



TCHOUKBALL ITALIA

INTERNATIONAL BEACH TCHOUKBALL FESTIVAL

GAME RULES

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1. INTRODUCTION

This document follows the official FITB rules for beach tchoukball matches, which are marginally modified to fit the Festival's structure.

2. EQUIPMENT AND FIELDS

2.1. Frames and balls

All the frames and the balls used are approved by the FTBI.

In the Under14 tournament accident-prevention balls will be used, in the other tournaments normal balls for mixed matches will be used (size 2).

2.2. Field

The size of a beach tchoukball field is 22m x 12m and these measures can vary at most 1m. A 1 metre wide along long lines and 2 metres wide along short lines unobstructed area around the playing area is necessary. The forbidden zones have a 3m radius and are marked with 13 cones placed along the inner edge of the 3m radius semi-circle which has its centre in the middle of the baseline.

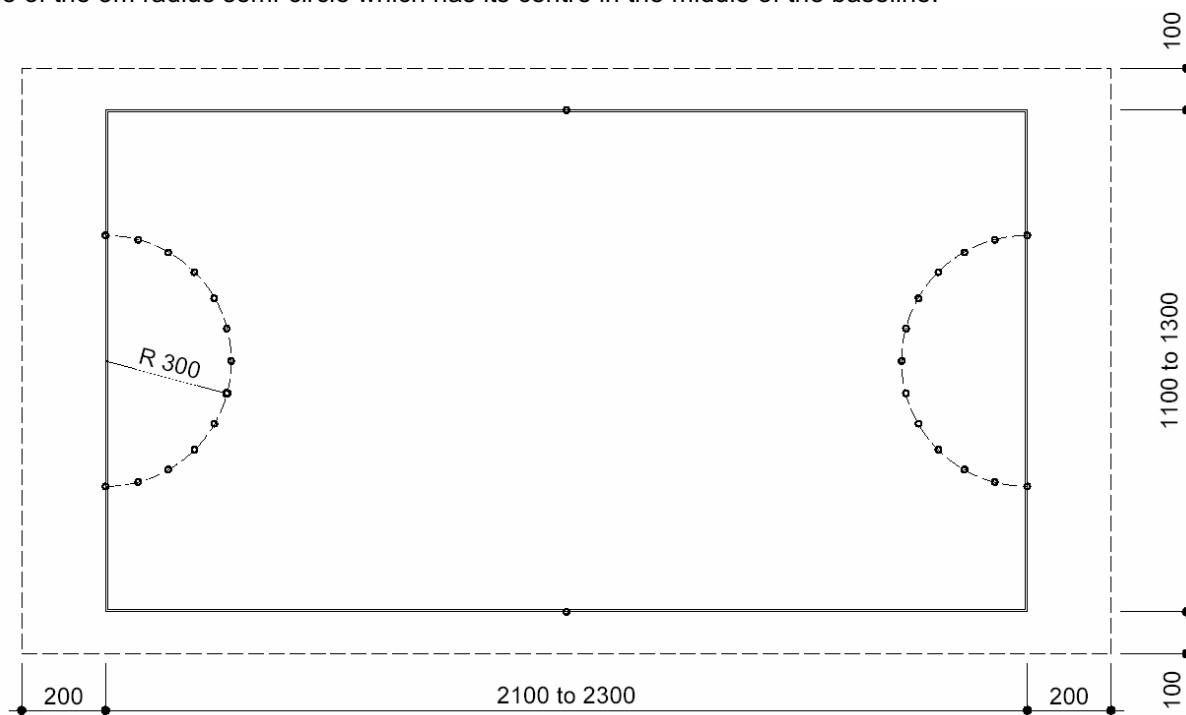


Figura 1 – Recommended dimensions for a beach tchoukball field [cm]



2.3. Warming-up and loan of balls

- 2.3.1 The Organization, if possible, will place a field at players' disposal for warming-up.
- 2.3.2 Warming-up, unless the staff intervenes to re-establish the structures, is allowed also in the playing fields during the break between the matches.
- 2.3.3 The Organization loans balls only after a caution money of 30€. The release of loaned balls takes place at the information desk placed in each bathing establishment. At the shop there are also some balls on sale.

3. TEAMS AND REFEREES

3.1. Team

- 3.1.1 A beach tchoukball team is made up from 5 to 10 players in the Slam tournament and from 5 to 15 in the other categories. In every tournament the players playing in the field are 5.
- 3.1.2 Each player plays only with the team with which he/she's registered; switching teams during the tournaments is not allowed.
- 3.1.3 The team breaking the rule 2.1.2, taking a player from another team or not even registered, loses the match by arbitration (10-0) and gets a warning; at the second warning the team is disqualified (in the Slam tournament disqualification comes with the first warning)

3.2. Officials

- 3.2.1 All matches are refereed by the teams taking part in the festival in their tournament as written on the schedule.
- 3.2.2 Both players and "supporters" or responsables can referee if registered with the group in which the team belongs (they have to be confident with rules and refereeing).
- 3.2.3 Matches of the Slam tournament have as officials:
 - 2 field referees (1 along each baseline)
 - 1 table referee, standing up along the sideline, in front of the official table
 - 1 responsible for the score (score sheet and scoreboard), sitting at the official tableThe other categories have as officials:
 - field referees (1 along each baseline)
 - 1 responsible for the score (score sheet and scoreboard), sitting at the official table
- 3.2.4 In the under14 tournament is necessary also the presence of a table referee (an adult who is a responsible of the refereeing team). This person has the task to watch over a correct and impartial refereeing.
- 3.2.5 At the end of each match one player from each team and one referee control the exactness of the score sheet and they sign it..

In every field there is at least one field responsible, who's a member of the Festival staff, who has the task to watch over the correct use of the equipment (balls, frames, whistles, ecc...) and to help the officials and the teams in the management of the matches.

Except the field responsible, all the other figures described above (3.1.3 and 3.1.4) are carried out by the teams entered in the tournament and as set in the match schedule.



4. MATCHES RULES

4.1. Duration

- 4.1.1 The matches are 12 minutes long.
- 4.1.2 The interval between two matches is 3 minutes.
- 4.1.3 In the Slam tournament some matches can be composed by 2 periods of 12 minutes with a 3 minutes break between them.
- 4.1.4 The durations described above can change in case of bad weather.

4.2. Number of players

- 4.2.1 Each team plays with 5 players on the field, the other players stay in bench as substitutes.
- 4.2.2 In case of necessity is allowed to play with only 4 players in the field.
- 4.2.3 If a team presents with less than 4 players, the match is lost 10-0 by arbitrary.

4.3. Outfit of the players

- 4.3.1 Players should be dressed uniformly.
- 4.3.2 It's not necessary to have the number on the jersey.
- 4.3.3 If two teams have similar jerseys, one of the two teams have to wear the pennies distributed by the field responsible who's a member of the Festival staff.
- 4.3.4 Players must play with bare feet. The referee can allow players to wear shoes if he considers this necessary for the players' safety (hot, cold, wet sand...).

4.4. Start of the matches

- 4.4.1 The start of the matches is signalled with an air horn call or with a whistle of the field responsables.
- 4.4.2 Each team has to pay attention to its playing and refereeing turns and has to be on the field on the field at least 2 minutes before the start of the match.
- 4.4.3 If at the starting whistle a team is not present on the field, this team loses the match by arbitrary (10-0)
- 4.4.4 At the starting whistle the referees and the players must be ready to play (the 2 captains must have already drawn the initial possession and the referees must be at their own place as said in articles 3.1.3 and 3.1.4 in this document)
- 4.4.5 The team that has to referee must be on the field at least 2 minutes before the start of the match.
- 4.4.6 If a team doesn't attend a refereeing turn will lose a point in the ranking (-1) (if the qualification rounds are still on) or the relegation to the last place in the ranking if the team doesn't attend refereeing for three times in the festival.

If referees don't show up in time we kindly ask to the players in the surroundings to help, refereeing the match.

4.5. Tournaments qualifying rounds and finals

- 4.5.1 Matches in the qualifying rounds give 2 points to the winning team, 0 points to the losing team and 1 to both team if they draw.
- 4.5.2 If two teams will have the same points at the end of the qualifying rounds the ranking will be determined by the result of the match between the teams evenly matched. If the direct match ended in a draw will be considered the score difference.



- 4.5.3 Who loses in the final is not eliminated but keeps on playing (and to referee) to define his position in the ranking.
- 4.5.4 If a match ends in a draw in the finals, 2 minutes extra-time will be immediately played. If the match is still in a draw it will be played 1 minute more extra-time as many times as needed to assign the match to a team. Every period the ball possession goes to the team who didn't have the period before (both normal or extra-time).

4.6. Game and exceptions from the FITB Rules

- 4.6.1 The beach tchoukball rules are those of the FITB, except where mentioned otherwise (the numbers on the left correspond to those of the official FITB rules). Rules modifications are explained below.
 - 1.1 Modified according to Figure 1.
 - 1.2 The long sides are known as "sidelines" and the short sides as "baselines". Two cones, laid at the midpoint of each side line, divide the playing area in two zones (see Figure 1).
 - 1.5.1 The lines are between 5 cm and 8 cm wide.
 - 4.1 Modified according to articles 3.1 and 4.2 of this document.
 - 4.2.1 Substitutions are made with the players crossing on the side line.
 - 4.3.1 Players must be dressed uniformly, as described in article 4.3 of this document.
 - 4.3.2 Players play with bare feet. The referee can allow players to wear shoes if he considers this necessary for the players' safety (hot, cold, wet sand...), as described in article 4.3 of this document.
 - 6.1 Modified according to article 4.1 of this document.
 - 10.3.2 The ball is considered to have crossed the median line if the catcher has his feet clearly on the far side of the median line. Referees have to judge whether the catcher has his feet on the far side of the fictive line joining the cones laying at the midpoint of the side lines.

4.7. Just for fun matches

- 4.7.1 In the cases described in articles 2.1.3 (loan of a player), 4.2.3 (presence of a team with less than 4 players) and 4.4.3 (delay of a team for the start of a match), despite the awarding of the victory by arbitrary, the match is played regularly with the modality "just for fun". The result of the match doesn't count for the determination of the ranking because for this aim it's valid the result awarded by arbitrary.
- 4.7.2 In the Slam tournament the modality "just for fun" is effected only in case of agreement between the teams.