

2011 TAM Throw Ball Tournament Rules

1. PLAYING AREA

- **DIMENSIONS:** The playing area consists of a playing court measuring 50ft(Total Length)/25ft(width)
- **LINES ON THE COURT:** The center line divides the playing court into two square team courts.
- **SERVICE ZONE:** The service zone is behind the end line



2. TEAMS

- **COMPOSITION:** Five-person: The team must compose of 5 Women. [+3 substitutes (optional)].
- No changes can be made to the teams once the tournament starts.
- If 5 players are not available for a game, they could take 2 players from the other 2 teams that are not playing the day with the consent from the opposite playing team captain, the maximum number of players that could be replaced for a game would be 2. The players from other teams must be selected a day before. Only in case of emergencies the decision could be made the same day.

3. SCHEDULING and TIMING

- The matches will not be rescheduled once the tournament is started.
- In the event of rain once a match is started and min of one set played. The match will be considered a draw and each team gets 1 point.
- In the event of rain or unavailability of ground, the match will be canceled and will be rescheduled to be held on either Saturday or Sunday of the same week. TAM will decide and give 3 time slots to each team and they should choose 2 slots out of those to play the rescheduled match. Unable to choose the time slots or unable to attend the match, the team will forfeit the match. If both the teams are unable to choose the time slots and/or unable to attend the match, then one point will be awarded to each team.
- All matches are scheduled to start on time 6:30 PM on weekdays and 9 AM on weekends and finals on Sunday evening (see schedule).
- Either captains or designated captains should be present for the toss before the start time.
- Teams not reporting in time will be disqualified after 2 times of not showing up on time.
- All teams are expected to be prompt and ready to play.
- All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side. Any side not ready to take the field will forfeit the match.
- \$10 per player will be collected towards the participation in the tournament.

- Players from one team can play in other team, the new member can be added only with the consent from the opposite team captain. A maximum of 2 members can be taken from the other team.
- At the end of each match its team captains responsibility to clean any bottles or trash.

4. SCORING SYSTEM AND POINTS

- TO WIN A MATCH: Matches consist of a best of 3 sets. A team wins a match by winning two sets. In the case of a 1-1 tie, the deciding set (the 3rd) is played
- TO WIN A SET: A set is won by the team which first scores 21 points with a minimum lead of two points. In the case of a 20-20(game point tie), the score gets reverted to 19-19 to have a 2 point lead.
- TO WIN A POINT: Whenever a team fails to serve or return the ball, or commits any other fault, the opposing team wins the service and no points. The serving team would get a point if any fault is committed by the opposite team.

5. PREPARATION OF THE MATCH

- COIN TOSS: The referee/organizer conducts a coin toss in the presence of the team captains. The winner of the coin toss chooses either: * to select to serve or receive service of the first ball or the side of the court on which to start the game. * The loser takes the remaining choices.
- The other sets will be started with the service of the team that did not serve first in the previous set.
- The line umpires remain on the same side during all sets of the game even though the teams changes sides after each set.

6. POSITIONS and SUBSTITUTIONS

- Players may be anywhere within their court.
- SUBSTITUTIONS: substitutions or replacements limited to a maximum of 3 players are allowed per set, the umpire must be informed when doing so. Any injury could lead to a substitution during the play.

7. TIME-OUTS

- A time-out is a regular game interruption. It lasts for a max of 2 minutes. Each team is entitled to a maximum of one time-out per set.
- Any Injury could lead to a Time Out.

8. CHANGE OF COURTS

- After each set, the teams change courts

9. LIST OF FAULTS AND CORRECT SCENARIOS

- Server should wait till umpire whistles and should not take more than 5 seconds after the whistle, serving before umpire whistles/after 5 seconds will be considered a false start/fault and the team will lose the serve. A warning per team per game is given for this Fault.
- While ball is in play no interruptions till the umpire declares ball dead by a whistle.
- Double touch (juggling the ball in both hands) is considered a fault
- Players cannot catch the ball with the assistance of body or legs.
- During catching or releasing, the ball should not touch any part of the body except the hand till the elbow.
- The ball should be served with The player standing in the service zone, crossing the line would be considered a fault
- Any ball after catching should be released within 3 seconds.
- During the service, if the service ball touches the net while crossing the net then it is a reserve, second time touch during service would lead to service change.
- During service, if the service ball touches the net without crossing the net, It would lead to service change
- A player should touch the ground after catching the ball and can jump when throwing the ball or while serving.
- Players cannot touch the net or step/cross the center line or pass hands across the net into the opponent team's court.
- 2 players cannot catch/touch the ball simultaneously.
- Any ball falling on the side-line or end-line is a good ball.
- The service ball or the rally ball should not touch the poles. If it touches, then it is considered a foul.
- All 5 players must get the chance to serve.
- A player completely out of the court to catch an out ball is a fault.
- A player with one leg inside the court catching an out ball is not a fault.
- A player with one leg inside the court catching a ball and missing it is a fault.
- A player should not take more than 2 steps after catching the ball and before throwing it.

10. COMMUNICATION AND CONDUCT

- Only one appeal/challenge per set is allowed on umpire's decision. Umpires will review/discuss and will correct the decision if necessary before resuming the game. Only the captain of the team is allowed to appeal/challenge.
- Whether the umpire's decisions were right or wrong their decision is final and will not be overturned.
- No players should challenge the umpire's decision while the game is in play.
- In case of doubt, clarifications may be requested from an umpire only through the captain during the timeout or after the set.
- Participants must refrain from actions or attitudes aimed at influencing the decisions of the umpires or covering up faults committed by their team.
- Only the captain of a team may talk to the umpire or request substitutions and time-outs.
- Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the umpires, but also towards other opponents, team-mates and spectators.

- Communication between team members during the match is permitted.