

INTERNATIONAL



**KIN-BALL® SPORT
FEDERATION**

OFFICIAL

KIN-BALL® sport

RULEBOOK

2018 edition

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In this document, the masculine form refers to both men and women.

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Article 1:

General Flow of a Game

Article 1: General Flow of a Game

A Kin-Ball game is played between three opposing teams of four players each on the playing area. The objective of this sport is for the team whose color is called to catch the ball with any part of the body before the ball touches the ground. The team that catches the ball hits it back to another team and the play continues as long as no faults are committed. When a team commits a fault, one point is given to each of the other two teams.

Consult Appendix E for detail about the IKBF rules regarding the different recognized game formulas.

Kin-Ball® sport is played in mixed or not teams.

Article 2:

Facilities and Equipment

Article 2: Facilities and Equipment

1. Boundaries and Dimension of the Playing Area

The playing area is bound by the walls, the floor, the ceiling and any fixed object in the gymnasium. The size of the playing area can vary according to the gymnasium's dimensions but it cannot exceed 20 meters by 20 meters (66 feet x 66 feet). If lines define the playing area, they must all be of the same color; they must be continuous and they must be at least five (5) centimeters wide (2 inches).

2. Warm up areas

Warm-up area: A warm-up area should be made available for all teams. This warm-up area is requested to be behind the team's bench and should have a dimension of at least 9 m².

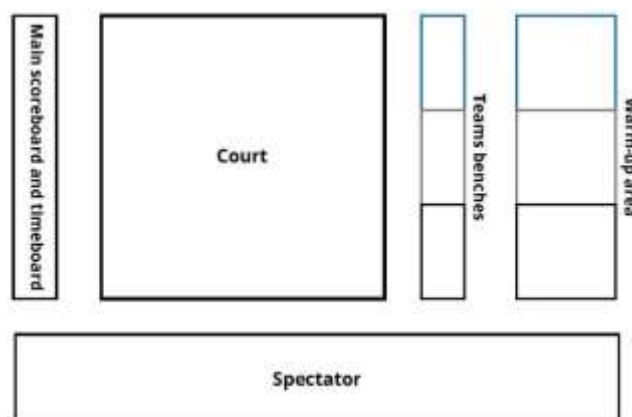
Exception: If the facilities in which the event is held do not allow such space behind team benches, the IKBF could approve smaller or differently located areas.

3. Physical layout

Following is an example of physical layout of the playing area used for an official international KIN-BALL[®] sport game. Other layouts may be used but the organization must try, as much as possible, to following conditions must be respected:

- All team benches must be positioned as to see the official scorekeeper (scoreboard).
- All team benches must be positioned as to see the official timekeeper (chronometer).

Example of physical layouts:



Article 2: Facilities and Equipment

4. Technical Equipment

- a) Each court must be equipped with two (2) official 1.2 meter balls (48 inches) that meet IKBF standards.
- b) Bibs in three of the official colors (pink or blue, grey and black) that meet IKBF standards.
- c) A scoreboard that meets IKBF standards which must remain visible to all participants and spectators.
- d) An inflator that meets IKBF standards;
- e) An official IKBF score sheet that must be filled out by the scorekeeper and referees before, during and after the game.
- f) A timing clock which must remain visible to all participants and spectators.
- g) A noise device that will be used to indicate the beginning and the end of the periods and games. This signal may be integrated in the timing clock or completely independent (ex: compressed air siren, trumpet).
- h) A six-faced die bearing the three official colors (two faces per color, on opposite sides of the die).
- i) Two linesmen flags

Article 3:

Teams

Article 3: Teams

Each team is made up of a minimum of four players and a maximum of twelve, a head coach, 2 assistant coaches and one interpreter. There must be four players from each team at all times on the playing area.

The four players of a same team on the court are called a "cell".

1. Roles and Duties of the Head Coach and the Assistant Coaches

- a) They must, along with their teams, comply with the rules and regulations of the game as well as to the sportsmanship charter. Consequently, their behavior falls under the referees' jurisdiction.
- b) They are responsible for the behavior of the members of their team on and off the playing area including the bench and warm up area.
- c) They must adhere to a fair-play philosophy.
- d) Self-control must be maintained at all times.
- e) They must make sure the players respect the referees' decisions.
- f) They must supervise the captain's work.
- g) The Head Coach is allowed to take time-outs during which he may ask the referee to explain the application of some rules. This right must only be used sporadically and with courtesy.
- h) They cannot lodge a protest.
- i) Only the head coach and the assistant coaches whose names are registered on the score sheet are allowed to remain standing during the game. They must remain in front of or behind their team's bench.

If the members of a team believe that they have been wrongfully penalized due to a misinterpretation of a game rule by an official or by the organization of an event, they may act according to the following procedure:

- As soon as possible following the incident, this is to say immediately if the ball is "dead", or the next time a fault is committed, the head coach of the team must request a timeout and present his point of view to the head referee. This must be done calmly and with courtesy.
- The referee may then take as much time as needed to explain its decision and correct the situation, if needed.

Article 3: Teams

2. Roles and Duties of the Team Captain

- a) He represents his team on the game. He is the only member of his team who may speak with the referee to obtain essential information on the application or interpretation of the rules. This must be done courteously, sporadically, and only when the ball is “dead”.

The ball is considered “dead” when a fault has been committed or when the referee, for whatever reason, has requested a time-out or an interruption of the game.

If the team captain is on the bench, he may, at the appropriate time, step on the playing area to ask essential information from the referee.

- b) If, during a game the captain must stop playing (injury) and cannot assume his role, the coach will identify to the head referee another player who will act as captain of the team for the remaining of the game.
- c) The team captain has to oversee the actions of the cell.
- d) He must adhere to a fair-play philosophy.
- e) He must make sure the players respect the referees’ decisions.
- f) He can request time-out.

Article 3: Teams

3. Roles and Duties of the players

- a) They must know the rules of the game and abide by them.
- b) They must accept the referees' decisions and show good sportsmanship. If there is any doubt, the captain is the only one who may ask for clarification of the referee's' decision.
- c) They must act in a sportsmanlike manner and base their actions on the following principles:
 - Be courteous with opponents and referees.
 - Avoid actions or attitudes aimed at influencing the referees' decisions.
 - Avoid actions or attitudes aimed at delaying the game.
 - Not ask the referee for explanations (only done by the captain).
 - Not contest the referees' decisions.
 - Not launch a protest (as they are not permitted to do so).
- d) When the players are not on the court, they have to sit on their team benches, stand behind team benches or go to the warm up area.

Article 3: Teams

4. Roles and Duties of Interpreters

- a) They must, along with their teams, comply with the rules and regulations of the game as well as to the sportsmanship charter. Consequently, their behavior falls under the referee's jurisdiction.
- b) The interpreter can join the head coach or the captain when it is needed to speak with the referee.
- c) The interpreter must stay sitting on the team bench or behind it and can only stand up when the head coach requires timeout to talk with the referee.
- d) The use of an interpreter must be motivated by the impossibility for the head coach or the captain of the team to communicate with the referee because of language difference. The IKBF could refuse the possibility for a team to be able to use the services of an interpreter if:
 - The language spoken by the head coach is understood and spoken by the Head referee at a sufficient level to allow a good level of communication between them.
 - The chosen interpreter doesn't master the language of the referee.

Article 4:

The Officials

Article 4: The Officials

1. Head Referee

- a) He must comply with all the rules of the game.
- b) He is responsible for the verification of all the details regarding the court and must verify all the equipment that will be used during the game (scoreboard, time device, lines, balls, bibs, etc).
- c) He will issue and note on the official score sheet minor and major warnings.
- d) He must choose at random which team will start the game (see article 5.2 a).
- e) He has the last word on each and every play. His decision cannot be contested by any players or coaches.
- f) He may take a time-out for any reason.
- g) He has the authority to decide on any point not specified in these regulations.

Comments:

The referee must report to the competition's organizer about any disputed issue that occurred during the game and that are not outlined in the regulations.

- h) The referees' equipment consists of:
 - A yellow vest or shirt, with black sleeves and a black shorts;
 - A whistle;
 - A badge identifying a level-three head referee;
 - A watch;
 - A red card and a yellow card;
 - Armbands of the official colors.
- i) He has the power to disqualify a team or players if, after receiving a warning, the team or individual refuses to play or refuses to continue the game, or if, by their actions, prevent the game from proceeding.
- j) The referee has the authority to decide on any infringement of the rules committed on or off the playing area. However, once the head referee has signed the game score sheet, the referees have no more input on the game.

Article 4: The Officials

- k) This means that the head referee will note on the score sheet any incident involving players, coaches or attendants who adopt an unsportsmanlike conduct during the period between the end of the game and the signing of the score sheet. The warnings during this period of time will be considered as major ones and only the sportsmanship points will be deducted.
- l) The head referee may be replaced if he is injured during the game and is unable to continue fulfilling his duties.
- m) He must examine all the players' equipment and refuse any or all objects that may be dangerous to the players on the playing area (watches, jewelry, hats, etc.).
- n) He has the power to disqualify a player if, after suffering an injury the Head referee judges that its physical condition presents a risk for its safety or for the safety of other players.

Examples: Uncontrolled bleeding
 Injury avoiding player to move on the court safely
 Concussion
 ...

The Head referee can require the player to be examined by an uninvolved medical resource in case of serious doubt.

2. Assistant Referee

- a) The assistant referee is present in games of high level that require a level three refereeing caliber. He assists the head referee in effectively applying the rules.
- b) The assistant referee must be the one to throw the dice at the beginning of a game to decide which team is going to start with the ball.
- c) The assistant referee may be replaced if he is injured during the game and is unable to fulfill his duties.

Article 4: The Officials

3. Use of the armbands

The signaling by the referee to its armbands is the official method of identifying the team at fault. The armbands must be worn the following way:

- The black armband is represented by the black sleeves of the referee's shirt
- The grey armband is worn on the right wrist
- The pink or blue armband is worn on the left wrist

4. Scorekeeper

- a) He is in charge of the scoreboard.
- b) He carries out his duties while sitting at the scorekeeper's table (see article 2.3).
- c) He is responsible for filling the game sheet with the following information: identity of players and coaching staff, timeouts, scores of the periods, game result and other administrative information and has to submit it to the head referee for approval.
- d) If a timeout is requested without being seen by the referee, he has to try to signal it to him.

5. Timekeeper

1. When games are played by time

- a) He is in charge of timing the periods and the game.
- b) He is in charge of the timing between periods.
- c) He notifies the head referee about any time related problem.
- d) He starts the timing device at the moment the referee starts the game.

Article 4: The Officials

- e) He announces the end of playing time for each period and for the game by using a powerful sound signal. The signal from the timekeeper makes the ball become “dead” and ends the period of play and the game.

Comments:

If the signal does not work, the timekeeper must use any other means possible to immediately alert the head referee.

The timing clock must be activated when the referee puts the ball into play with hit-in double whistle.

- f) He carries out his duties while sitting at the timekeeper’s table (see article 2.3).

2. When played by points

- a) He is in charge of the timing between periods.
- b) He notifies the head referee about any time related problem.
- c) He carries out his duties while sitting at the timekeeper’s table (see article 2.3).

6. Linesmen

- a) Linesmen are responsible for helping the referees to judge the following faults:
- Out of bounds
 - Dropped ball
- b) Linesmen are responsible for judging only the ball not the players.
- c) The flag should be raised if the ball touches the ground outside of the playing area or any fixed obstacle.
- d) The flag should be pointing at the middle of the court if the ball touches the ground inside or on the line of the playing area.

Article 5:

Duration and Course of the Game

Article 5: Duration and Course of a Game

1. Duration of a Game

- a) A KIN BALL[®] sport game is made up of periods played by points or by time. See Appendix E for more details.
- b) A two minutes break is allowed between each period. The team that starts with the ball for the first period is determined by a toss of the official dice. For further periods the team with the least point at the previous period is the one starting with the ball. For tiebreaks, a toss of the official dice will be necessary.

Comments:

Depending on the tournament, the proper authorities may be called upon to modify the official duration of the game, see Appendix F.

2. Course of a Game

- a) The toss: the teams' captains and the referees meet in the center of the playing area for the dice toss. The other members of each team have to remain on their respective bench. The assistant referee tosses the official dice and the color that ends on top determines which team starts with the ball.
After the toss, the head referee calls the players to the playing area with a long whistle blow.
- b) First hit-in: The first hit-in signals the beginning of match or period. This is done in the center of playing area.
- c) Once the first hit-in has been executed, the play will go on until a fault is committed by one of the participating teams. The team in possession of the ball will then designate another team and hit the ball.
- d) The reception of the ball can be executed with any part of the body as long as the ball doesn't touch the playing area or any fixed obstacles inside or outside of the playing area.
- e) The ball is considered "inside" if it touches the line or the inner surface of the playing area. The ball will be considered "out of bound" if it comes in contact with the floor outside the lines of the playing area or to any fixed obstacles.

Article 5: Duration and Course of a Game

- f) When a fault is committed, both other teams receive a point and the team who committed the fault will take possession of the ball.
- g) Substitutions are allowed only when the ball is “dead” following a fault or if an injury occurs.
- h) Hit-in: The hit-in occurs after the play has been stopped by the referee.

The hit-in point is the place where the ball was when the play has been stopped. If the ball is not over the playing area when the play is stopped, the hit-in point will be at the closest point from the playing area.

When performing a hit-in, the team has the right to move the ball within a two diameters or 2.4 meters radius from the hit-in point. This movement can be done before or after the hit-in has been whistled.

- i) Then end of the period happens when a committed fault brings the score of a team to 13 points or when time is over.

Article 6:

Laws of game

1. Designation Fault

- a) A hit must always be preceded by the word "Omnikin" followed by the receiving team's color (ex: Omnikin black). Furthermore, the pronunciation of the color must be short, which is to say that the designation must be completely finished at the moment when the ball is hit.

During the game, to be considered valid, the complete designation must be made before the hit and after one contact has been made with the ball. The designation must be repeated if it was done before one contact was made.

- b) To be considered valid, the complete designation must be spoken after the referee has blown the whistle twice signaling the hit-in. The designation must be repeated if it is spoken before the hit-in has been blown. The pronunciation of the designation must be exact. Each word must be clearly heard.

Comments:

Furthermore, in the moments preceding a hit, the players of the team in offense are authorized to communicate as long as they do not interfere with the designation or with the flow of the game.

- c) The designation composed of the words "Omnikin" always followed by the color of the chosen team, may be spoken by one or two players. However, only one player at a time must be heard.
- d) Only one of the official color may be called after saying the word Omnikin.

The followings are accepted designations after one contact has been made with the ball and after the whistle has been blown twice, for hit-in:

- Omnikin-black-Omnikin-black (hit)
- Gray-Omnikin-gray (hit)
- Omnikin black-"any word" (hit)
- Blue-Omnikin-black (hit)
- Omnikin-grey-grey (hit)
- Omni-Omnikin-blue (hit)
- Omni-black-Omnikin-grey (hit)

The following examples are considered designation faults if called after one contact has been made with the ball or after the whistle has been blown twice on the hit-in:

- Omnikin-blue-Omnikin-grey (hit)
- Omnikin-Omnikin-black (hit)
- Omnikin-grey-blue (hit)
- Omnikin-"player's name"-blue (hit)
- Omnikin-green (hit)
- Omnikin-"hum..."-pink (hit)
- Omnikin-black-Omnikin (hit)

Designation fault for an unjustified attack:

- A team can only attack the team with the highest score.
- If the designating team is the team with the highest score, it must designate the team that is second to the score.
- If the designating team is the team with the highest score and another team is equal, it must designate that team.
- In order to grand a designation fault for an unjustified attack, the designation must be considered valid.
- The referee will whistle a designation fault for unjustified attack right after valid designation.
- The rule does not apply from the moment a team reaches the point before critical score.

Examples of unjustified attacks:

Score			Examples of unjustified attacks
Blue	Grey	Black	
9	7	6	Grey attacks Black Or Black attacks Grey Or Blue attacks Black
9	8	7	Grey attacks Black Or Black attacks Grey Or Blue attacks Black
9	9	8	Blue attacks Black Or Grey attacks Black
8	7	7	Grey attacks Black Or Black attacks Grey
8	6	6	Grey attacks Black Or Black attacks Grey

2. Missing a contact

At the moment of the hit, all four players of the cell must be in contact with the ball.

- If the trajectory of the ball is modified by a body part (back, head, etc.) of an offensive player after the hit has been made, the referee will call that a missing a contact fault was committed because when the last contact with the ball was made, not all four team members were in contact with the ball.
- To carry the ball is the action of accompanying the ball during the hit, when at least one of the four team members is no longer in physical contact with the ball (missing a contact).

3. Dropped Ball

Following a hit, for the ball to be dropped it must touch the ground on the line identifying the playing area or inside of the boundaries identifying the playing area and one of the following conditions has to be met:

- The hit must clear a distance of at least 1.8 meter or 6 feet (see article 6.6 for further explanations on how this distance is calculated) and one meter of the ball trajectory must be parallel to the ground or have an upward angle (see article 6.5 for further explanations on how the trajectory is evaluated). If the hit doesn't respect these conditions, the only reason this hit would be considered as dropped would be if a player of the designated team came in contact with the ball before it touched the floor on or inside the boundaries.
- If a team is in control of the ball and it touches the ground on or inside the boundaries before they were able to hit it.
- If the team in possession of the ball attempts to make a ball movement targeting a player of another team after which the ball touches the floor on or inside the boundaries.

4. Out of Bounds

An “out of bounds” fault will be called if one of the two following situation happens:

- If the ball touches the grounds outside of the playing area or a fixed obstacle located in the surrounding of it or;
- If a player touching the ball has contact with the floor but not within the playing area or if that player’s last contact with the floor was outside the playing area.

Fixed obstacle includes the obstacles that can be found in playing facilities like object that can’t be removed from the walls or the ceiling and that would modify the ball trajectory if the ball comes in contact with it and can include the spectators sitting in the stands or players and coaching staff taking place in teams’ area.

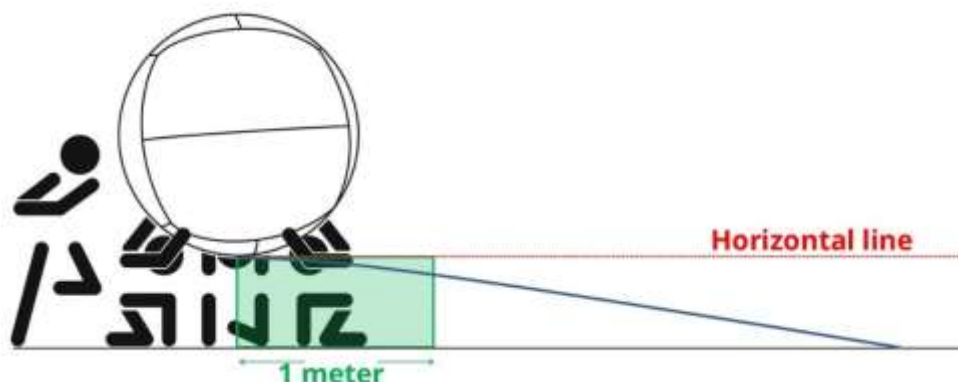
In all situations, the team that will be whistled for an “out of bounds” fault is the last team in possession of the ball.

5. Downward Angle Hit

In order to be valid a portion of 1 meter of the ball’s trajectory must be upward or horizontal.

A hit is considered as being on a downward angle hit when less than 1 meter of the trajectory of the ball is horizontal or an upward angle (see figures 2 & 3) and no player of the designated team touches the ball before it touches the ground on or inside the boundaries of the playing area.

Figures 1, 2 and 3: Downward trajectory hits



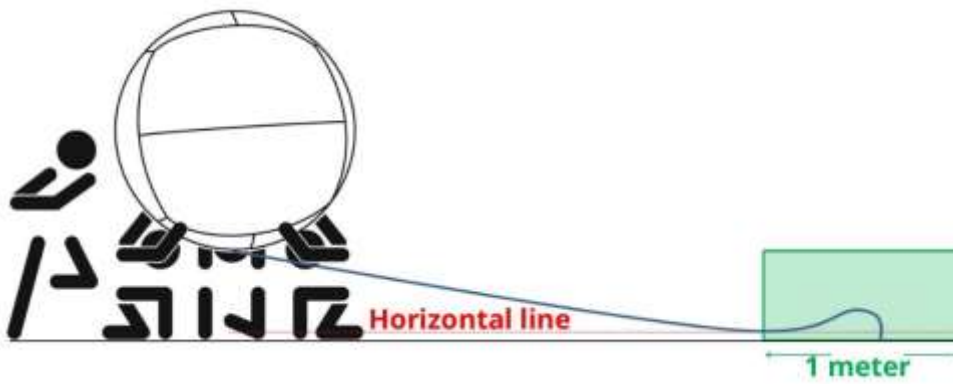
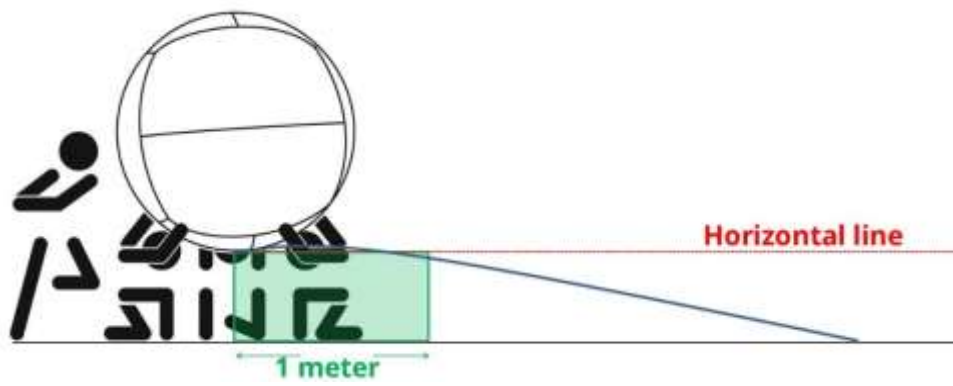


Figure 4 and 5: Accepted trajectory hits

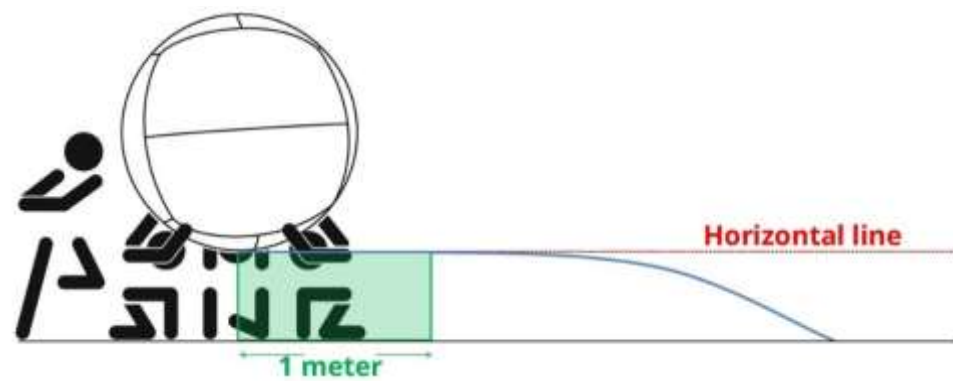
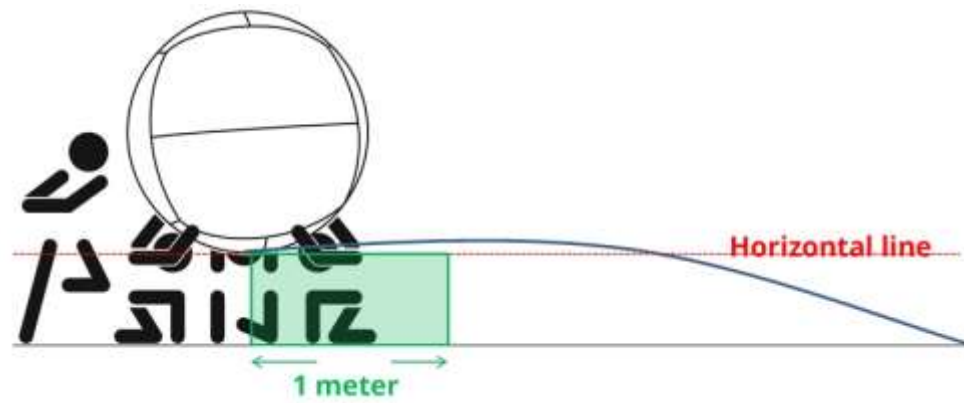
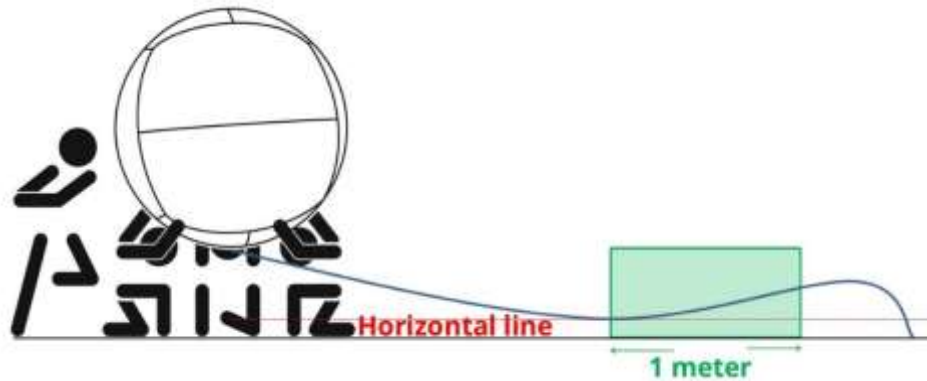


Figure 6: Accepted parabolic hit

A parabolic hit will be accepted only if a part of the trajectory of the ball is horizontal or has an upward angle before it touches the ground.



If a hit is on a downward angle and a player located at more than 1.8 meter (6 feet) that was not designated touches it first, the possibilities are the followings:

- There will be a replay for involuntary obstruction if the ball trajectory is modified.
- There will a fault for downward angle hit given to the hitting team if the trajectory of the ball is not modified.
- There will be a minor warning for voluntary obstruction if the player who touched the ball did not try as hard as possible to avoid touching the ball.

Comment:

The trajectory of a hit is considered being modified when the initial line drawn by the course of the ball is changed.

6. Throw Too Short

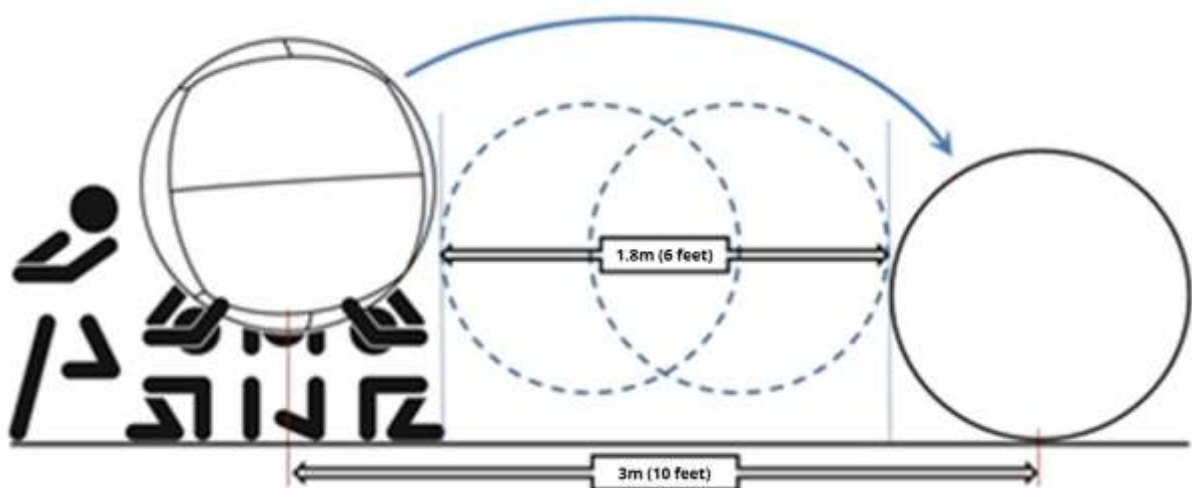
Minimum distance the ball has to travel:

The hit has to clear at least 1.8 meter (6 feet) on the ground. To measure this distance, it must be possible to measure out a distance equivalent to the diameter of one ball and a half (1.8 meter or 6 feet) on the ground between the starting ball and the finishing ball (see figure 4).

The minimum distance can also be measured using the middle of the ball as a reference. Doing so, it has to travel for 3 meters (10 feet) to be long enough.

A hit will be considered as a throw too short when the ball does not clear 1.8 meter (6 feet) (see figure 4) and if no player of the designated team touches the ball before it hits the ground on or inside the court's boundaries.

Figure 4: minimum distance



7. Replay

Description of a Replay:

A replay does not change the score of the teams.

To determine the hit-in point and the team who will take possession of the ball, there are two possibilities:

- 1) If the incident that provoked a replay (see involuntary obstruction) happened before the designated team was able to take control of the ball, the team that was in offence stays in possession of the ball and will start over with it. The hit-in point stays the same.

Interpretation:

**Control: The team is considered in control of the ball when the referee judges that the team is able to immobilize it.*

- 2) If the incident that provoked the replay happened after the designated team took control of the ball, this team will stay in offence and restart with the ball. The hit-in point will then be the place at which the ball was when the incident happened.

There can be no substitution of players on a replay (except for injuries).

Involuntary obstruction

If there is an involuntary contact between one and/or two players and/or a referee and/or the ball, the referee will cancel the play and announce a replay and the last team in control of the ball will be the one to execute the hit-in.

An involuntary obstruction will be called and a replay will be granted if a player who has not been designated and who is standing outside of the 1.8 meter (6 feet) radius, or the referee, touches the ball first and modifies the ball's trajectory; and this whether the designated team catches the ball or not. However, the ball is considered in play if its trajectory is not modified.

The ball is considered in play if the designated team touches the ball first and it rebounds on a player from any other team or on the referee.

Interpretation:

This rule also applies if the player of the non-designated team or the referee is outside the playing area.

If a player of the non-designated team located outside of the 1,8 meter (6 feet) radius and outside of the playing area, or the referee, is touched by the ball before the first contact is established and changes the trajectory of the ball, the referee will call an involuntary obstruction or voluntary obstruction (depending on the situation).

There may be an involuntary obstruction and replay if, following a first contact, a player from the designated team is involuntarily obstructed by a player from an opposing team or the referee thus making him unable to reach the ball.

In the case of a pass there will be a replay if a player in defence located further away from the ball than 1.8 meter (6 feet) at the moment the pass is executed tries everything possible within his capacities and/or according to the referee's judgment but still enters in contact with the ball and modifying the pass trajectory.

In a pass situation, there will be a replay if the pass touches the referee first modifying the pass trajectory.

8. Time Fault

- a) On hit-ins, the team in possession of the ball has five seconds after the whistle has been blown twice to hit the ball.

Comments:

This five seconds delay does not get erased after the designation is completed. The ball has to be hit within a five seconds delay.

- b) After the hit is executed and as soon as the first contact is made by a player in defence is done, the team has ten seconds to hit the ball.
- c) Once the ball has been repositioned by the referee, the team in possession of the ball has 10 seconds to take an appropriate hit-in position.

An appropriate hit-in position is reached when three different players of the team in possession touch the ball or when that team demonstrates a strategic offensive position. In either case, the ball must not touch the floor.

The first time a team takes more than 10 seconds to take an appropriate position, the referee will issue a verbal warning. For any subsequent time, the team at fault will be whistled for time fault.

9. Walking

A walking fault occurs when a player doesn't maintain one pivot foot.

The walking rule:

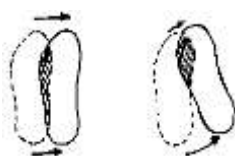
After catching the ball and establishing one or two contacts, the team in control is allowed to move the ball on the court until a third contact is established. After this third contact is established (from three different players) the players that are or that will come in contact with the ball will have to maintain pivot foot.

The players to enter in contact with the ball following the third contact and who have at least one foot on the ground have the right to a pivot. However the players who have taken other position such as lying down on their bellies or on their backs cannot move any part of their lower bodies (under their hips) once these are in contact with the ground. It is to say that they can add body parts in contact with the ground but cannot remove any that are below their hips.

The following image represents the movements of the pivot foot that are accepted.



The following image represents the movements of the pivot foot that are not accepted.



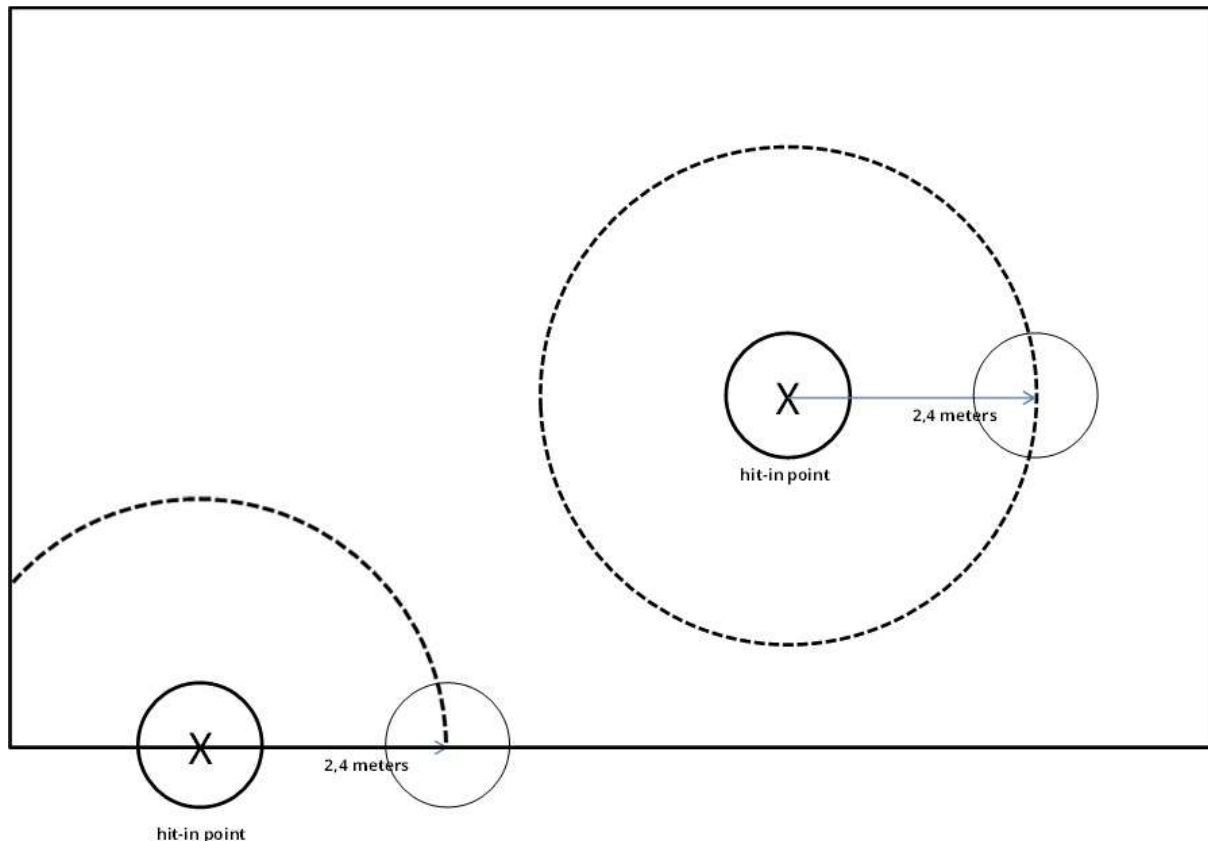
A pivot occurs when a player who is in physical contact with the ball moves the same foot once, or several times, in any direction while the other foot, called the pivot foot, maintains the same part of its sole in continuous contact with the ground without moving (with or without rotation).

Choice of pivot foot: any player receiving the ball on or after the third contact and having both feet flat on the floor may use either sole of his feet as a pivot. The moment one foot is moved, the other becomes the pivot foot.

If the third contact is established by player while he's not touching the ground, the first foot to touch the ground will be considered as the pivot foot.

10. Illegal Ball Displacement

If the team in possession of the ball decides to move it after the two whistles of the hit-in, it can only move the ball within a two ball diameter radius of the hit-in point. If the team goes beyond this distance, the referee will blow the whistle and give a fault for illegal ball displacement.



When an offensive displacement of the ball is executed by one or two players, if a defensive player positioned outside the 1.8 meter (6 feet) periphery of the ball, at the beginning of the displacement of the ball comes in contact with the ball or an offensive player, a foul will be given to the offensive team for an illegal displacement of the ball.

11. Trapping the Ball

Trapping the ball: at no moment during the game can the ball be "trapped" within the arms of one player. Trapping the ball means a complete immobilization of the ball by clutching and closing the arms around it.

During the game, the ball cannot be caught or held by the fabric or by the opening.

12. Twice the Same Hitter

This rule doesn't apply in International Events for the senior category.

When considering the players of the same team, a player cannot hit the ball twice in a row. Please refer to the following table that indicates for each foul if the same player can hit again.

<i>Faults</i>	<i>May hit again</i>		<i>Explanation</i>
	<i>Yes</i>	<i>No</i>	
<i>Out of bounds</i>		X	A hit had to be carried out to announce this fault
<i>Missing a contact</i>		X	A hit had to be carried out to announce this fault
<i>Throw too short</i>		X	A hit had to be carried out to announce this fault
<i>Downward angle hit</i>		X	A hit had to be carried out to announce this fault
<i>Dropped ball</i>		X	A hit had to be carried out to announce this fault
<i>Illegal offense a), d) & e)</i>		X	A hit had to be carried out to announce this fault
<i>Twice the same hitter</i>		X	A hit had to be carried out to announce this fault
<i>Illegal defence a), c), h)</i>		X	A hit had to be carried out to announce this fault
<i>Illegal defence b), d), e), f), g), i), j)</i>	X		
<i>Illegal offense b) & c)</i>	X		
<i>Too many players on the court</i>	X		
<i>Designation fault</i>	X		
<i>Dropped by the cell</i>	X		
<i>Time fault</i>	X		
<i>Walking</i>	X		
<i>Minor or major warning</i>	X		
<i>Illegal ball displacement</i>	X		
<i>Trapping the ball</i>	X		

13. Too Many Players on the Court

When in play, a team is allowed to have only 4 players on the court.

If the play is on and a team has more than 4, a fault for too many players on the court will be whistled by the referees.

14. Illegal Offence

An Illegal Offence is an action hindering the good course of the game. An Illegal Offence is called if:

- a) The ball is hit or pushed with any part of the body below the hips.
- b) A player in offence moves out of his body axis in order to slow down, block or come in contact with a player in defence.
- c) A player of the offensive team changes his running trajectory at the last minute in order to arrive behind a defensive player within the 1.8 meter (6 feet) radius, with the intention of making this trapped player to receive a fault, an illegal offensive fault will be given to the offensive team.
- d) The hitter provokes a contact with a defensive player with one arm while using the other to hit the ball.
- e) A player in offense executing a hit to another team by keeping a continuous contact with the ball and having an initial downward angle trajectory.

15. Illegal Defence

A fault for Illegal Defence will be given if:

- a) A team in defense has more than one player within a periphery of 1.8 meter (6 feet) of the ball at the time of the hit. If both defensive teams have more than one player in the 1.8 meter (6 feet) radius, the team that was designated will be the one to receive the fault for Illegal Defence.
- b) A player in defence positioned at 1.8 meters (6 feet) or less from the ball blocks changes or slows down the execution of the initial gesture of the hitter.
- c) At the moment of the hit, a player of the non-designated team positions himself at 1.8 meters (6 feet) or less from the ball and touches the ball first thereby changing the trajectory of the ball before it touches the ground.
- d) In an offensive pass situation, a player in defense positioned at 1.8 meter (6 feet) from the ball or less blocks, changes or slows down the execution of the pass.
- e) In an offensive ball displacement situation executed by one or two players of the offensive team, a player in defense positioned inside the 1.8 meter (6 feet) radius or less from the ball, at the beginning of the displacement of the ball, blocks, changes or slows down the execution of the ball displacement or its course.
- f) A player in defence positioned at 1.8 meters (6 feet) or less from the ball blocks slows down or changes the run trajectory of a player in offence trying to get to the ball.
- g) Before the hit is executed, a player in defence touches the ball and moves it.
- h) At the moment of the hit, a player in defence touches the ball.
- i) A player in defence does not respect the body axis of an offensive player and a contact happens.
- j) A player from the defensive team that is not designated and located inside the 1.8 meter radius at the time of the hit blocks, changes or slows down the player from the defensive designated team by physical contact.

16. Warnings

A warning given to a team or a player is not considered as a fault regarding the change of possession of the ball. The last team that was in control of the ball before the warning happens keeps possession of it.

Any behavior contrary to the sportsmanship charter (see annex A) will cause the team to be issued a verbal, minor or major warning.

All minor or major warnings given to a team or a player results in a point being granted to the other two teams. Moreover, the player involved in the warning receives a personal sanction.

Verbal Warning

A verbal warning from the referee will not influence the points on the scoreboard or the sportsmanship's points.

A team will receive a verbal warning for delaying the game if its players take more than 10 seconds to present an appropriate offensive positioning for the hit-in for the first time. The 10 second count starts after the referee has reposition to ball on the hit-in point.

Minor Warning

a) Unsportsmanlike conduct

The following conducts are considered as being unsportsmanlike:

- To disrespect the referee's decisions
- To disrespect one's teammates, the other teams, the coaches, the spectators etc
- To use an inappropriate language (except Major Warning a) & to purposely trying to or to commit a fault

b) Voluntary obstruction between two players

A voluntary obstruction between two players consists of blocking, holding pushing or to intentionally collide with another player.

The action of preventing the progress of a player and/or preventing the offensive team of taking the offensive position by reaching out with one's arms, shoulders, feet, body or by using brutality is also considered a Voluntary Obstruction between two players.

An offensive player which comes into contact with an opposing player in a deliberate manner will be handed a minor warning for voluntary obstruction between two players. Furthermore, if the contact causes an injury or if the referee judges that there was a risk of injury, the players at fault will be handed a major warning for the action or verbal abuse with the intention to injure.

See Illegal Offence and Illegal Defence points for details regarding the 1.8 meter (6 feet) radius area surrounding the ball.

c) **Voluntary obstruction between a player and the ball**

A player who voluntarily comes in contact with the ball even though his team was not designated hindering the progress of the game commits a voluntary obstruction between a player and the ball.

Any player not doing everything possible within his capacity and/or according to the referees' judgment to avoid being touched by the ball also commits a voluntary obstruction.

See Illegal Defence points for details regarding the 1.8 meter (6 feet) radius surrounding the ball.

For minor warnings described in point b) and c), the referee will determine if the player at fault committed it with the intention of hindering the course of the game. If the referee judges that this is the case, sportsmanship points will be withdrawn. If the referee judges that the gesture was technical but potentially dangerous and not executed with any intention to hinder the course of the game, there will be no sportsmanship point loss.

Major Warning

a) **Any vulgar* sign or comment from a player, a coach or an attendant which is directed at a player or a referee leads to a major warning.**

** Vulgar:* marked by lack of taste, culture, delicacy, manners; offensive in language.

b) **Actions or words that are used with the intent to hurt someone**

c) **A warning given after the official game time is over but before the head referee has signed the official score sheet (see article 4.1k).**

d) **The ball must not be hit with the intention to injure. In other words, the ball must not be hit directly at a player, above the shoulders, in a powerful way and over a short distance. The head referee is the one who must decide if there was intention to injure or not and if so hand out a major warning.**

Comments:

If a defensive player voluntarily places himself close to the ball, that is within 1.8 meter (6 feet) of the ball, and is hit in the head by the ball in a powerful way, this player is not a victim of hit with intention to injure.

All other warnings will be considered as minor or verbal.

A player who receives a second minor warning in the same game is expelled from the game.

One major warning to a player means the player is expelled from the game.

If a team member is expelled from a game its teammates must continue without him substituting in another player in order to maintain four (4) players on the court.

If a team ends up with less than four players available, the team is automatically disqualified for the current game.

Repeated Warnings

A team having 0 sportsmanship points left and that would receive another warning causing sportsmanship point loss will be disqualified for the game and the game continues with the two other teams.

Note:

With regards to the sportsmanship points one major warning is equivalent to two minor warnings with loss of sportsmanship points. (See Appendix D.

17. Time-out

- a) Each team is allowed a forty (40) seconds timeout per period.
- b) The timeout can only be asked for by the head coach or the captain of a team still on the court at this time during the game.
- c) A request for a time-out must only be presented to the referee when the ball is dead. Any team involved on the court can request a timeout at this moment.
- d) During the timeout, the players can leave the playing area and sit on the team bench and Head coach and assistant coaches are allowed to enter the court.
- e) When requested by the captain or the coach of a team, the duration of a timeout is always forty (40) seconds.
- f) If the timeout is requested by the referee it can last for as long as necessary.
- g) The unused timeout in a period are not transferable later in the game.

Comments:

In the event of a light injury, the referee will not request a timeout if the injured player is quickly able to play again (10 seconds) without needing assistance or if he can be replaced immediately.

If this is not the case, the referee will request a timeout.

In the event of a serious injury, the referee must request a timeout.

- h) More than one timeout can be taken on a same fault (referee and/or teams)

Article 7:

Definitions

Article 7: Definitions

Designation:

Action of designating the team that will have to recover the hit.

Hit:

A hit occurs when all the players of the team in offense demonstrate an intention of sending the ball to the opposing team

- The player or players who want to hit the ball must make contact with the ball. The gesture that causes this contact is considered as being the initial move. The hit is considered finished when the initial gesture is completed.
- However, if a player in defence comes in contact with the ball after the beginning of the initial gesture but before the end of it, the ball is considered belonging to the defensive team. The hitter can always complete his motion.

Ball Displacement:

A ball displacement is the action of moving the ball from one place to another while maintaining a body contact between at least one player and the ball. For a ball movement to be considered as a ball displacement the following criteria are: the gesture to move the ball must be done intentionally and the ball has to be controlled by the team in possession.

Pass:

Action of moving the ball from at least one player to at least another one. To be considered a pass, the player executing it must be in control of the ball, the gesture that moves the ball has to be intentional, the physical contact with it must be interrupted and there must be one or more destination players. The referee has the authority to decide if a player is a destination player or not.

Distance of 1.8 meter (6 feet):

The referee will calculate this distance from the extremity of the ball that is the closest to the player in defence.

A player is considered being inside the 1.8 meter when it has one foot on or inside this distance from the ball.

Contact:

When a player of the designated team touches the ball with any part of his body and regardless of the fact that his team is in control of the ball or not, this is considered a "contact".

Possession:

A player or a team is considered being in possession of the ball if he came in contact with the ball after a hit has been executed.

Article 7: Definitions

Control:

A team is considered as being in control of the ball when the referee judges that this team is able to immobilize it.

Body Axis:

The body axis is a vertical column of air located over the player holding the ball and which includes his shoulders of the player. This is the space the player would be occupying if he stood up.

Article 8:

Interpretations

Article 8: Interpretations

1. Summary of elements pertaining to the PASS

If the designated team takes possession of the ball and executes a pass

- a) The ball is considered in play even though it touches the player of another team or the referee as long as its trajectory is not changed.
- b) If the ball touches a player of another team and the trajectory of the ball is changed, there are 6 options:
 - A voluntary obstruction between a player and the ball will be called if the player of the other team who touches the ball was located outside of the 1.8 meter (6 feet) radius and did not do everything he could within the limits of his capacities and/or according to the referees' judgment, to avoid being touched by the ball.
 - There will be a replay if a player in defence who is located at more than 1.8 meter (6 feet) of the ball at the moment the pass is executed does everything he can to avoid contact with the ball within the limits of his capacities and/or according to the referee's judgment and touches it modifying the pass trajectory..
 - An Illegal Defence will be called if a player in defence positioned at 1.8 meter (6 feet) or less from the ball blocks, changes or slows down the execution of the pass.
 - A dropped ball will be called for the team in possession if that team deliberately throws the ball at a player of the opposing team after which the ball touches the floor on or inside the limits of the playing area.
 - An out of bounds will be called for the team in possession if that team deliberately throws the ball at a player of the opposing team after which the ball ends up out of bounds or touches a fixed obstacle.
 - There will be an automatic replay if the ball touches the referee first causing a change in its trajectory.

Article 8: Interpretations

2. Summary of elements pertaining to BALL DISPLACEMENT

If the designated team takes possession of the ball and executes a Ball Displacement

- a) An Illegal Defence will be called if a player in defense positioned at or inside the 1.8 meter (6 feet) radius from the ball, at the beginning of the displacement of the ball, blocks, changes or slows down the execution of the ball displacement or its trajectory.
- b) A fault for Illegal Ball Displacement will be given to the team in possession if a player in defence who is positioned outside the 1.8 meter (6 feet) radius from the ball, at the beginning of the displacement of the ball touches the ball or an offensive player.
- c) The play will go on if during a one or two player ball displacement a defensive player, who is located at or inside the 1.8 meter (6 feet) radius from the ball at the beginning of it touches it but doesn't slow down, block or change the execution of the ball displacement.

Appendix:

Sportsmanship charter

Teachers, parents, coaches, athletes and all other participants are invited to adopt a sportsmanlike conduct by respecting the articles of the sportsmanship charter. Each and every one must do his part to promote a more humane and formative sport practice.

- **To show sportsmanship**: is first and foremost to strictly observe and respect all the regulations; to try to never deliberately commit a fault;
- **To show sportsmanship**: is to respect the officials. The presence of officials or referees is essential to holding a competition. They deserve everybody's complete respect.
- **To show sportsmanship**: is to accept all the referee's decisions without ever questioning his integrity.
- **To show sportsmanship**: is to accept defeat with dignity and without spite.
- **To show sportsmanship**: is to accept victory with humility and without gloating.
- **To show sportsmanship**: is to praise your opponent's good plays and good performance.
- **To show sportsmanship**: is to refuse to cheat or use illegal means in order to win.
- **To show sportsmanship**: is to respect your opponent as an equal and to try to win by performing to the best of your ability and talent.
- **To show sportsmanship**: is to encourage your team-mates during poor play equally as during good plays.
- **To show sportsmanship**: is to remain dignified at all times, to maintain self-control, and to not indulge in physical or verbal violence.

SPORTSMANSHIP COUNTS!

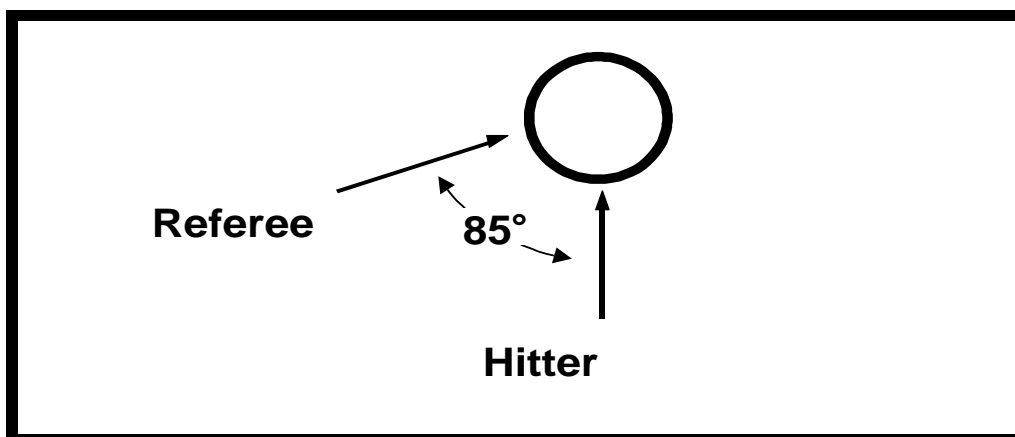
Refereeing Procedures

1. Single referee Intervention procedure

1. Be properly positioned, 2-3 meters from the ball (6-9 feet)
2. Whistle the hit-in
3. Repeat the colour
4. Whistle when a foul is committed
5. Signal and announce the fault
6. Control the ball
7. Reposition the ball at the location where the hit-in must be executed
8. Monitor the scorekeeper

Comment :

Being properly positioned that the referee must be approximately 2 meters away from the ball at an 85 degree angle with to the hitter



Appendix B

2. Two referee Intervention procedures

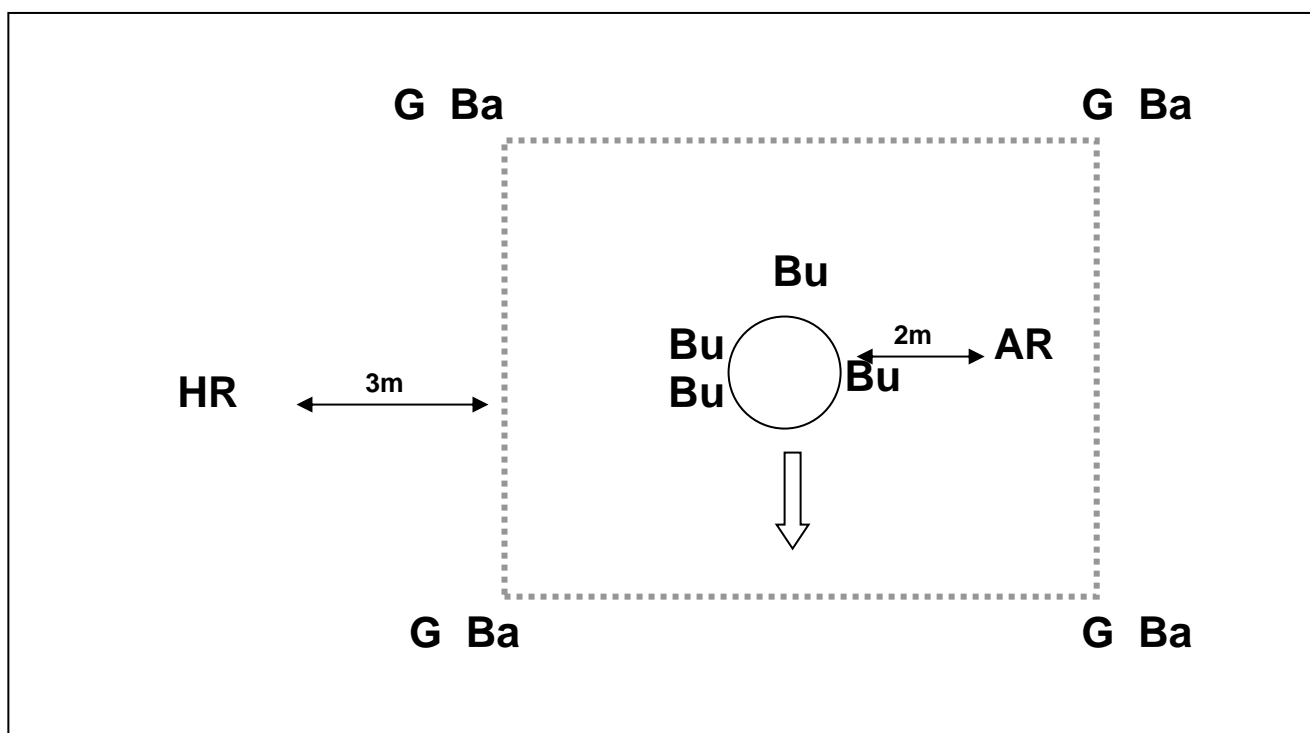
a) Intervention procedure for the head referee

1. Be properly positioned (see positioning)
2. Authorize the assistant with a hand sign (pointing at the ball) to whistle the hit-in
3. Whistle the fault
4. Signal and announce the fault identifying the team (using armband) who committed it while facing the scorekeeper
5. Check and confirm with a head motion, the score

b) Intervention procedure for the assistant referee

1. Be properly positioned (see positioning).
2. After the head referee gives the signal, whistle the hit-in.
3. Repeat the color.
4. Whistle the fault (if applicable).
5. Signal the fault and identify the team who committed it (using armband) (non-verbal).
6. Replace the ball on hit-in point and control the ball displacement (2 ball diameters).

Comment: See positioning



Appendix B

3. Referee procedures for Warnings

When a referee notices a situation in which a player commits a fault that deserves a warning, he has to apply the following procedure:

1. Whistle the fault
2. Signal and announce the fault facing the scorekeeper
3. Take a timeout
4. Ask the player to come up and stand in front of him
5. Show the card to the player who committed the fault
6. Register the warning on the official score sheet

A player who receives a second minor warning (with or without sportsmanship point loss) will also be shown a red card by the referee and will have to immediately leave the playing area.

When a referee notices a situation in which a team commits a fault that deserves a warning, he has to apply the following procedure:

1. Whistle the fault
2. Signal and announce the fault facing the scorekeeper
3. Take a timeout
4. Get in front of the team's bench and put the card on the wristband of the color of the team who committed the fault
5. Register the warning on the official score sheet

4. Referee procedure for players' substitutions

After a fault is committed, the cell of the team who committed the fault as well as the other cells on the game are allowed to substitute their players. The team who committed the fault takes possession of the ball and the assistant referee will blow the hit-in as soon as this team shows an appropriate offensive position. All this must be done in less than 10 seconds.

The priority is given to the team who committed the fault. The referee can proceed to the hit-in as soon as the team in possession has an appropriate offensive position even if the 10 seconds are not over.

On a replay, there can be no player substitutions (except for injuries).

Appendix B

5. Referee procedure for timeout

1. The referee will announce the beginning of the timeout with a continuous whistle, facing the scorekeeper and pointing the appropriate wristband (the one of the team demanding the timeout).
2. The head referee registers the timeout on the official game sheet.
3. After thirty (30) seconds, the assistant referee will blow the whistle to bring the teams back to the game.
4. Ten (10) seconds later, he blows the hit-in
5. If no player of the team in possession is holding the ball after those forty (40) seconds the referee will give a verbal warning to the team for delaying the game. If the same team does it again, this team will get a time fault.

Comment:

The referee doesn't have to wait for all the teams to have taken their place back on the court. When the forty (40) seconds of the timeout are over, he must blow the hit-in. However, even if the team who has possession of the ball is ready to go before the end of the timeout, the referee must still wait the full forty (40) seconds before whistling the hit-in.

When a timeout is requested by the referees one of the officials has to keep watching what is happening on the court at the same time. If the situation would require the referees to leave the court or to concentrate their attention elsewhere, the game supervisor (referee responsible) could assume this responsibility.

If at any time in this situation, misconduct deserving a warning would happen, the supervisor can report it to the head referee who can decide to take appropriate measures.

Referee Signals

These signals are the only official signals recognized by the International KIN-BALL sport Federation.

1. Beginning of game or period

With his arm, the referee makes 3 forward rotations at the shoulder level and then points to the bench of the starting team; the whistle is blown throughout this procedure.



2. End of period

While facing the timekeeper's table, the head referee raises his arms over his head, and with one of his hands, takes hold of his wrist; the whistle is blown throughout this procedure.



3. End of game

While facing the timekeeper's table, the head referee raises his arms over his head and claps his hands 3 times; the whistle is blown throughout this procedure.



4. Timeout

While facing the timekeeper's table, the head referee places the fingers of one hand in the middle of his other hand, at chest level, and points to the team asking for the time-out; the whistle is blown throughout this procedure.



For the first four signals, the whistle blow is continuous (one to three seconds).

Appendix C

5. Hit-in

The referee points to the ball with his hand and whistles two short blows.



6. Replay

With his arms crossed at waist level, the referee uncrosses his arms in a single movement (twice). He whistles one blow followed by the replay.



7. Out of bounds

The referee whistles only once. He bends his elbows while bringing his palms back behind his shoulders and then points to the armband of the team at fault.



8. Too many players on the court

The referee whistles one blow, advance an arm in front of him with his five fingers outstretched and then points to the armband of the team at fault.



9. Illegal Defense

The referee whistles only one blow, advances an arm in front of him by presenting three fingers and then points to the armband of the team at fault.



10. Missing a contact

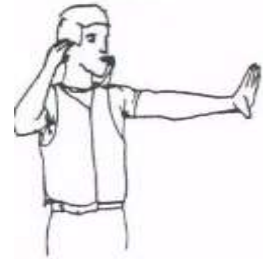
The referee whistles one blow. He points an index finger upward and, in one single movement, he stretches out his arm forward and bends it up again. Then he points to the armband of the team at fault.



Appendix C

11. Designation Fault

The referee whistles one blow. He stretches out his arm forward, then opens and closes his hand quickly. At the same time, he puts his other hand to his ear and then points to the armband of the team at fault.



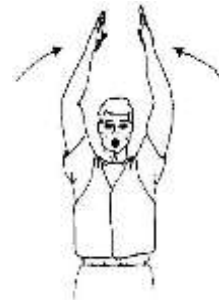
12. Same player hit twice

The referee whistles one blow, he extends his forearms forward and he flexes them twice while his hands are fully opened; with one hand, he points to the armband of the team at fault.



13. Throw too Short

The referee whistles one quick blow as he extends his arms along the sides of his body; bringing his arms over his head with palms facing each other but not touching, he uses one hand to point to the armband of the team at fault.



14. Downward angle hit

The referee whistles one short blow; as he takes one step forward, he points his arms energetically towards the ground and points to the armband of the team at fault.



15. Ball dropped

The referee whistles one short blow and rubs one hand on top of the other (palms together) and then points to the armband of the team at fault.



16. Time fault

The referee whistles one short blow and brings his arm at shoulder level to point to the watch on his wrist with one hand, and then he points to the armband of the offending team.



Appendix C

17. Walking

The referee whistles one short blow and with his forearms bent, he rotates one on top of the other; then with one hand, he points to the armband of the team at fault.



18.

a) Involuntary obstruction between two players

Use the replay signal in #6.

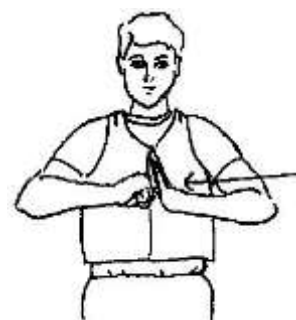
b) Involuntary obstruction between a player and the ball

Use the replay signal in #6.



c) Voluntary obstruction between two players

The referee whistles only one blow. One arm is parallel to the ground, elbow bent and hand closed in a fist in front of the chest. The other arm is perpendicular to the ground, open hand. The palm of the hand comes to join the fist. It points to the arm-band of the team at fault with one hand. This fault involves a minor warning for the player at fault.



d) Voluntary obstruction between a player and the ball

The referee whistles one short blow. He places both his hands on his hips, and points to the armband of the team at fault. This fault leads into a minor warning to the player who committed the fault.



e) Unsportsmanlike conduct

The referee whistles only one blow. An arm bent, perpendicular to the ground in front of the chest and hand closed in an upwards fist. The other hand comes to take the front of the elbow. It then points to the arm-band of the team at fault with one hand. This fault involves a minor warning for the player at fault.



Appendix C

- f) **Derogatory word(s) or an action with the intent to injure someone.**

The referee whistles one short blow. He hits the front of his shoulder with his fist and points to the armband of the team at fault. This fault leads into a major warning to the player who committed the fault.



19. Illegal Offence

The referee whistles one short blow. He crosses his forearms over his chest, fists clenched and pointing upward, and then he points to the armband of the team at fault.



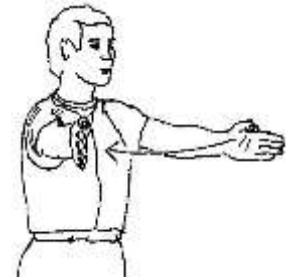
20. Trapping the ball

The referee whistles one short blow. He circles his arms in front of him and interlaces his fingers; then he points the armband of the team at fault.



21. Illegal ball displacement

The referee whistles only one blow. Two arms extended parallel to the ground in front of the chest. The palms are closed, one arm remains fixed and the other arm moves away parallel to the ground, it then points to the armband of the team at fault with one hand.



22. Players' substitution

No whistle blow. With both hands over his head, palms facing each other, he makes a lateral front-back flexion of the hands.



Appendix D

Sportsmanship ranking points table

Number of warnings during a game	Total sportsmanship ranking points
0	5
1	4
2	1
3	0
4	0

Recognized Game Formulas

Even if the International Events such as World Cups and European Championships are played using the formula described in the Official IKBF International event rules document, the IKBF recognizes several other formulas that can be used in official competitions, leagues or tournaments.

Each of these formulas are described below and can be used for official competitions according to the following criterion.

1. Fixed amount of periods system

This formula has been used at the beginning of the sport and is very well adapted for events involving beginning to intermediate level players. It is also the most valuable one when timing is short or when the amount of teams is important; over 15.

In this game formula, the amount of periods is predetermined by the hosting organization. It can go from one (1) up to three (3) periods long and is played using time (5 to 10 minutes).

It is the hosting organization choice to decide if the last minute of the periods/game is timed meaning that the chronometer stops between faults.

At the end of each period which is not the last of the game, if a team has more points than both others, this team will get 1 period ranking point.

At the end of the last period of the game teams will get game ranking points according to the 4 following scenarios:

Examples of points on the scoring board at the end of the game	Teams			Points awarded		
	Blue	Grey	Black	Blue	Grey	Black
Scenario A	30	30	30	6	6	6
Scenario B	32	30	28	10	6	2
Scenario C	32	30	30	10	4	4
Scenario D	32	32	30	7	7	4

The teams will also receive an amount of Sportsmanship ranking points as described in appendix D.

Appendix E

***** Special rules for this formula *****

The Designation Fault for Unjustified attack doesn't apply in the last minute of the game.

If the chronometer doesn't stop at the end of the periods or the game, teams are not allowed to use their timeout in the last two (2) minutes of the periods or the game.

The draw to determine which team will start the game with possession of the ball is executed at the beginning of the first period. For any subsequent period, the team with the lowest score will begin the period with the ball. If more than one team have the lowest score, there will be a draw between these teams.

2. Variable amount of period system

These formulas have been developed in time and are adapted to high levels of play. They are usually used in high level leagues and/or national tournaments.

These game formulas are using a "best of" functioning. To end the game, a team has to win a number of periods for the game to end. It can be played using time (7 minute period) or using points (9 to 15).

No matter what choices are made, the score resets at the beginning of each period and a draw is executed to determine which team will start with possession of the ball.

It can be played using a best 2 out of 4; the first team to win 2 periods wins the game.

It can be played using a best 3 out of 7; the first team to win 3 periods wins the game.

It can be played using a best 4 out of 10; the first team to win 4 periods wins the game.

3. Using Time

When using time, it is at the hosting organization to choose if the chronometer stops during the last minute of each period.

Short formula

In the short version of this formula, there can be more than one winning team at the end of period.

At the end of the period, if one team has more points than both other teams, this team wins the period and receive a period ranking point.

Appendix E

At the end of the period, if two teams are equal in points and are ahead of the third team, both teams are considered as winner but get no period ranking point.

At the end of the period, if the three teams have the same amount of points, all teams are considered as winner but get no period ranking point.

If two or three teams reach the objective (2, 3 or 4 won periods) at the same time, there will be a 5 points overtime to determine who wins the game. If during that overtime, two teams get to 5 points at the same time, there will be another 5 point overtime between these two teams.

When a team wins the game, the team that finishes second is the one that has won the second greatest amount of periods. If both teams have the same amount, there will be a 5 points overtime of to determine who finishes second.

**The team that finishes first will get 10 game ranking points.
The team that finishes second will get 6 game ranking points.
The team that finishes third will get 2 game ranking points.**

Each team will also receive sportsmanship point according to the sportsmanship table (Appendix D).

Complete formula

In the complete version of this formula, there can be only one winning team at the end of a period.

At the end of the period, if two teams are equal in points and are ahead of the third team, there will be 5 points overtime period between those two teams. The team who wins the overtime wins the period.

At the end of the period, if the three teams have the same amount of points, there will be a 5 points overtime period between the three teams. If one of the team gets to 5 points alone, this team wins the period. If two teams get to 5 points on the same fault, there will be a 5 points overtime period between those two teams. The team who wins the second overtime wins the period.

When a team wins the game, the team that finishes second is the one that has won the second greatest amount of periods. If both teams have the same amount, there will be a 5 points overtime of to determine who finishes second.

**The team that finishes first will get 10 game ranking points.
The team that finishes second will get 6 game ranking points.
The team that finishes third will get 2 game ranking points.**

Appendix E

Each team will also receive one period ranking point for each period they have won.

Each team will also receive sportsmanship ranking point according to the sportsmanship table (Appendix D).

4. Using Points

In these formulas, there is no time limit to periods, the objective being to reach a certain amount of points which we'll describe as "target score".

Simple formula

To win the period, a team must reach the target score.

If two teams reach the target score at the same time, there will be a 5 point tie-break between the two teams to determine which one is the winner.

When a team wins the game, the team that finishes second is the one that has won the second greatest amount of periods. If both teams have the same amount, there will be a 5 points overtime of to determine who finishes second.

The team that finishes first will get 10 game ranking points.
The team that finishes second will get 6 game ranking points.
The team that finishes third will get 2 game ranking points.

Each team will also receive one period ranking point for each period they have won.

Each team will also receive sportsmanship point according to the sportsmanship table (Appendix D).

Complete formula (Official IKBF events formula)

In this formula, all periods end with only 2 teams on the court. The third team has to leave the court from the moment a team reaches the critical score. The critical score is the target score minus two points:

Target score	9	10	11	12	13	15
Critical score	7	8	9	10	11	13

Appendix E

At the moment a fault bring the score of a team to critical score the team with the lowest has to exit the court and both other teams finish the period keeping their score.

When using even numbers for critical and target scores, if a team reaches the critical score and both others are the same, the team that leaves the playing area is the one who made the fault bringing the score to critical score.
The team from the two left with the lowest score gains possession of the ball in the middle of the court.

If both teams reach critical score at the same time; the head referee will make a draw.
The first of the two teams left to reach Target Score wins the period.

When a team wins the game, the team that finishes second is the one that has won the second greatest amount of periods. If both teams have the same amount, there will be a 5 points tie-break of to determine who finishes second.

The team that finishes first will get 10 game ranking points.
The team that finishes second will get 6 game ranking points.
The team that finishes third will get 2 game ranking points.

Each team will also receive one period ranking point for each period they have won.

Each team will also receive sportsmanship point according to the sportsmanship table (Appendix D).

***** Special rules for this formula *****

The hit-in happening after the third team left the court is in continuation of the game meaning that the team is allowed to move the ball within the 2 diameters.

If there is no draw to be done, the team gaining possession has 10 seconds to present an appropriate offensive position from the moment the Assistant Referee has replaced the ball in the middle of the court

If there is a need for a draw, the team gaining possession has 10 seconds to present an appropriate offensive position from the moment the draw is completed and the Head Referee has announced the result.

The rule of unjustified attack does not apply from the moment a team reaches the point before critical score.

Authority

The IKBF recognizes to all federations, associations, clubs or organizing organizations the right to modify, add or take out any rule they wish in competitions under their authorities.

For Official IKBF International events:

Court size:

The IKBF requires that the court measures 20 meters by 20 meters (66 feet x 66 feet) and warm-up areas are requested to be behind the team's bench and should have a dimension of at least 9 m².

Exception: If the facilities in which the event is held do not allow such space behind team benches, the IKBF could approve smaller or differently located areas.

Linesmen:

The IKBF requires the use of linesman and that these linesmen have IKBF referee level 1 certification and have followed the linesmen clinic.

Game Formula:

The IKBF has the power to determine the used game formula.
(See the Official IKBF International Events Rules)

For unofficial international event of junior categories like World Cup or European championships or International Club Championship, the decision will be taken by the hosting organization and the IKBF.

Designation Language:

The IKBF has chosen French as the official language used for Designation during all games.

Appendix F

For National events

Court size:

The national federation has the power to determine the acceptable size of the playing area.

The IKBF recommends a minimum of 15 meters by 18 meters (50 feet by 60 feet).

The organizing national federation can also decide to have warm-up areas or not.

Linesmen:

The national federation has the power to determine if linesmen will be used and required qualifications.

Game Formula:

The national Federation has the power to determine the used game formula.

Designation Language:

The national Federation has the power to determine the language used for Designation.

Appendix F

For regional or local events

Court size:

The club affiliated to their national Kin-Ball federation or the organizing organism has the power to determine the acceptable size of the playing area.

The IKBF recommends a minimum of 15 meters by 12 meters (40 feet by 50 feet).

The organizing committee can also decide to have warm-up areas or not.

Linesmen:

The clubs affiliated to their national Kin-Ball federation or the organizing organism has the power to determine if linesmen will be used and required qualifications.

Game Formula:

The club affiliated to their national Kin-Ball federation or the organizing organism has the power to determine the used game formula.

Designation Language:

The club affiliated to their national Kin-Ball federation or the organizing organism has the power to determine the language used language for Designation.

Appendix F

For any other events

This section refers here to any multinational leagues, invitation or open tournaments or any other type of events that doesn't fit in the other listed events.

Court size:

The clubs affiliated to their national Kin-Ball federation or the participating federations or associations or the organizing organism has the power to determine the acceptable size of the playing area.

The IKBF recommends a minimum of 15 meters by 12 meters (40 feet by 50 feet).

The clubs affiliated to their national Kin-Ball federation or the participating federations or associations or the organizing organism can also decide to have warm-up areas or not.

Linesmen:

The clubs affiliated to their national Kin-Ball federation or the participating federations or associations or the organizing organism has the power to determine if linesmen will be used and required qualifications.

Game Formula:

The clubs affiliated to their national Kin-Ball federation or the participating federations or associations or the organizing organism has the power to determine the used game formula.

Designation Language:

The clubs affiliated to their national Kin-Ball federation or the participating federations or associations or the organizing organism has the power to determine the language used language for Designation.

Appendix G

Specific rules for mixed gender competitions

Even if there are no Mixed Gender categories in International competitions, IKBF suggests these particular rules apply for these categories.

Close defense

In mixed categories, the rule 7.15a) is modified as followed:

- a) A team in defense has one player or more within a periphery of 1.8 meter (6 feet) of the ball at the time of the hit. If both defensive teams have more than one player in the 1.8 meter (6 feet) radius, the team that was designated will be the one to receive the fault for Illegal Defence.

Team's composition

When in play, teams must maintain 2 female players and 2 male players on the court at all time.

Order of the hitters

A team will be whistled a fault for "twice the same hitter" if 2 hits or more in a row are executed by a masculine player.

A team will be whistled a fault for "twice the same hitter" if 2 hits or more in a row are executed by a feminine player.

That is to say that masculine and feminine player must alternate hits.

The sequence men-women ends with each period.

Appendix G

Please refer to the following table that indicates for each foul if the same gender player has to hit again.

<i>Faults</i>	<i>Same gender hits again</i>		<i>Explanation</i>
	<i>Yes</i>	<i>No</i>	
<i>Out of bounds</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Missing a contact</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Throw too short</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Downward angle hit</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Dropped ball</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Illegal offense a), d) & e)</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Twice the same hitter</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Illegal defence a), c), h)</i>		<i>X</i>	A hit had to be carried out to announce this fault
<i>Illegal defence b), d), e), f), g), i), j)</i>	<i>X</i>		
<i>Illegal offense b) & c)</i>	<i>X</i>		
<i>Too many players on the court</i>	<i>X</i>		
<i>Designation fault</i>	<i>X</i>		
<i>Dropped by the cell</i>	<i>X</i>		
<i>Time fault</i>	<i>X</i>		
<i>Walking</i>	<i>X</i>		
<i>Minor or major warning</i>	<i>X</i>		
<i>Illegal ball displacement</i>	<i>X</i>		
<i>Trapping the ball</i>	<i>X</i>		

Tie Break Criteria list

If after playing all the preliminary games two teams or more have the same amount of ranking points, the IKBF recommend the use of this criterion list to determine who finishes in front of the other team:

1. Largest amount of first places won. If the teams have the same amount;
2. Largest amount of second places won. If the teams have the same amount;
3. Largest amount of Sportsmanship ranking points. If the teams have the same amount;
4. Largest amount of ranking points in the game(s) where the teams played against each other. If the teams have the same amount;
5. Largest total amount of won periods. If the teams have the same amount;
6. Largest amount of periods won by each teams during the game(s) they played one against the other. If teams have the same amount;
7. Smallest total amount of lost periods during preliminaries. If the teams have the same amount;
8. Largest total amount of periods where the teams finished 2nd. If the teams have the same amount;
9. Smallest total amount of points of difference with the team finishing the period first place in period where the teams finished second. If teams have the same amount;
10. The IKBF or the organization in charge of the competition will determine if it is appropriate to run a 5 points period or to play a complete game.