



# THROWBALL

## RULE BOOK AND FORMAT



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CHECK IN AT 2 PM



# HSL 4 THROWBALL RULE BOOK

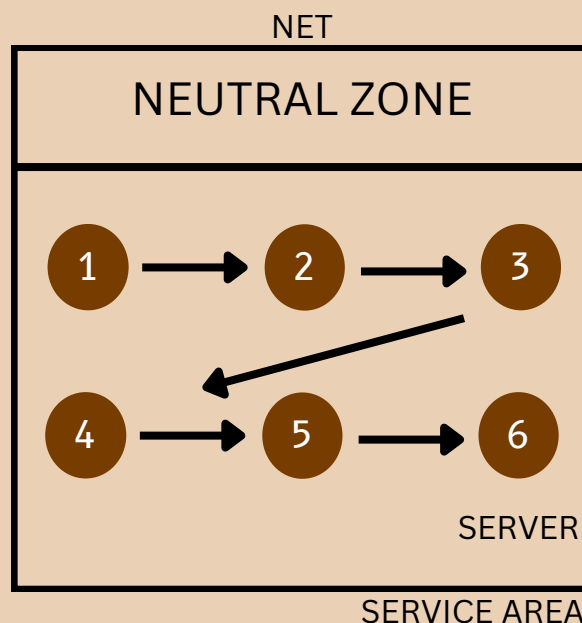
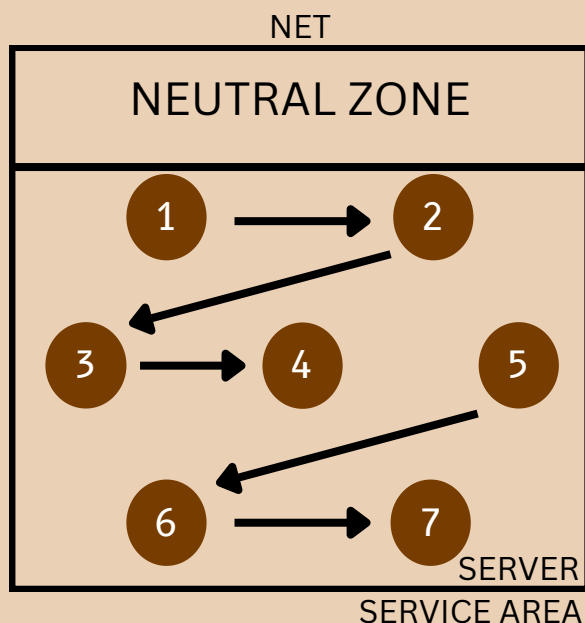


## Tournament Rules

- All teams should report by 2:00 p.m. at the registration desk. Teams that fail to report within time would be forced to give a walk-over win to the opposing team.
- The tournament format consists of group-stage games first followed by elimination rounds. Look at the tournament format for more details.
- All games would be of a rally point system i.e. if the serving teams win the rally, they will get a point and continue to serve and if the receiving team wins the rally, they will win a point and also win the right to serve.
- Group Stage Games:
  - Each team will play at least 4 matches against other teams. The matchups will be drawn randomly.
  - Group stage games are played for 21 rally points capped.
  - Winning a game would give the team 2 points.
  - After the group stage games, teams will be ranked based on their points. The top team will advance to semifinals and the remaining 6 teams will play the eliminator.
  - In case of a tie-in of points between two or more teams after the group stage, the team/teams with the highest score difference will have the tie-breaker advantage.
- Elimination Rounds:
  - The bottom 6 teams from the group stage will play in the eliminator. Match ups will be based on rankings. The winners will advance to the semifinals and then to the finals.
  - Eliminators and semifinals will be single match format played for 25 rally points, no cap.
  - Winners from the semifinals would face each other in the finals to decide on 1st and 2nd place winners. There is no 3rd place winner.
  - Finals would be best of 3 sets (21-21-15 points respectively, no cap).
- 2 timeouts of 1 minute each are allowed for each team in a set.
- 3 substitutions are allowed per team in a set.
- All general throwball rules apply. See the following pages for an explanation of rules.

## Game Rules

- A toss would be made at the beginning of the match and the winner may choose to serve or receive first and start at a particular side of the court.
- In throw ball, the ball is thrown over the net, where a member of the other team tries to catch the ball and quickly throws it back across the net.
- Each team shall have up to 6 + 3 (substitutes) players or 7 + 3 (substitutes) players. Teams can choose to play with either no. of players and should maintain the respective formations shown below.
- Players should be in their respective positions (2-3-2 formation or 3-3 formation) during the rally as shown in the figure below.



- After losing a serve, the players in the team that lost the serve should rotate in Z-shape as shown in the figure.
- Substitutions should be made before start of rally or during time outs. Referee should be informed of the substitutions made in the team. Upon substitution, the order of rotation of players should not change.
- Serve:
  - Player at position no. 7 (or no. 6) shall be the one to serve.
  - Player shall serve the ball within 5 seconds after the referee's whistle from the service area, without touching or crossing the end line of the playing area.
  - Any service done before the referee's whistle shall be considered invalid for the first time and the service would be redone with a warning. For repeated errors done more than once, it would be considered a foul and the opponent team would get the serve and a point.
  - If the server takes more than 5 seconds to serve then it results in a delay and shall lose the service and a point will be given to the opponent.
  - If the player touches the end line while serving, it is considered a foul and the opposing team would receive a point with a side change.



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- **Ball in or ball out:**
  - Any ball falling on the sideline or the back line of the playing area during play is considered a good ball.
  - Any ball during play that falls into the neutral box or on the box line is considered a dead ball and the team that committed such a foul will end up losing a point and/or service.
  - Any ball during play that falls on the ground outside the playing area, without touching the players is considered an out ball.
  - Any ball touching the antenna is an out ball.
  - The ball touching the net during the rally shall be permitted and the rally shall continue. But the ball is not allowed to touch the net during the serve.
  - A ball rebounding or bouncing from the net can be received by another player. But, intentionally throwing the ball to the net is a foul.
- **Ball Handling:**
  - A player shall not take more than 1 step to return the ball, if so, it is called movement and is not permitted.
  - A player shall receive the ball with both hands and shall return the ball with only one hand. Both hands' throw is considered a foul.
  - A player must have contact with the ground while receiving the ball. But a player is allowed to jump in place while throwing the ball.
  - Any player during the play shall not enter the neutral zone. If a player enters the neutral zone to receive a ball falling in it, then it is considered a foul and the opposite team would receive a point.
  - After receiving the ball, a player should return it within 3 seconds. Holding the ball any longer is considered a foul.
  - Ball should be received above the waist and be thrown by the player above the shoulder level only. Player receiving the ball at any level above the trunk, should bring it to the shoulder level and then should be released within 3 seconds in one course of action. Otherwise, it is considered a throw below the shoulder and foul.
  - Ball should not come in contact with any other part of the body except for the palms.
  - Tapping or pushing of the ball deliberately by the player shall not be permitted.
  - If the ball bounces off a player's hand while catching (not intentionally), any other player in the team can catch the ball and it would be a valid play. But the same player cannot recatch the ball. This double tapping between two players is not allowed during a serve receive. It is only permitted during a rally.
  - After receiving the ball, the player can throw the ball from either side. Changing the side from right to left or left to right is called shifting and it is permitted.
  - Pulling or catching the ball by two or more players simultaneously is called a clash and shall not be permitted.



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- **Scoring Points:**

- The scoring will be of a rally system i.e., losing a serve would also result in a point to the opponent.
- Whenever a team fails in its service or fails to return the ball, or commits any foul, the opposing team wins the rally with one of the following consequences:
  - If the opposing team served, it scores a point and continues to serve.
  - If the opposing team received the service, they gain the right to serve and also score a point.

- **Summary of Fouls:**

- Player not serving within 5 seconds of referee's whistle
- Player touching the end line while serving
- Team serving before referee's whistle more than once
- Team not following the order of rotation of players
- Player serving or throwing the ball into the neutral zone
- Player entering the neutral zone to receive the ball
- Player touching the net
- Player touching the ball more than once
- Player touching the ball with the body other than palms
- Player not receiving the ball with two hands
- Player throwing with two hands
- Tapping or pushing the ball
- Two players touching the ball simultaneously
- Player jumping while catching the ball
- Player taking more than one step while throwing the ball
- Player throwing/serving the ball from under the shoulder
- Player receiving the ball under the waist
- Player holding the ball for more than 3 seconds



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## Group Stage Matches:

- Each match is for 21 rally points, capped.
- The winner gets two points. If tied in points, the ranking will be based on point difference.
- Top team advances directly to Semifinals and bottom 6 teams shall play Eliminator.

<b>Match 1</b>	<b>Team 1 vs Team 5</b>
<b>Match 2</b>	<b>Team 4 vs Team 7</b>
<b>Match 3</b>	<b>Team 3 vs Team 5</b>
<b>Match 4</b>	<b>Team 1 vs Team 2</b>
<b>Match 5</b>	<b>Team 4 vs Team 5</b>
<b>Match 6</b>	<b>Team 1 vs Team 6</b>
<b>Match 7</b>	<b>Team 2 vs Team 5</b>
<b>Match 8</b>	<b>Team 4 vs Team 6</b>
<b>Match 9</b>	<b>Team 2 vs Team 3</b>
<b>Match 10</b>	<b>Team 6 vs Team 7</b>
<b>Match 11</b>	<b>Team 3 vs Team 4</b>
<b>Match 12</b>	<b>Team 2 vs Team 7</b>
<b>Match 13</b>	<b>Team 3 vs Team 6</b>
<b>Match 14</b>	<b>Team 1 vs Team 7</b>



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## Elimination Rounds:

### Eliminators

### Semifinals

### Finals

Single match for 25 points

Single match for 25 points

Three (3) sets at 21-21-15 points

