

SFTS 2020 - Rules of Throwball

- Throwball is played on a court that measures 12.2m x 18.3m with a neutral box at either side of the centre measuring 1.5m.
- A net is placed across the centre of the court at a height of 2.2m.
- Throwball shall be played between two teams, each consisting of twelve players, seven of whom can be active on the pitch at any one time. The remaining five players are substitutes.
- Throwball uses side-out scoring in which points can only be scored when serving.
- Matches should be played for the best of three sets, each set's winner being the first to score 15 points.
- Service is done immediately after the referee's whistle at the start of the game and after a point is scored. It is done from behind the back line towards any area of the opposition's off court beyond the neutral box
- Ball falling on the line is considered good. **Modification: Any part of the ball touching the line is good.**
- As a part of the play a handled ball falling within the neutral box would be considered good.
- When a ball falls outside the boundary lines, it is the responsibility of the line referee to call the ball 'OUT'.
- Before a serve is made all players have to take their respective positions.
- Before beginning to make the first serve by a player the team shall rotate the players in their positions. Rotation not needed at the beginning of first serve of the team. Both team shall agree on the order of rotation before the start of the match,
- Substitutes are allowed just before the start of a serve
- For every game, each team are allowed 2 timeouts for a maximum duration of 2 minutes each. Medical timeout is separate and is left at the discretion of the chair referee.

FAULTS

- Balls should not be volleyed, smashed or punched back as in volleyball but should be caught and then thrown quickly. Any ball being released should be done so from on or above the shoulder line only.
- Ball travelling after touching the net as a result of serve
- Ball touching the net or return is a fault. **Waived**
- It is a fault if the ball falls within the neutral box.
- A foot fault should be called if the server touches the line while serving
- It is a fault to release the ball with both hands
- As a part of releasing the ball, after receive, it is a fault to play the ball underarm
- It is a fault if the ball touched any part of the body other than the palm while receiving the ball. **Waived**

- It is a fault if the ball is fumbled while receiving. **Waived. Provided the ball has been released with 3 seconds after its initial contact with the receiver.**
- It is a fault if the ball is passed or fumbled and caught by another player and played.
- It is a fault if the received ball is not returned immediately (within 3 seconds)
- It is a fault if more than one player handles to receive a ball.
- It is a fault if any part of the player's body or any of the outfits worn by the player touches the net.
- An assist to play the ball either from another player or an object of any kind is not allowed. A fault would be called in this case.
- If the receiving team calls 'OUT' and the ball is played by a player of the receiving team the play would be stopped calling 'fault' on the receiving team.
- During the game a team fault can be called by a referee if it is found that one or more players of the team took prompt from any outsider(s). It is at the discretion of the referee to decide this action.

OTHER

- A wrong score called should be corrected only at the end of a play. The play should not be stopped or serve repeated (re-serve).
- If a match is aborted for any reason then the chair referee would decide whether the match could be resumed after normalcy is restored. However, if the match cannot be resumed then the following rules will determine the result of the match:
 - If no ball was served then the match would be called 'draw'
 - If no more than 5 points were scored by any team in the first game, the match would be called 'draw'
 - A team that is in lead by way of points and games would be considered the 'winner'. For example:
 - In game-1, team-A has scored 6 points while team-B is yet to open their score or, are trailing. In this case team-A is the winner.
 - At the time of aborting the match, Team-A had won the first game and team -B is leading in game-2. Immaterial of the lead difference, Team-A would be declared winner.
 - At the time of aborting the match, Team-A and Team-B have each won a game and Team-A is leading in game-3. Team-A would be declared winner.
 - If the match gets aborted during the time the teams are serving out for 2-points difference (tie break) then the winner would be determined based on the total number of points scored by the teams across all the games played up to the time when the match got aborted.

ETIQUETTE

- Re-serves are at the discretion of the chair referee.
- All players should be appropriately dressed
- Audience are not allowed to prompt players or pass comments when the game is in progress.

- It is important for players to wait until the chair referee announces a final decision on any disputes.
- A player could be asked to evict the court if, after an initial warning, the referee finds the player to be argumentative or involving in any unsportsmanlike conducts.