to play the match shall lose.

(g) The referee shall be the sole judge of fair or unfair play and the fitness of the weather and the light for play. His decision shall be final.

(h) No referee shall be changed during a match without the consent of the tournament committee.

(i) The scorer shall record the points scored and the number of hands in the score sheet. Line referees are in the charge of boundary lines.

(j) A ball may be replaced by the referee, if it either lost or deformed.

(k) A re-serve shall be given by the referee for any unforeseen on accidental hindrance.

(l) The referee shall announce the score and hands. In announcing the sore, he shall call first the number of the serving hand, then the score of the serving team and then the score of the other team.

(m) In the event if a match being suspended by the referee for reasons of light, on weather on any other reason it will be continued from the point at which it was stopped.

(n) The Referee can overrule the decision of the line referee in case where he feels that an error has been committed.

(o) The team that gives walk-over shall not be allowed to take part further in the championship. Previous match also will cancel.

(p) In the event of "tie" between two or more teams in any tournament, matches shall never be replayed; ranks on the basis (1) Match Score, (2) Game Score (3) Point Score.

E.g.: Five teams A, B, C, D and E played league matches. The results are given below; given the Ranks 1 to 5 to them.

A	Lost	B	16 – 21, 21 – 10, 14 – 21
A	Beat	C	21 – 10, 20 – 21, 21 – 8
A	Beat	D	21 – 17, 8 – 21, 21 – 11
A	Beat	E	21 – 18, 18 – 21, 21 – 10
B	Beat	C	21 – 19, 21 – 18
B	Beat	D	21 – 8, 21 – 10
B	Lost	E	21 – 10, 8 – 21, 12 – 21
C	Lost	D	10 – 21, 8 – 21
C	Beat	E	21 – 18, 21 – 10
D	Lost	E	20 – 21, 10 – 21

First Step: Match Score;

Team	Played	Lost	WON
A	4	1	3
B	4	1	3
C	4	3	1
D	4	3	1
E	4	2	2

From the match score teams A and B are tied with 3 win in which 1st and 2nd rank should be decided. Team E with 2 win will get 3rd rank C and D are tied up with one win each in whom 4th and 5th rank should be decided.

Second Step: Game Score;

A		B		C		D		E	
F	A	F	A	F	A	F	A	F	A
1	2	2	1	1	2	1	2	1	2
2	1	3	0	0	3	0	3	2	1
2	1	3	0	0	3	3	0	0	3
2	1	1	2	3	0	0	3	3	0
Total		Total		Total		Total		Total	
7	5	9	3	4	8	4	8	6	6
F – A		F – A		F – A		F – A		F – A	
2		6		- 4		- 4		0	

Team B with net game score of 6 in favor will 1st team A with net game score 2 will 2nd rank.

Teams C and D are with -4 games against are tied up for 4th and 5th ranks.

Third Step: Point Score;

A		B	
F	A	F	A
10	21	17	21
21	20	21	8
8	21	11	21
19	21	8	21
18	21	10	21
0	21	0	21
10	21	21	10
8	21	21	8
0	21	21	0
21	18	20	21
21	10	10	21
21	0	0	21
157 – 216		160 – 194	
- 59		- 34	

Team D with – 34 points against will 4th place.

Team C with – 59 points against will have V Rank.

I	Place	B
II	Place	A
III	Place	E
IV	Place	D
V	Place	C

11. DRAWS:

League Matches;

Pool A	**Pool B**	**Pool C**	**Pool D**
Last year Winner team	Last year 3rd Place team	Last year 4th Place team	Last year Runner Up Place team

Quarter Finals;

i.	Winner A Pool	**V/s**	Runner Up C Pool
ii.	Winner B Pool	**V/s**	Runner Up D Pool
iii.	Winner C Pool	**V/s**	Runner Up A Pool
iv.	Winner D Pool	**V/s**	Runner Up B Pool
v.	Runner Up (i)	**V/s**	Runner Up (ii)
vi.	Runner Up (iii)	**V/s**	Runner Up (iv)

Seventh & Eight Position;	Looser (v)	**V/s**	Looser (vi)
Fifth and Sixth Place;	Winner (v)	**V/s**	Winner (vi)
Semi-Final;	Winner (i)	**V/s**	Winner (ii)
	Winner (iii)	**V/s**	Winner (iv)
Third and Fourth Place;	Looser (a)	**V/s**	Looser (b)
Final;	Winner (a)	**V/s**	Winner (b)

12. DUTIES OF THE REFEREE:

1. As the function of the referee is the most important in a match, he should know thoroughly well the Rules of rokit ball game.
2. (a) Before the play begins, the referee should make a necessary entries in the score sheet hand it over to severe and obtaining the signature of both captions at the end conclusion of the match.

   (b) Check the height of the net and other ground arrangements.

   (c) Give instructions to line Referee and scorer.

   (d) Shall give instructions to both the teams regarding discipline and latest rules of the game in brief.

3. The Referee should be watchful remembering the vital fact that his decision is final on all points of fact.

4. The line referee's decision is final on all points fact on his own line, the main Referee shall not ordinarily over rule him. If a line referee is unsighted, the main Referee may give decision otherwise a re-serve should be given.

5. All announcements and calling of score should be a number of hand serving (b) the score of the server and (c) the score of the receiver.

6. If a decision cannot be given the referee should not ask the players or spectators.

7. The Referee shall be responsible for all lines not covered by the line referees.

8. When the referee is in doubt, whether there has been an infringement of any rules of the game, "fault" should not be called. A re-serve should be given.

9. The Referee should remember that the game is for the players. He shall keep the play in progress without unnecessary interruptions.

10. A time referee should control the game firmly.

13. HINTS TO THE PLAYERS:

1. A player should thoroughly know the rules of the game.

2. He should be sportive both the field and outside the field. Bearing in mind that the spectators want not only his game but also his sportsmanship.

3. He should conform to the dress regulations and generally appear smart.

4. He must be obeying the decision of the referee. On a point of reel on allied matter, he may make a representation to the referee or the tournament committee through his manager.

5. During the play, a player should not adopt delaying tactics (asking for time to drink water or change the racket etc) it is a bad habit. It then get has snapped, he should seek the permission of the referee to change the racket.

6. Unfinished matches shall be played in the same court, same ball, same referee and same points within 24 hours. Otherwise the match will start in fresh game best of three or best of five games.

14. DICIPLINE FOR MISCONDUCT:

1. A player persistently breaks the lows of the game.

2. A player shows by word on action against the decision given by the referee.

3. If a player is behave of ungentlemanly conduct.

4. For any of these offences, (i) first green card can show for warning; (ii) second time a yellow card can show and the out the court for 5 minutes; (iii) red card he will permanent disqualified from that game and the tournament.

5. If a player is send from the court, in that game the team can play with only four (4) players. The next game they can play with five (5) players.

6. All punishment is applicable to the managers and coaches.

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