IBSA SHOWDOWN RULES PROJECT

CONTENTS

[PRELIMINARY TITLE. GENERAL RULES 2](#_Toc324342370)

[Section #1: Definitions 2](#_Toc324342371)

[Section #2: Basics 3](#_Toc324342372)

[BOOK #1: THE RULES OF THE GAME 4](#_Toc324342373)

[Title #1: Rules of play in individual matches 4](#_Toc324342374)

[Section #1: General rules 4](#_Toc324342375)

[Paragraph #1 Winning a Set 4](#_Toc324342376)

[Paragraph #2 End changes 5](#_Toc324342377)

[Paragraph #3 Coaching 5](#_Toc324342378)

[Paragraph #4 Spectators 6](#_Toc324342379)

[Section #2: Serves 7](#_Toc324342380)

[Section #3: Dead Ball 7](#_Toc324342381)

[Section #4: Time-outs 7](#_Toc324342382)

[Section #5: Points 8](#_Toc324342383)

[Paragraph #1 Scoring 8](#_Toc324342384)

[Paragraph #2 Penalties 10](#_Toc324342385)

[Section #6: Attire 11](#_Toc324342386)

[Title #2: Rules of play in Team matches 11](#_Toc324342387)

[BOOK #2: EQUIPMENT SPECIFICATIONS 12](#_Toc324342388)

[Title #1: Bats 12](#_Toc324342389)

[Title #2: Balls 13](#_Toc324342390)

[Title #3: Table 13](#_Toc324342391)

[Title #4: Table and Bats blueprints 14](#_Toc324342392)

[BOOK #3: COMPETITION 14](#_Toc324342393)

[Title #1: The Tournament 14](#_Toc324342394)

[Section #1: The Tournament personnel 14](#_Toc324342395)

[Section #2: Before the Tournament 14](#_Toc324342396)

[Section #3: The Matches 15](#_Toc324342397)

[Paragraph #1 Before the Match 15](#_Toc324342398)

[Paragraph #2 The Match proceedings 15](#_Toc324342399)

[Paragraph #3 The Match Sheet 17](#_Toc324342400)

[Section #4: Table officials 17](#_Toc324342401)

[Section #5: Players classification 18](#_Toc324342402)

[Paragraph #1 Number of points 18](#_Toc324342403)

[Paragraph #2 Classification table 18](#_Toc324342404)

[Section #6: Pools and rounds 19](#_Toc324342405)

[Title #2: The Protest Committee 20](#_Toc324342406)

[Section #1: Common principles for all Protests 20](#_Toc324342407)

[Paragraph #1 The judicial personnel 20](#_Toc324342408)

[Paragraph #2 Guiding principles 21](#_Toc324342409)

[Paragraph #3 The Protest’s subject-matter 21](#_Toc324342410)

[Paragraph #4 The facts 21](#_Toc324342411)

[Paragraph #5 Evidence 22](#_Toc324342412)

[Paragraph #6 Law 22](#_Toc324342413)

[Paragraph #7 The hearing 22](#_Toc324342414)

[Paragraph #8 The deliberation 23](#_Toc324342415)

[Paragraph #9 The judgement 23](#_Toc324342416)

[Section #2: The Proceedings regarding specific Protests 24](#_Toc324342417)

[Paragraph #1 The Protest of a Player or a Team against a Referee 24](#_Toc324342418)

[Paragraph #2 The Protest of a Player or a Team against the Tournament director 25](#_Toc324342419)

[Paragraph #3 The Protest of a Referee against a Player 25](#_Toc324342420)

[BOOK #4: UMPIRING PERSONNEL 26](#_Toc324342421)

[Title #1: The Referee 26](#_Toc324342422)

[Title #2: The Scorekeeper 27](#_Toc324342423)

[Title #3: The Timekeeper 27](#_Toc324342424)

## PRELIMINARY TITLE. GENERAL RULES

### Definitions

1. For the understanding of THE RULES SET FORTH HEREIN, the following terms shall be considered in their respective definitions set forth hereunder:

Ball: the spherical object that the Players must strike, pursuant to the rules set forth under book 1, so that it may circulate within the Playing area in order for the game to go on.

Bat: the object that the Player holds in its hand to strike the ball, thereby giving it speed and direction.

Batting hand: the hand, up to and including 6 cm past the wrist joint, that is holding the Bat.

Centreboard screen: the rectangular board, erected in the middle of the sidewalls and parallel to the end walls, dividing the playing area in two equal parts. The Centreboard screen rests on the sidewalls above the playing area.

Claimant: the person who filed the Protest.

Coach: the person who assists the Player or the Team.

Contact board: the narrow cap that rests on the top of each End wall. The Player may rest any part of its body on it.

Counsel: the person who assists a Claimant or a Defendant during the Protest proceedings.

Defendant: the person against whom the Protest has been filed.

End walls: the short, vertical walls that are erected on the width sides of the playing deck.

End: the space, outside of the Playing area, extending in a one (1) meter radius from the End walls;

Goal area: the space extending from the goal pocket’s edge up to the tactile boundary line.

Goal pocket: the opening in the horizontal playing deck and the vertical end wall in which the ball shall enter for a Goal to be scored.

Match clock: the clock used by the Timekeeper in order to keep track of the Stop time that has already elapsed during a Set;

Match: any combination of Sets.

Non-batting hand: the hand that is not holding the Bat.

Player: the person, female or male, who is currently playing the game from the moment the Match starts until said Match is over.

Playing area: the space that is defined:

1. On the bottom, by the surface of the Playing deck;
2. On the sides, by side walls and end walls;

The top of the sidewalls and end walls or the contact boards are excluded.

Playing deck: the surface of the horizontal board on which the ball rolls.

Playing room: the room where the Table is located and where a match is currently being played.

Pool: a group of Players competing among themselves

Protest: the action of a Player or a Referee who, as the case may be, complains about a Referee’s decision or the behaviour of a Player or a Team during a Match.

Referee: the person tasked with making sure that the rules are properly applied by the Players or the Team and who regulates the game.

Scorekeeper: the person tasked with keeping the Players informed on the score and the number of serves.

Serve turn: a string of two (2) serves in individual matches and three (3) serves in team matches.

Serve: the fact for a Player to hit the Ball or attempt thereto with its Bat for the first time after being authorized by the Referee.

Set: a part of a Match that is won according to the present set of rules.

Sidewalls: the long, vertical walls erected on each length side of the playing deck

Side: the space, outside of the Playing area, extending within a one (1) meter radius from the Sidewalls;

Spectator: a person who is watching or listening to the game while not actively taking part in it.

Stop time: the total accumulated playing time.

Table: the table built pursuant to the present set of rules on which a Match is being played.

Team: a set of at least three Players that is involved in a Team match.

Timekeeper: the person whose task consists in checking the time limits set forth in the present Book.

1. Interpretation and language

Should any dispute arise regarding the interpretation of the present Book, the English version shall be used in order to settle such dispute.

### Basics

1. Basic description

Showdown is played by two Players. The game is played on a rectangular Table with Goal pockets at each end and a Centreboard screen which vertically crosses the table width in the middle of both sidewalls.

The game is played with Bats and a Ball within which stainless steel pellets have been inserted to make it audible.

1. Purpose

The purpose of the game is to bat the Ball across the Table, under the Centreboard screen and into the opponent’s Goal pocket, while the opponent tries to prevent this from happening.

In doing so, the Players must follow the present rules.

1. Contents

The present set of rules provides for the following aspects of the game:

* Book #1: Rules of the game;
* Book #2: Equipment specifications;
* Book #3: Competition;
* Book #4: Umpiring personnel

# THE RULES OF THE GAME

## Rules of play in individual matches

1. Playing position

Each Player shall always stand at each end of the Table, behind the end walls. They shall not, in any case, play from the sides of the Table.

1. Start and stop of play

Play shall be started and stopped by the Referee sounding a whistle as follows:

* One blast to start the game;
* One blast to stop the game whenever an event other than a goal or the end of a set occurs;
* Two short blasts when a goal is scored;
* One long blast when the set is over.
1. Interruption

Play shall be interrupted by the Referee whenever it considers an event other than the noise of the ball or of the bats scraping the table to be disturbing. The Referee shall call a re-serve when it deems that Play may resume.

### General rules

#### Winning a Set

1. Victory by score

The winning Player shall be the first Player to reach eleven (11) points with a two (2)-point margin over its opponent, up to a score of sixteen (16) points. Should it be so, the Player who scores the next point shall win the Set, even if there is not a margin of two (2) points.

1. Victory by time expiration

If the Set is played to a time limit, the Player that is ahead when the time allotted for the Set has expired shall win the Set, even if it does not possess a two (2)-point margin over its opponent.

If the Players’ scores are even when the time limit is reached, the Referee shall let them proceed until the next point is scored. The Player who scored this point shall win the Set, even if it does not possess a two (2)-point margin over its opponent.

#### End changes

1. Occurrence

The Players shall change Ends after each Set in match play.

In the last Set of the Match, the Players shall change Ends after six (6) points have been scored by one (1) Player, or after half of Stop Time has expired. This rule shall also be applied when the Match is played in one (1) Set.

1. Time limit

The Players shall be ready to play within a sixty (60) second delay after the Referee has ordered them to change Ends.

The Referee shall signal the expiration of such delay by giving one long whistle blow.

The Timekeeper shall inform the Players fifteen (15) seconds before the time elapses, thereby requesting them to take their position. In doing so, the Timekeeper shall announce “fifteen seconds”.

One (1) point shall be awarded to the opponent of the Player who has failed to comply with the abovementioned rule unless both Players have not complied with such rule within the allotted time. No serve shall be lost.

1. Players’ movement

In changing Ends, Players shall move to their right.

#### Coaching

1. Coach announcement

The Player shall announce its eventual Coach to the Referee before the Match begins, even if the Coach is not actually present when announced by the Player.

1. Coaching periods

The Coach may only intervene:

* During a Time-out, whether it was requested by the Player it coaches or its opponent. Coaching shall be prohibited if the Referee has stopped the game as per Article 28;
* During an End change until the Player reaches its playing position.

One (1) point shall be awarded to the opponent of the Player whose Coach has infringed the rule set forth in the present Article.

In case of a second infringement of this Article, the Player whose Coach infringed said rule shall loose the current Set of the Match, as well as any subsequent Sets, on the score of eleven points to zero (11-0) at its opponent’s sole benefit.

1. Coach’s office

The Coach may give any advice, counsel, encouragement or any other kind of support to the Player it is coaching.

The Coach may also assist the Player in refreshing itself or offer it any physiological care it requires.

While conversing, the Player and the Coach shall keep as quiet as possible so as not to disturb the opponent.

In any case, the Player, even when being coached, shall not go further than one (1) meter from the edge of the Table unless expressly and previously authorized to do so by the Referee. If it does, the Player shall be considered as having aborted the Match and shall loose the current Set, as well as any subsequent Sets, on the score of eleven points to zero (11-0) to its opponent’s sole benefit.

1. Communications with the Referee

Except during play, the Coach may freely discuss with the Referee on any aspect of the game, provided the Coach does not behave in a manner contrary to Article 45 or Article 46.

1. Communications with spectators

The Coach shall never attempt to communicate with spectators at any moment of the match.

One (1) point shall be awarded to the opponent of the Player whose Coach has infringed the rule set forth in the present Article.

In case of a second infringement to this Article, the Player whose Coach infringed said rule shall loose the current Set of the Match, as well as any subsequent Sets, on the score of eleven points to zero (11-0) at its opponent’s sole benefit.

#### Spectators

1. General behaviour

Spectators shall be quiet during Play and Time outs.

When a point is scored, they may clap.

During End changes, they may speak among themselves, provided that they do not disturb the Players in doing so.

Cheering shall be absolutely prohibited.

1. Entrance and exit

Spectators may only enter or exit the Playing room when a Set is over.

1. Sending off

Spectators who disturb a Player may be expelled by the Referee.

A Player may request the Referee to take appropriate measures against a Spectator whose behaviour said Player may find disturbing.

The Spectator who, during a Match, attempts to communicate with a Player or, as the case may be, a Player’s coach, shall be expelled immediately. One (1) point shall be granted to the opponent of the Player whom the expelled Spectator tried to communicate with, even though this attempt was made through said Player’s Coach. Such Player shall not loose its current Serve.

The Match may resume only after the Referee has taken such measure it deems appropriate against said Spectator.

### Serves

1. Valid serve

A served Ball must bounce off a Sidewall only once prior to passing under the Centreboard screen.

1. Serve delay

After a whistle signal from the Referee, the Player serving the Ball must do so within two (2) seconds.

1. Number of Serves

Each Player shall serve two (2) consecutive times before relinquishing the serve to its opponent.

A new Serve shall occur either at the beginning of a Set, when a point has been scored or whenever the present Book provides for it.

The Referee may call a re-serve when authorized by the present Book. In such case, the Serve that took place immediately before such decision, along with any consequences it led to, shall be rescinded.

### Dead Ball

1. Occurrence

The Referee shall call a “dead ball” and a re-serve when, in its opinion, the Ball is moving so slowly that the game is being unnecessarily delayed, or when both Players have lost track of the Ball.

Such delay shall be considered as unnecessary by the Referee when calling for and performing a re-serve would take a lesser amount of time than letting the ball perceive its course.

### Time-outs

1. Duration

Each Player shall be entitled to one (1) Time-out of forty-five (45) seconds per Set.

1. Occurrence

Time-out requests shall be made to the Referee by a Player or its eventual Coach before the next Serve to come has been announced by the Scorekeeper.

1. Break in Play

The Referee shall stop the game for an unlimited period of time whenever it deems it necessary. In this latter case, the Referee shall resume the Match with a re-serve, unless it had called the Time-out after a point had been scored or before the beginning of a Set.

1. Match clock

The Match clock shall be stopped during a Time-out or a Referee break in Play.

### Points

#### Scoring

1. Stopping the game

Whenever a point is scored, the game shall be stopped. No points shall be scored when the game is stopped, unless expressly provided otherwise by the present Book.

1. Goals

Two (2) points shall be awarded to the opponent of the Player in which goal pocket the Ball has fully entered, even if it has gotten out due to its momentum or any other event.

In such case, the Referee shall announce “goal” followed by the name of the Player who scored.

1. Failed Serve

When a Player has infringed either Article 22, paragraph 1, or Article 23 or has served the Ball before the Referee allowed it to, the Referee shall stop the game. The serving Player shall be penalised by losing that Serve; one (1) point shall be awarded to its opponent.

The Referee shall announce “Serve error” followed by the name of the offending Player.

1. Centreboard

One (1) point shall be awarded to the opponent of the Player who has hit the Ball into the Centreboard screen, thereby immediately stopping, albeit temporarily, its forward motion.

One (1) point shall be awarded to the opponent of the Player who has hit the Ball over or around the Centreboard screen.

In such cases, the Referee shall announce “Centreboard” followed by the name of the offending Player.

1. Body touch

One (1) point shall be awarded to the opponent of the Player who has touched the Ball with any part of its body, other than the Batting Hand, within or over the Playing area.

In such case, the Referee shall announce “body touch” followed by the name of the offending Player.

1. Ball out

One (1) point shall be awarded to the opponent of the Player which Bat or Batting Hand has caused the Ball to leave the Playing area.

In such case, the Referee shall announce “Ball out” followed by the name of the offending Player.

1. Trapping the Ball

One (1) point shall be awarded to the opponent of the Player who did not manage to send the ball back towards its opponent within three (3) seconds after it managed to gain control of it.

In such case, the Referee shall announce “Ball trapped” followed by the name of the offending Player.

1. Hooking the Ball

One (1) point shall be awarded to the opponent of the Player who, in the opinion of the Referee, has hooked the Ball with the fingers or thumb of its Batting Hand.

In such case, the Referee shall announce “Ball hooked” followed by the name of the offending Player.

1. Bat holding

One (1) point shall be awarded to the opponent of the Player who has hold its Bat with both hands, except when said Player was switching Batting Hands.

In such case, the Referee shall announce the name of the offending Player followed by “two hands on the Bat”.

1. Non-batting Hand

One (1) point shall be awarded to the opponent of the Player who has held its Non-batting Hand within or over the Playing area, except when said Player was switching Batting Hands.

In such case, the Referee shall announce “non-batting hand” followed by the name of the offending Player.

1. Dropping the Bat

One (1) point shall be awarded to the opponent of the Player who, during Play, has dropped its Bat.

In such case, the Referee shall announce the name of the offending Player followed by the mention “dropped Bat”.

1. Contact in the Goal Area

One (1) point shall be awarded to the opponent of the Player who hit the Ball with its Bat or Batting Hand when the contact point between the Ball and the Bat is located within or over the Goal Area.

In such case, the Referee shall announce “defence error” followed by the name of the offending Player.

The previous paragraph shall not be applied if the Ball, after it has hit the Bat or the Batting Hand of the Player within the Goal Area, has directly gone to the Goal Pocket of said Player, in which case two (2) points shall be awarded to its opponent.

In such latter case, the Referee shall announce “goal” followed by the name of the Player who scored.

1. Bat in the Goal Pocket

One (1) point shall be awarded to the opponent of the Player who has put at least a part of its Bat or of its Batting Hand in the Goal Pocket.

The Referee shall announce “Bat in Goal Pocket” followed by the name of the offending Player.

1. Body part within the Goal Pocket

One (1) point shall be awarded to the opponent of the Player who, during Play, has pushed any part of its body into the Goal Pocket from outside of the Playing area.

In such case, the Referee shall announce “body within Goal Pocket” followed by the name of the offending Player.

1. Liability for things under one’s custody

One (1) point shall be awarded to the opponent of the Player whose any belonging item or one of its Coach has made some noise during Play.

The Referee shall announce “disturbing noise” followed by the name of the offending Player.

#### Penalties

1. Improper behaviour

If, in the opinion of the Referee, a Player or coach is guilty of misconduct, such as:

* Shaking the Table in a disturbing way,
* Scraping the Bat in a disturbing way,
* Talking during Play or break in Play, without prejudice to Article 27,
* Any other activities considered by the Referee to be in these categories,

The following penalties shall apply:

* 1st infraction: warning and a re-serve;
* Subsequent identical infractions to the first one: one (1) point to the opponent and loss of serve.
1. Serious misconduct

In case of very serious misconduct, such as throwing the Ball or the Bat, insulting an opponent, a Spectator or an official, or any other activity considered to be in this category by the Referee, the Referee shall immediately penalise the offending Player without further notice. The offending Player shall loose the Set on the score of eleven points to zero (11-0) at its opponent’s sole benefit.

### Attire

1. Top

Players shall wear a short-sleeved shirt, with sleeves not longer than elbow length.

1. Hand protection

Players may wear hand protection, which shall not go beyond six (6) cm past the wrist joint of the Player. The thickness of the hand protection shall not exceed 2.5 cm on the front part, from the fingertips up to the wrist, and not enlarge the hand by more than two (2) cm on the sides.

1. Arm protection

Players may wear arm protections, provided that they are of a distinct color from that of their hand protections.

1. Eye protection

Players shall wear rigid opaque eye protection that completely obscures their vision.

1. Referee’s attire

The Referee shall be clearly identifiable as the Referee.

The Showdown Subcommittee shall determine its attire.

## Rules of play in Team matches

1. Identical provisions

Unless expressly stated otherwise hereunder, the provisions regarding individual Matches and Players shall be respectively applied to Team Matches and Teams.

1. Team squad

A Team shall be comprised of at least either two women and one man, or two men and one woman.

A Team that does not fit such requirements shall not be eligible to play.

1. Order of play

Before the match begins, each Team shall secretly inform the Referee of the order in which each Player comprising a Team shall play. This choice cannot be altered afterwards.

Once informed, the Referee shall announce both Teams’ playing order.

1. Substitutions

Players may be replaced by substitute Players during End changes or Time-outs, or if a Player is unable to play, provided that the aligned squad remains mixed.

The substitute Player shall take the same place than the Player it has substituted in the playing order.

A Player that has been substituted cannot get back in the aligned squad until the Match is over.

1. Victory

The winning Team of the Match shall be the first Team to reach thirty-one (31) points with a two (2)-point margin over its opponent. The Match shall not end until one Team obtains such a margin over its opponent.

There shall be no time limit.

1. Number of Serves

Each Team shall be entitled to three (3) consecutive Serves before relinquishing the Serve to its opponent.

After a Player of a Team has served said three (3) consecutive Serves, it shall be replaced by the next Player in line within thirty (30) seconds after the point has been scored.

The Players may not talk during replacements.

One (1) point shall be awarded to the opponent of the Team who failed to comply with the rules herein set forth. No serve shall be lost.

1. End change

The Teams shall change Ends once, after one of them has scored a total of sixteen (16) points.

# EQUIPMENT SPECIFICATIONS

1. Authorization

Any piece of equipment built in compliance with the rules set forth in the present Book may be used under any circumstances whatsoever, without its owner needing to request any authorization from anyone whatsoever.

## Bats

1. Matter

Bats shall be constructed with a hard smooth material.

The blade may be covered with rubber, provided that the layer’s maximum thickness does not exceed two (2) mm on one side or one (1) mm on both sides.

1. Maximum dimensions:

|  |  |
| --- | --- |
| Blade length | 23 cm |
| Blade width | 9 cm |
| Blade thickness (including eventual rubber layer) | 1 cm |
| Handle length | 11 cm |
| Handle diameter | 4 cm |

1. Blade’s form

The blade may be rounded or squared (see the technical blueprint of the Showdown bat).

## Balls

1. Audible Balls

Balls shall be made audible.

1. Technical specifications

Balls shall be spherical, six (6) cm in diameter with a hard, smooth surface.

## Table

1. Maximum dimensions

|  |  |
| --- | --- |
| Interior length | 366 cm |
| Interior width | 122 cm |
| Height (Playing deck from floor) | 78 cm |
| Walls height | 14 cm |
| Walls thickness (including eventual goal pocket cage) | 3 cm |
| Corners (interior radius) | 23 cm |
| Goal pocket’s diameter (semicircle cut in the playing deck) | 30 cm |
| Rectangular vertical hole (cut in the Endwall) | 30 \* 10 cm (width \* height) |
| Tactile boundary line’s diameter for goal area | 40 cm |
| Contact board | 5 cm overhang, and no extension back outside of the table |
| Centreboard screen’s height from the top of the Playing deck | 46 cm |

1. Playing deck

The Playing deck shall be made of a hard, smooth material, so that the ball can properly roll on it.

## Table and Bats blueprints

# COMPETITION

## The Tournament

1. Definition

Any event implying a classification of the Players taking part in it, whether mixed or non-mixed, shall be considered to be a Tournament and shall therefore abide by the rules set forth here below.

### The Tournament personnel

1. Tournament director

The Tournament director shall be charged with the management and the organization of the Tournament.

In this perspective, it may delegate some tasks to one or more deputies.

It shall determine:

* Whether the Tournament shall be mixed or non-mixed;
* How many rounds the Players shall play;
* How many pools of Players there shall be for the first Round and the number of Players in each pool;
* If there shall be pools of Players for the eventual second and subsequent Rounds and how many Players there shall be in each Pool;
* Whether the pool matches shall be played in one (1) set, in the best of three (3) sets or in the best of five (5) sets;
* Whether there shall be a knock-out matches and how many sets said matches shall last;
* The classification system.
1. Head Referee

Before the Tournament begins, the Tournament director shall appoint a Referee as the Head Referee. Such task should be entrusted to a Referee who distinguished itself through its umpiring experience.

This Referee shall be tasked with coordinating the interpretation and application of Book #1 during the Tournament.

### Before the Tournament

1. Referees meeting

Before the Tournament begins, the Head Referee shall hold a meeting with all the Referees of the Tournament in order to coordinate the interpretation of the present Book.

1. Information on the rules

After the meeting, the Head Referee, together with the Tournament director, shall inform the Players of the decision that has been reached during the Referees meeting as well as the names of the Protest Committee members.

The Protest Committee shall not be bound by the decision which has been reached during the Referees meeting.

1. Timetable

The Tournament director shall give a detailed timetable to any participant to the Tournament.

### The Matches

#### Before the Match

1. Announcement

The Tournament director or one of its deputies shall inform the Players, by any mean they should be able to understand in normal circumstances, that they are about to start a match.

This information shall consist of:

* The names or numbers of both Players;
* The name of the Referee and the eventual other officials;
* The room or table number where the Match shall take place.
1. Penalty

The Player who has not entered the Playing room within a two (2) minutes delay after the last person among the other Player or the Officials has entered shall loose each Set of such Match on the score of eleven points to zero (11-0) at its opponent’s sole benefit.

Such rule shall not be applied if the Player was prevented from entering due to an event beyond its control or if both Players are missing.

1. Player withdrawal

The Player who has expressed its decision to withdraw from the Match before said Match begins shall loose each Set of such Match on the score of eleven points to zero (11-0) at its opponent’s sole benefit. If both Players have made such a declaration, only the first one shall be taken into account.

#### The Match proceedings

1. Language

The Referee shall conduct the Match in English, unless such Match is taking place during a national Tournament, in which case it shall be conducted in the language of the country where such Tournament is being played.

The Player who does not understand the language set forth in this article may use the assistance of an interpreter, provided that it is announced prior to the Match by the Player. This interpreter may be another person than the Coach. In such case, it shall not, in any case, fulfil the Coach’s duties or offices, and shall be bound by the Coach’s limitations.

1. Time limit

Stop time for each Set shall be restricted to fifteen (15) minutes.

The time limit shall be waived for any Match other than those that are played among Players of a Pool.

The Tournament director may decide to waive it for every Match of the Tournament.

1. Introductions

Before the Match begins, the Referee shall introduce itself, and insure the other officials, The Players and the eventual Coaches have been introduced.

1. Equipment inspection

Before the Match begins, the Referee shall inspect the opaque eye protection, the Bats, any hand protection and the attire worn by the Players.

The Tournament director may consider that once an equipment item has been inspected during the Tournament of which it is the director, it shall not be checked again during that Tournament.

1. Toss

Before the Match begins, the Referee shall toss a coin. The Player whose name is the highest or, if both Players’ names are written on the same line, the leftmost on the Match sheet shall be asked to choose between heads or tails. If the Player guessed correctly, it shall be given the choice of first Serve.

1. Warm up

Before the Match begins, the Referee shall ask both Players if they wish to warm up during sixty (60) seconds.

If they wish to warm up, it shall let them do so without interruption. If they do not, the Referee shall proceed with the Match.

If only one Player wishes to warm up, the Referee may assist it. In that respect, it shall send it back the Ball when the warming up Player is using it.

This article shall be waived during Team Matches.

1. Serve turn

The opponent of the Player who served at the beginning of a Set shall serve at the beginning of the next Set.

1. Beginning of Play

Before a Set begins, the Referee shall roll the ball to the serving Player and ask both Players, one after the other, if they are ready to play. When the Referee has received positive acknowledgement from both Players, it shall signal the commencement of Play by blowing the whistle once, thereby ordering the serving Player to serve.

#### The Match Sheet

1. Contents of the Match sheet

Before the Match, the Referee shall be entrusted with a Match sheet by the Tournament director. This sheet shall contain:

* The names of the Players, the Referees and the eventual other Officials;
* The eventual round during which the Match takes place;
* The eventual pool of Players the Match takes place in;
* The eventual indicial number of the Match.
1. Signature and stamp

After the Match, the Referee shall sign the Match sheet and give it to the Tournament director.

The Tournament director shall then sign or stamp the Match sheet and mention the time at which it did so. It shall read the time from a source which objectivity and truthfulness cannot be challenged.

It shall then archive the Match sheet until the end of the Tournament.

### Table officials

1. List of officials

Officials for each Table during tournament play shall be:

* A Referee, fully sighted and which physical and mental health does not render it unable to umpire a Match;
* A Timekeeper;
* A Scorekeeper.
1. Cumulative offices

The Scorekeeper and Timekeeper may be the same person.

The Referee may be also Scorekeeper and Timekeeper only during Matches played amongst Players of a Pool during a Tournament; during the other Matches, there shall be at least two officials.

1. Injury

If any official gets injured, the Referee or, if it is unable to, any other official shall stop the Match and the injured official shall be replaced by another person who shall hold the same office.

1. Disqualification of an official

The officials shall be impartial.

As such, a person shall not act as an official during a Match:

* If said person is related by blood or law with one of the Players or one of its kin;
* If there is a notorious friendship or enmity between said person and one of the Players.

During national Tournaments, the identity of nationality shall be replaced by that of clubs.

Any infringement to this Article shall lead to the nullity of the Match.

### Players classification

1. Pools only

A classification system shall be applied only to pool Matches.

1. Free choice

The Tournament director may define any classification system, provided it informs the Players and the Referees thereon prior to the Tournament starts.

If it does not, the system set forth here below shall prevail.

#### Number of points

1. Matches in one (1) Set

One (1) points shall be granted to the Player who has won the Match. Its opponent shall gain no points.

1. Matches in the best of three Sets

Four (4) points shall be granted to the Player who has won the Match with a margin of two (2) Sets over its opponent. Said opponent shall gain no points.

Three (3) points shall be granted to the Player who has won the Match with a margin of one (1) set over its opponent. One point shall be granted to said opponent.

1. Matches in the best of five Sets

Seven (7) points shall be granted to the Player who has won the Match with a margin of three (3) Sets over its opponent. Said opponent shall gain no points.

Five (5) points shall be granted to the Player who has won the Match with a margin of two (2) Sets over its opponent. Said opponent shall gain two (2) points.

Four (4) points shall be granted to the Player who has won the Match with a margin of one (1) Set over its opponent. Said opponent shall gain three (3) points.

#### Classification table

1. Definition

The Classification table shall allow the Tournament director to classify the Players of one pool among themselves, based on the number of points each Player has obtained since the beginning of the pool matches for a defined round.

1. Contents

The Classification table of each pool shall contain the following mentions for every Player:

* The name of each Player;
* The number of Matches it has played thus far
* The number of Matches it has won thus far;
* The number of Matches it has lost thus far;
* The accumulated number of Sets it has won in all the Matches it has played thus far;
* The accumulated number of Sets it has lost in all the Matches it has played thus far;
* The difference between the number of Sets it has won and the number of Sets it has lost in all the Matches it has played thus far;
* The total number of points it has been granted thus far.
1. Even players

Two Players of a same pool shall be considered to be even when they have an equal number of points and have played an equal number of Matches.

The leading Player among the two shall therefore be the one who has managed to get a greater difference between the Sets it has won and the Sets it has lost than the other Player.

If both have gotten an equal difference, the leading Player among the two shall be the one who won the Match that took place between the two of them.

### Pools and rounds

1. Pools

The Tournament director may decide to group the Players within several Pools.

In this case, the Pools shall be comprised of an equal number of Players.

Where it shall be impossible to make Pools of an equal number of Players, the Tournament director shall make pools with as close a number of Players as possible to the other Pools.

1. Rounds

The Tournament director may decide that the Tournament shall be divided into several Rounds.

The first Round shall include all the Players of the Tournament or, if the Tournament is non-mixed, of a particular gender, on an equal basis, meaning that all the Players may be able to accede to the second Round.

The second and subsequent Rounds shall be divided into one or more Pools of several categories comprised of an equal number of Players or, when this is impossible, of a number of Players as close as can be to that of the other Pools:

* The first category of Pools shall be comprised of the best Players of the previous Round. These sole Players may compete to accede to the next Round or, as the case may be, the final games or to win the Tournament;
* The second and subsequent categories of Pools shall be comprised of these other Players who shall compete for the best possible classification. A Player of such a category of Pools cannot get higher into the classification table than the last Player of the category of Pools above which such Player is part of.
1. New Round’s specifics

A new Classification table shall be started for a new Round.

Unless otherwise decided by the Tournament director, the Players who have faced each other during a previous Round shall not do so again during a new Round. The result of the Match they have played against one another shall be inserted in the Classification table for this Round.

## The Protest Committee

1. Mandatory institution

A Protest Committee shall always be installed by the Tournament director in order to hear the protests of the Players or the Referees and to sanction any improper behaviour by a Player.

1. Competence

The Protest Committee shall only rule upon those Claims that have been put forth during the Tournament it has been installed for.

### Common principles for all Protests

#### The judicial personnel

1. Composition

The Protest Committee shall be comprised of:

* The Tournament director or one of its deputies, acting as President of the Protest Committee;
* A Referee, other than The Head Referee, chosen by the Tournament director, who distinguished itself through its umpiring experience and has sufficient knowledge of the present Book;
* A Player, chosen by the Tournament director, who has sufficient knowledge of the present Book.
1. Substitutes

The Tournament director shall also appoint substitutes for every member of the Protest Committee, including itself. If these substitutes do not qualify as per Article 105, the Tournament director shall appoint another substitute until the Protest Committee is validly formed.

1. Disqualification of a Member

A person shall not seat on the Protest Committee:

* If said person is a party to the Protest that is being held by the Protest Committee;
* If said person is directly and personally interested in the issue of the Protest that is being held by the Protest Committee;
* If said person has counselled during the Tournament or is counselling one of the parties to the Protest that is being held by the Protest Committee;
* If said person is of the same nationality than one of the Parties to the Protest that is being held by the Protest Committee, unless both parties are of the same nationality;
* If said person is related by blood or law with one of the parties to the Protest that is being held by the Protest Committee or one of its kin;
* If there is a notorious friendship or enmity between said person and one of the parties to the Protest that is being held by the Protest Committee.

If such an event occurs, the disqualified person shall be replaced by its substitute.

During national competitions, the identity of nationality shall be replaced by that of club.

#### Guiding principles

1. Beginning and end of Protests

Only the parties may institute a proceeding which may end by virtue of the Protest Committee’s decision or by virtue of the present Book.

1. Protest Committee’s powers

Under the authority of the President, the members of the Protest Committee shall supervise the proper progress of the proceedings; they shall be invested with the authority to define the time-limits and order the adequate measures for the resolution of the dispute.

#### The Protest’s subject-matter

1. Parties determined subject-matter

The subject-matter of the dispute shall be determined by the respective originating and defence claims of either Party.

However, the subject-matter of the Protest may be modified by the interlocutory claims where they relate to the initial claims by a sufficient link.

1. Judicial office

The Protest Committee shall rule upon all what is claimed and only upon what is claimed.

#### The facts

1. The Parties’ office

The Parties shall put forward the relevant facts supporting their claims.

1. Decision’s grounds

The Protest Committee shall not base its decision on facts not in the debate.

Among the facts mentioned in the debate, the Protest Committee may even take into consideration such facts that the parties have not expressly relied upon to support their claims.

1. Factual explanation

The Protest Committee may invite the parties to provide factual explanations that its members deem necessary for the resolution of the dispute.

#### Evidence

1. Burden of evidence

The party who has put forth a fact shall put forth the evidence that supports it before the Protest Committee.

1. Modes of proof

Such fact may be evidenced through the Party producing the match sheet or the oral testimony of a person before the Protest Committee or any other means that is admissible.

In case of a testimony, the Protest Committee may question the witness in order to further ascertain its testimony.

#### Law

1. The Protest Committee’s office

The Protest Committee shall settle the dispute in accordance with the rules of the game applicable thereto.

It shall give or restore their proper legal definitions to the disputed facts and deeds notwithstanding the denominations given by the parties.

1. The Parties’ office

The parties may present legal claims to the Protest Committee.

#### The hearing

1. President’s office

The President shall see to the proper conduct of the hearing. Any direction given in that respect shall be enforced at once.

The President chairs the hearing.

1. Adversarial proceedings

No decision on a Protest shall occur while both parties, or their respective counsels, have not been heard or called by the Protest Committee.

The previous paragraph may be waived by the Protest Committee when the defendant to a claim has not answered to such claim put forth by its adversary while it had been given sufficient time by the Protest Committee to prepare such answer.

1. Hearing of the parties

The claimant, thereafter the defendant, shall be summoned in that order by the Protest Committee to set forth their claims.

Where the proper administration of justice demands it, the Protest Committee may decide to hear a party out of the presence of its adversary. Nonetheless, all the parties shall be present in order to hear the closing arguments of their adversary.

1. Hearing of the witnesses

The Protest Committee shall hear any witness in front of all the parties.

1. Communications between Parties

The Parties shall, in due time, disclose the factual arguments supporting their claims, the means of evidence they produce and the legal claims they rely upon.

Any claim regarding the composition of the Protest Committee or the issue of prescription of the action shall be raised in limine litis. If they are not, they shall not be considered by the Protest Committee.

1. Closing of debates

When the Protest Committee deems itself well informed, the President shall close the debate.

#### The deliberation

1. Secrecy

The deliberations of the Protest Committee are secret.

1. Majority

The decision shall be taken on a majority of votes.

#### The judgement

1. Pronouncement

The judgement shall be pronounced in public and in the presence of both parties.

1. Mandatory statements

The judgement shall state the names of the parties and the judges that made it, the competition during which it has been held and its date.

1. Reasoning and operative part

The judgement shall be reasoned. It shall set forth a brief summary of the parties’ claims and the legal reasoning of the Protest Committee.

The decision shall be contained in the operative part.

1. Signature

The President of the Protest Committee shall sign the judgement.

It shall send it to the President of the IBSA Showdown Committee for archiving purposes.

### The Proceedings regarding specific Protests

#### The Protest of a Player or a Team against a Referee

1. Subject-matter of the Protest

A Player or Team may file a protest against the Referee of a Match it has played when said Referee, the Scorekeeper or the Timekeeper, has made a decision that, in the opinion of the claiming Player or Team, does not comply with the provisions of the present Book.

1. Filing proceedings

The complaining Player or Team shall inform a member of the Protest Committee of its intention to file a Protest. It shall inform such member of the Match the Protest is being filed about, the reasons and the factual grounds of such Protest.

Said Protest Committee member shall then inform the Defendant to the Protest of the filing. The Defendant may make any observations to the Protest Committee member.

The Protest Committee member shall then inform the other members of the Protest Committee that a Protest has been regularly filed and schedule a hearing of which date and time the parties shall be informed.

1. Prescription

A Player or a Team shall file their Protests within fifteen (15) minutes after the Match sheet has been signed and stamped by the Tournament director.

1. Declaration of nullity

A Match may be declared totally or partially null by the Protest Committee.

Where it is totally null, the entire Match shall be played again.

Where it is partially null, only the fraction of the Match between the nullifying event and the end of the Match shall be played again. The fraction between the beginning of the Match and such nullifying event shall be deemed valid and confirmed as such and shall not be played again.

1. Consequences of the nullity of a Match

Where a Match has been declared null by the Protest Committee, any consequences it may have led to shall be rescinded.

The Tournament director shall take the necessary measures for such Match to be played as soon as possible among the same Players or Teams with a different Referee, Scorekeeper and Timekeeper.

#### The Protest of a Player or a Team against the Tournament director

1. Subject-matter of the Protest

A Player or Team may file a protest against the Tournament director when the latter has made a decision that, in the opinion of the claiming Player or Team, does not comply with the provisions of the present Book.

1. Filing proceedings

The complaining Player or Team shall inform a member of the Protest Committee, other than the Tournament director, of its intention to file a Protest. It shall specify the Tournament director’s decision which personally affected it as well as the prejudice it suffered due to this decision and the means of redress it deems appropriate.

The Protest Committee member shall then inform the Tournament director of the filing and hear its eventual observations.

The Protest Committee member shall then inform the other members of the Protest Committee that a Protest has been regularly filed and schedule a hearing of which date and time the parties shall be informed.

#### The Protest of a Referee against a Player

1. Subject-matter of the Protest

Without prejudice to Article 45 or Article 46, the Referee of a Match may file a Protest against a Player or a Team of such Match when, in its opinion, this Player or Team behaved in a disrespectful manner towards its opponent or the officials, or intentionally damaged an item of equipment.

Such Protest may lead to the supposedly offending Player or Team being sanctioned by the Protest Committee, either by the loss of accumulated points or such Player or Team being prohibited to take part in one or several future Matches.

1. Presumption of innocence

Any Player or Team, until it has been definitely sentenced, shall be presumed innocent of the facts which commission it is being reproached for.

1. Law of evidence

The Referee must have personally noticed the facts supporting its Protest. It shall not, under penalty of inadmissibility, ground its Protest on a testimony or any other modes of evidence than its own notices.

1. Filing proceedings

The complaining Referee shall inform a member of the Protest Committee of its intention to file a Protest. It shall inform such member of the Match the Protest is being filed about, the reasons and the factual grounds of such Protest as well as the sanction it deems appropriate.

Said Protest Committee member shall then inform the Defendant to the Protest of the filing. The Defendant may make any observations to the Protest Committee member.

The Protest Committee member shall then inform the other members of the Protest Committee that a Protest has been regularly filed and schedule a hearing of which date and time the parties shall be informed.

1. Prescription

A Referee shall file their Protests within fifteen (15) minutes after the Match sheet has been signed and stamped by the Tournament director.

1. Counterclaim

The Defendant may, within its plea, raise a counterclaim against the Claimant, thereby expressing its wish to obtain an advantage other than the mere dismissal of the originating claim.

Such counterclaim may lead to the nullity of the Match which makes the subject-matter of the Protest that is being held by the Protest Committee.

In any case, it needs not be filed according to Article 130.

# UMPIRING PERSONNEL

## The Referee

1. The Referee’s office

The Referee shall ensure that the rules of the game set forth in Book #1 are observed in all cases.

The Referee shall signal any event described in Book #1 to the Players in the way set forth in said Book.

Depending on the event, it shall take the appropriate decision in order for the Match to go on smoothly.

1. Doubt

If the Referee harbours any doubt regarding a fact, it shall call a “let” and demand a re-serve.

1. Interpretation

Any rule setting forth any kind of penalty against a Player or a Team shall be strictly construed so as to inflict the penalty set forth by said rule in the only cases it expressly provides for.

1. Finality of the decision

Unless it is evidenced to be obviously erroneous, the decision of the Referee regarding the materiality of the facts shall be final and binding.

The facts qualification under the present Book as well as the measures the Referee has been led to take in accordance with it may be reviewed by the Protest Committee.

1. Explanation of a decision

If requested by a Player or its Coach, the Referee shall provide sufficient explanation on any recent event that occurred during the Match.

1. Non-discriminatory measures

The Referee shall not blatantly discriminate a Player at its opponent’s benefit through the decisions it takes during the Match.

## The Scorekeeper

1. Score announcement

Before the Referee allows a Player to serve, the Scorekeeper shall announce the score, the name of the serving Player and the Serve’s number in the current serve turn.

If it fails to do so, the ensuing serve and any subsequent serves shall be invalid.

1. Match sheet

The Scorekeeper shall mention any event that took place during the Match on the Match sheet.

## The Timekeeper

1. Managing the Match clock

The Timekeeper shall start the Match clock when the Referee authorizes a Player to serve, and stop the Match clock at the next whistle blow from the Referee.

It shall check that the Players have not overrun the time set forth in Article 77 and that the Players or Teams, as the case may be, have not overrun the allotted time set forth in Article 23 and Article 36. In these two latter cases, the Timekeeper shall silently inform the Referee who shall then take the appropriate measure.

1. Break time

During Time-outs or End changes, the Timekeeper shall start a distinct clock from that it uses to verify the time limit for as long as the break is supposed to last.

1. Time announcement

The Timekeeper shall announce the remaining time before the Scorekeeper announces the score as per Article 148.

During Time-outs and End changes, the Timekeeper shall proceed as described in Article 12, paragraph 2.