



SHORT TAVBALL RULES

These summary regulations are issued by TAVBALL EUROPE for the conduct of the game, the assignment of points and the victory of the match.

INTRODUCTION: the game of Tavball recognizes the principles of correctness and fair play and therefore encourages athletes to follow them in the practice of this discipline and to use them as a fundamental element in every phase of the competition.



GAME AREA

The playing area must be a rectangle of m. 8 in length and m. 8 wide, equal to half the



volleyball and beach volleyball court.

The playing surface must not present any danger to the players.

An approved Tavball table will be placed in the center of this area (see Figure 1).

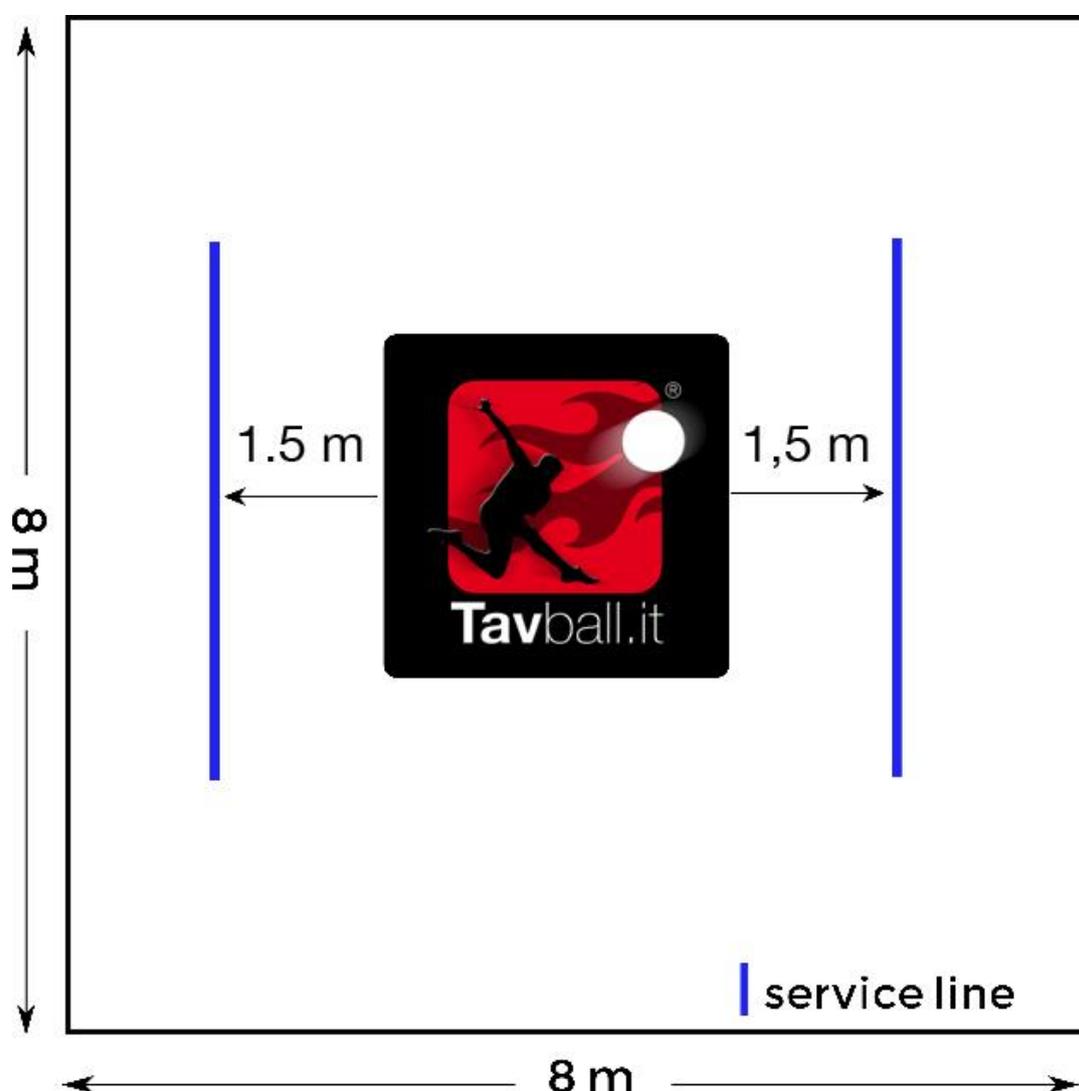


Figure 1: Playing area with a table in the center and service lines 1.5 meters from the edge of the table



Playing court

Tavball can be played on different surfaces, such as natural and synthetic grass, indoors or sand. In any case, the surface must be as uniform as possible and free of holes, stones, shells, pieces of glass or anything else that could cause injuries.

Service lines

A sign for service must be placed at a distance of 1.5 m from the edge of the table. Markings can be chalk on the grass or tape for indoor matches.

Table approved for TAVBALL

Table dimensions to open: LENGTH=72 cm WIDTH=72 cm HEIGHT=72 cm
Weight: 10 kg (see technical data sheet on the site www.tavball.it)

Surface

Liquids, dust or sand on the table surface alter the bouncing behavior of the balls on the table. To avoid this, you must ensure that a dry and clean surface is maintained. You may need to clean it regularly during a game.

Ball

The ball must be for football, five-a-side football, beach soccer or footvolley, spherical with a circumference possibly of around 68-70 cm and must weigh between 420 and 460 grams.

PLAY OF THE GAME AND ASSIGNMENT OF POINTS

Regulations for the conduct of the game and the assignment of points (taken from the registered regulation www.tav-ball.com/regolamento-europeo)

Each team consists of two players. It is played two against two.

Scope

The objective is to bounce the ball on the table so that the opposing team is unable to return it by bouncing it on the table themselves. After the serve has been performed there are no limits, you can attack in any direction. The positioning and movement of the players is not bound by any restrictions, although obstructions from the opponent must be avoided.

Definition of Attack and Defense

A definition that allows easier reading of the following chapters is:

- The team in possession of the ball is called attacking team A with players A1 and A2.
- The other team is called defending team D (players D1 and D2).
- Contact between the ball and a player is called a "touch".



Table and players

In general, contact between a player and the table should be avoided to minimize injury. One of the players of team A hitting the table (surface, edges or legs) during an attack attempt is considered an error of team A. Therefore, team D scores a point and gets the right to serve subsequently.

D1 or D2 touching the table (surface, edges or legs) only lightly during a defensive movement or while trying to reach a pass from their teammate is allowed and the exchange must not be interrupted.

Number of touches

After serving, a team is entitled to a **maximum of 3 touches** - called 1 receive, 2 pass and 3 attack - to bounce the ball back onto the table. A touch can be performed from any part of the body except the arms and hands. It is also possible to respond first, but not in response to the serve.

Consecutive touches

A single player cannot touch the ball twice in a row.

Ball on the table

After an attacking movement, the ball must have only one contact (bounce) with the table. Two or more contacts are considered an Offense A team error and score the Defense D team a point.

When the ball comes into contact not with the upper surface of the table but with one of its edges or corners, the exchange is regular depending on the case. See the Edges paragraph below for a detailed illustration of the various situations.

Sides

Sometimes one of the sides represents a disadvantage compared to the other, that is, the view is obstructed by the sun. Teams must change sides regularly to even out any (dis)advantages.

Point

Points can be won by serving or receiving. A point is awarded to Attacking Team A if one of the following occurs:

- a) Team D fails to put the ball back on the table during a rally.
- b) The ball touches an arm or hand of team D.
- c) Two consecutive touches in two separate movements are used by D1 or D2 players.
- d) Team D uses four or more touches to bring the ball back to the table.
- e) Team D performs an irregular touch (e.g. see paragraph below).



- g) Team D purposely hinders Team A's right to free movement (see paragraph)
- h) Team D makes an edge error (see chapter 6)

Illegal touching

Player D is hit by the ball.

One of the players of the Defense D team (D1 or D2) is positioned in a straight line between A1 and A2. Player D is then hit by the ball during a pass attempt by team A. Team D makes an illegal touch.

a player from team D is positioned in a direct line between player A and the table, is then hit by the ball during an attack attempt by team A and then team D performs an illegal touch.

Play again

An exchange must be repeated if one of the following conditions occurs:

- a) A third person, who is not participating in the game, hinders the movement of a player during a rally.
- b) Another ball, i.e. from a nearby court, enters the court during a rally.
- c) Some situations during service (see service paragraph)
- d) One of the players accidentally obstructs the right of free movement of an opposing player (see chapter 5).
- e) Opponents or judges cannot agree on a certain situation to decide which team to award a point.
- f) Opponents or judges agree that a rally should be repeated for a reason not mentioned above.

Set

- a) The team that first reaches 18 points wins a set. A minimum lead of at least two points must be established to secure the set. In case of a tie 17-17 the set continues until the two points lead is reached.
- c) Each team may take a 60 second timeout per set.
- d) The interval between two sets should not last more than 3 minutes.

Victory match

A team that wins 2 sets in a best of 3 wins the match, or 3 sets in a best of 5.

Service order

The serving team decides which player from their team will begin serving. That player continues to serve until the receiving team wins the point. Once the receiving team's first point is secured, service passes to that team as long as it continues to score. Subsequently, the serve alternates between teammates after each change of serve possession.



Reception of service

If player A1 serves, player D1 must receive and vice versa. Of course, the same goes for players A2 and D2: they must receive the serve from each other.

Receiving the first ball after the serve alternates between teammates just like the serve itself.

Execution of the service

- a) Before serving, the server or umpire calls the score, pauses momentarily to ensure that the receiver is ready and that the score is agreed upon.
- b) One foot must still touch the ground during the serve and maintain a distance of at least 1.5 meters from the table.
- c) The positioning of the receiving team and the serving player's partner is not subject to any restrictions.
- d) After throwing the ball, the serve can only be performed with the head, it is not allowed to use other parts of the body for the serve.
- e) A served ball, which does not touch the table, secures the point for the receiving team and its right to serve subsequently.
- f) A served ball, which touches "its own edge" and bounces back, ensures the point to the receiving team and its right to serve subsequently (see paragraph "Edges and edges").
- g) A served ball, which touches the "own edge" and touches the surface or edge of the table a second time, ensures a point for the receiving team and its right to serve subsequently (see paragraph "Edges and Edges").

Edges and corners

Depending on the position of the server, he faces one or two edges, called "own edges". The others are called "adversarial edges" (see Figure 2).

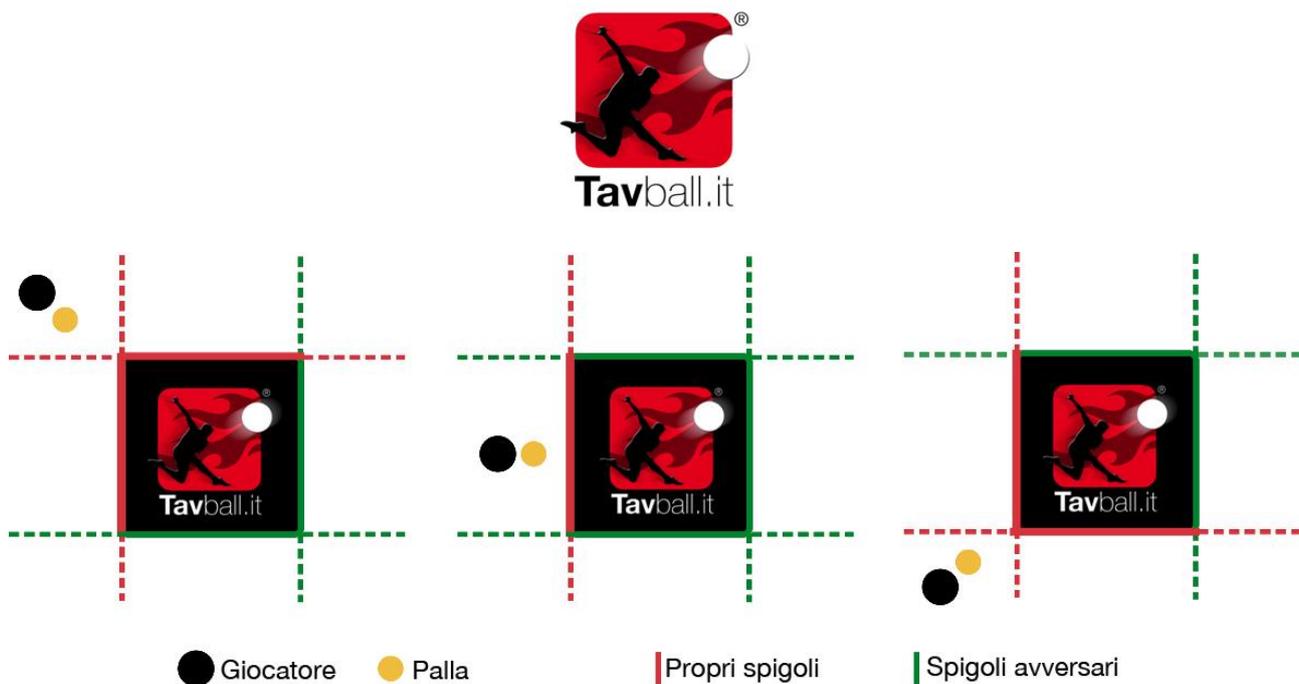


Figure 2: Tavball table and its edges/edges during service and in a rally.

Edges and corners typical situations

“Own edges”

Depending on the position from which the ball was served or attacked, the attacking player may only be facing one or two edges. These edges are referred to as "proper edges" (see figure Figure 2). A good way to determine whether it is your own edge or not is to think about the location where the ball was touched, not the attacker's body itself.

The ball touches "own edge" during a rally

the ball touches "its edge" during a rally, crosses it and goes beyond the imaginary line of the opponent's edge or corner (see Figure 3), you can proceed regularly with the continuation of the rally.

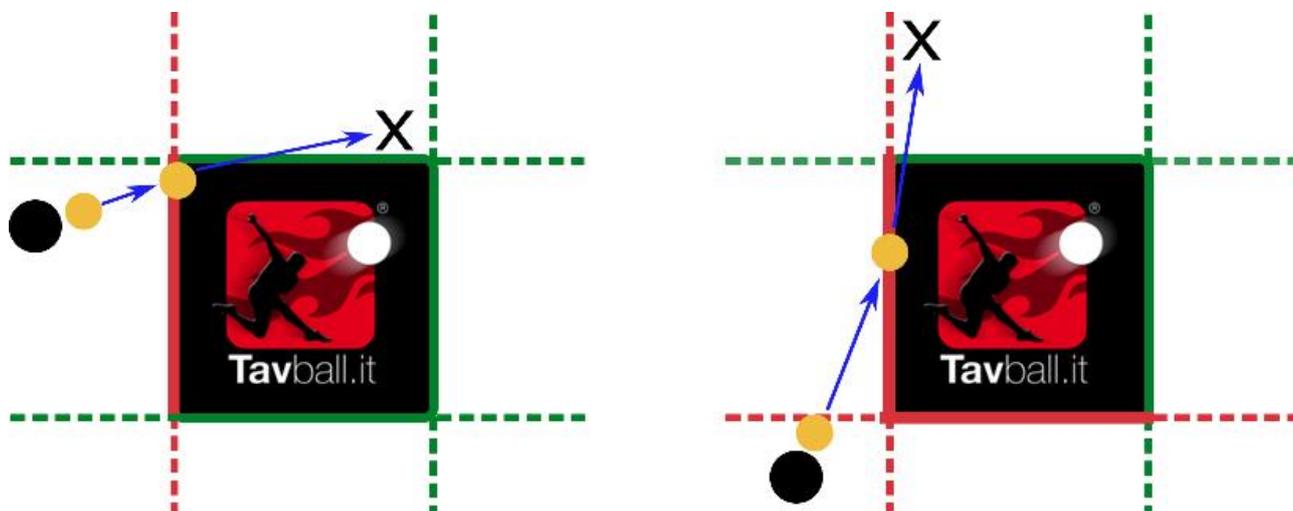


Figure 3: A ball touches its “own edge” and crosses it. OK! Regular!

A Ball touches its “own edge” and bounces back

A ball touches "its own edge" during a rally and bounces back, then remains behind it or its imaginary line causes the opposing team to score the point and its right to serve subsequently.

In case of doubt, the exchange can be repeated. A defending player may not be sure whether the ball stays behind the attacking player's own edge or not. To avoid a bad decision the player can choose to touch the ball and continue the rally. Subsequent requests for an "own side ball" will then expire and cannot be made.

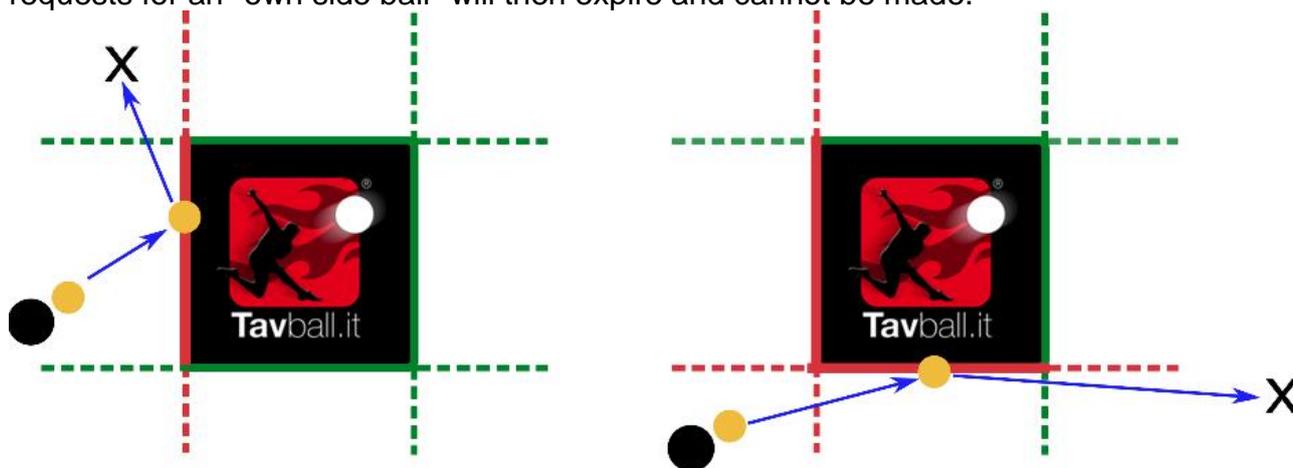


Figure 4: A ball touches its "own edge" and bounces back. DO NOT REGULATE

The ball touches one of the other edges or corners



A ball that is touching one of the other edges during a rally is legal and leads to the continuation of the rally (See figure 5).

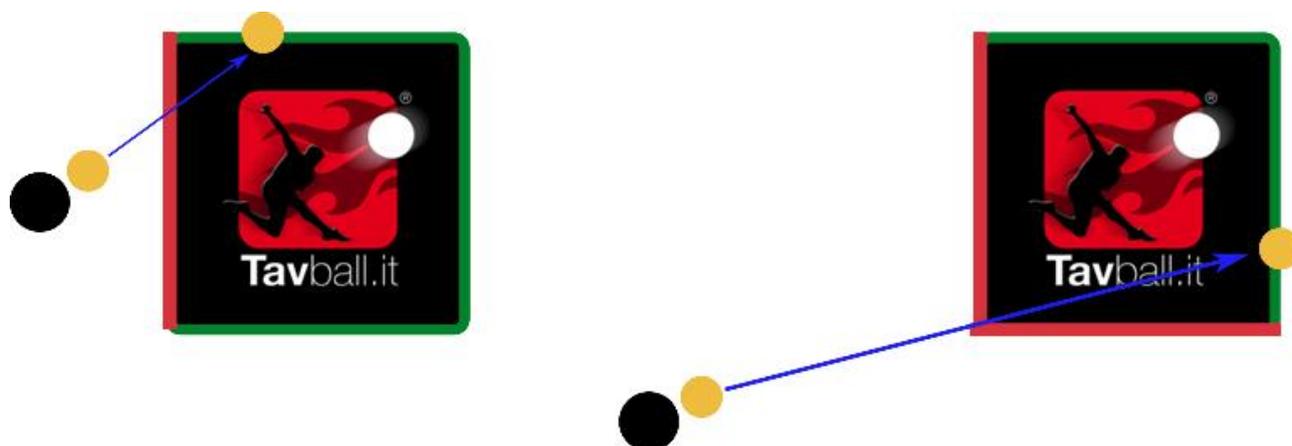


Figure 5: A ball touches one of the other edges or corners. OK! Regular!

Free movement

During the exchange, since the ball can take as many directions as possible and can therefore also end up on a side where an opponent is at that moment, it is forbidden to hinder the opponent in executing the shot.

Since both teams attack and defend in the same area, some situations where one person hinders another are inevitable. In general, team D must make an effort to position itself so as not to interfere with team A's right of free movement and vice versa.

Obstruction

A player who feels hindered by one of his opponents can decide to continue the rally anyway or make a call. The call should be made as soon as the obstruction occurs. If a call has been made, the exchange will be interrupted. A player may feel only slightly hindered and decide not to make a call and continue the exchange despite possible obstruction. This player's right for a replay will then have expired and cannot be claimed later, for example after losing the point in the current rally.

If the opposing teams or referees agree that an obstruction was done on purpose, the obstructed team scores the point and earns the right to the next serve by continuing with the established serving order.