

FOOTBALLTENNIS RULES

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I. Footballtennis categories and disciplines:

0. Categories and disciplines & no. of players

0.1 Categories:

- a) Men
- b) Women
- c) Boys and girls: **U-14, 17, 19,**

0.2 Disciplines:

- a) Single
- b) Double

03. Number of players in play:

- a) Single : One - (No substitution is allowed in single matches.)
- b) Double : Four - The team consists of four players of whom two shall be always playing and two are their substitute. The players in play may be substituted by the substitutes, (one by substitution).

II. Part of the rules common to all categories and disciplines

1. Playing court and playing area

1.1 Dimensions of the playing court

- a) for Single, Double & Mix : 8.2 (max 9) x 12.8 m
- b) for Triple : 8.2 (max 9) x 18.0 m

1.2 The playing court is split into two halves by a net.

1.3 Base and side lines are part of the playing court. The lines are 5 ± 1 cm thick. The accuracy of the dimension given is ± 5 cm.

1.4 The playing area which shall be available during the play has borders at least 3 m from the side lines and 3.5 m from the base lines of the playing court. A permissible deviation of the playing area from horizontal level is 1:100. Maximum unevenness of 2 cm without a sharp transition is permissible. The minimum height of free space above the playing area is 8 meters.

2. Net

2.1 Definition: only that part that is hung up over the playing court between the side lines. The length of the net may be defined by two round poles of metal or plastic which support the net on the lines. The poles are part of the net.

2.2 Pillars are parts of the net and will be placed to the baseline and on vertical plan, in pillars extension it will be added 2 antennas about 90-100 cm., above the net.

2.3. The net is tensioned at both ends so that its top part extends 110 cm over the playing court surface all the way across the playing court. The maximum permissible height deviation of the net is ± 2 cm. The distance between the lowermost edge of the net and the playing court surface is not more than 20 cm. The height of the net for children up to 15 is 100 cm. Should the net subside during the play (a supporting pole will fall or the tensioning cable will break) under the height limit permitted, the referee rules a "new ball".

3. Ball

3.1 Official AIFTA-ball parameters:

construction: glued, 32 panels, colour: black and white, material: synthetic (natural) leather, weight: 396-453 g, circumference: 680-710 mm, height of rebound: 660-720 mm, inflation: 60-65 kPa. The height of rebound is measured on the Kistler plate by having the ball fall from a height of one (1) metre with the valve facing up.

4. Start of play

4.1 The team (player) who wins the toss has the option to choose either the side or the service.

4.2 In case of drawn sets before the third set it is the option of that team (player) to choose the side or the service that - after adding up obtained points - possesses higher number of winning points. Only in case of equal number of winning points the toss is carried out.

4.3 If not stated otherwise by the Technical Commission of AIFTA the time breaks are:

- a) between sets: one minute
- b) between matches: five minutes

The match is scratched if the team(s) is(are) not present in time at the playing court.

5. Service

5.1 A service is executed by kicking the ball by any part of the body, except for arm and hand, from the zone behind the base-line, outside the playing court.

5.2 The way of serving: kicking the ball by any allowed part of the body on the volley, after ball rebound, drop-kick or right from the ground. Neither the ball nor the foot shall touch the playing court (including the lines) when a service is being executed. The ball shall be released from serviceman's hand(s) or lay on the ground for servicing.

5.3 The service shall be carried out within 5 seconds from the moment the referee gives the order to start the play.

5.4 The ball shall cross the net and land on the opponent's service zone **or touch the opponent(s)**. Cg. 2006

5.5 **The service is valid even if the ball touches the net and then lands on the opponent's service zone or touches the opponent(s)**. Cg. 2006

5.6 The service is always carried out by the team (player) who scores a point.

5.7 The opponent is allowed to touch the ball before it has touched his/her service zone. If done so, the ball must be **touched once more by the same player (applies for single) or by a co-player (applies for double and triple) before the ball crosses the net**. Cg. 2006

6. Ball in play

6.1 The maximum number of ball drops on the ground: single: 1, double: 1, triple: 1. **During the play, the player does not have to let the ball drop down onto the ground**. Cg. 2006

6.2 The maximum number of ball touches by the player: single: 2, double: 3, triple: 3. The player may touch the ball with any part of his body except for arm and hand. With the exception of singles, the player is not allowed to touch the ball twice in succession. The minimum number of touches of the ball by player before the ball crosses the net is one (1) **except when receiving service on the volley – then the minimum number of touches of the ball by receiving side is two (2)**. Cg. 2006

6.3 If played correctly by the player, the ball shall touch the ground in the playing court only.

6.4 The service is repeated ("new ball"), if a foreign object touches the ball or the playing court.

6.5 None of the players is allowed to touch the net (even after the ball has been finished).

6.6 The ball is played correctly, only if it crosses the net to

land into the opponent's playing court (see Rule 2.1).

- 6.7 If two opposing players touch the ball over the net at the same time ("dead ball") and the ball ends out of the playing court, the service is repeated.
- 6.8 If two opposing players touch the ball over the net at the same time ("dead ball"), the play continues provided that the ball touches the ground within the playing court. In such a case, however, the ball may be also played by the player who played the dead ball.
- 6.9 The player may play the ball over the opponent's part of the playing court, if standing or taking off and then landing in his own playing court.
- 6.10 The player may play the ball in his own half of the playing area only.
- 6.11 The player may unintentionally touch the opponent's leg (its part under the knee) by his leg (its part under the knee) after he has played the ball.

7. Scoring a point, winning a set and the match

- 7.1 The team (player) wins a point if the opponent commits a fault, each such a fault being one point.
- 7.2 All the disciplines (single, double and triple) are played up to two (2) winning set. A set is won by the team (player) who first scores 11 points with a minimum lead of two (2) points (11:9). Otherwise the play is continued until the lead of two points is achieved (12:10, 13:11, etc.).

8. Time-out and player substitution

- 8.1 Each team (double, triple) is entitled to one (1) 30-second time out per set, after the coach (player) has requested that from the referee.
- 8.2 Each player (single) is entitled to 2 (two) 30-seconds time outs per set after the coach (player) has requested that from the referee.

- 8.3 Each team is entitled - except for single - to substitute players twice per set.
- 8.4 The referee is entitled at any time in the course of the set to declare "referee's time out" to remove obstacles of any nature.
- 8.5 **During the break and time-out, the players must forgather in designated area and reserved for technical bench.**

9. Faults resulting in loss of point

- 9.1 The team (player) loses a point if the ball touches its court twice in sequence without being touched by player.
- 9.2 The team (player) loses a point, if the ball bounced off the court surface and crossed the net to the opponent's court without having been touched by the player.
- 9.3 The team (player) loses a point, if a (the) player touches the net by any part of his body. The service is repeated if the net is touched by both opponents simultaneously.
- 9.4 The team loses a point, if a player has made one of the following faults when the ball is being served:
 - a) he touches either the base line or a side line extended backwards with the ball or his foot supporting the weight of his body when a service is being executed,
 - b) The ball being served and flying to the opponent's court is touched by a co-player,
 - c) the ball lands outside the service zone on the opponent's court.
- 9.5 A player touches the ball with hand or arm (loss of point).
- 9.6 The ball played by a player travels to the opponent outside the net (loss of point).
- 9.7 The ball played by a player lands outside the

opponent's playing court (loss of point).

- 9.8** The ball is played by a player over the opponent's playing court and the player does not stand or takes off and does not land within his own court (loss of point).
- 9.9** When played in a hall: if the ball touches a part of the hall or its equipment (ceiling, walls, rings, etc.), it is a fault made by the player who touched the ball last (loss of point).
- 9.10** A player holds or pushes his opponent with his hand(s).
- 9.11** A player plays the ball twice in sequence (loss of point; applies to doubles and triples).
- 9.12** A player plays the ball on the opponent's playing court (loss of point).
- 9.13** The opponent's player touches the ball before the ball is touched by a player in whose playing court the ball has touched the court surface (a loss of point in favour of the opponent).
- 9.14** A player touches an opponent player (with the exception of 6.11) by his leg that is put out over the net.
- 9.15** *Receiving service - after touching the ball by a player before it lands on his/her service zone - there was no second touch of the ball by the same player (applies for single) or by a co-player (applies for double and triple) before the ball crosses the net (loss of point). Cg. 2006*

10. Misconduct and sanctions

- 10.1** If a player exceeded the limit of 5 seconds for serving:
- first delay : warning
- second delay: loss of point.
- 10.2** Unsportsmanlike conduct (protests, claims, deliberate playing the ball to hit the referee, kicking the ball away, delaying the play, holding and pushing the opponent, abusive language, improper gesturing, etc. by players,

coaches, team leaders):
- for the first time : warning
- for the second time: loss of point.

- 10.3** Depending on how rude the misconduct is (Rule 10.2), a player is sanctioned by yellow or red card, the third warning results in expulsion. After receiving the red card the player must immediately leave the playing area.
- 10.4** An expelled player may be substituted by another player (doubles, triples). With singles, the opponent wins the match 2:0 (11:0, 11:0) by default or all the matches in the group are cancelled. When the player is injured in such a way that he can not continue to play and his team has no more substitution to utilize, the set is scratched in favour of the opponent team.
- 10.5** If the referee is insulted by player(s) or member(s) of the official delegation the match is scratched in favour of the opponent team.

11. Player's equipment and protests

- 11.1** Players of one team shall use uniform playing suits; if not they are not allowed to play by the referee.
- 11.2** When the play is interrupted, the team captain or coach has the right to raise hand to deliver their protest(s) to the referee and ask a question about the interpretation of the rules. The referee's decision is final.
- 11.3** Protests, if any, are dealt with in compliance with the competition schedule, when the match is over. A final decision is up to AIFTA's court of arbitration.

12. Miscellaneous

- 12.1** Other disputable issues are dealt with by the respective control authority of **GFJ** competitions.

5. Service (for single, double & mix)

- 5.1** A service may be executed only from the space behind

the base line, between the middle and side lines. A service shall be executed diagonally from the right or left, depending on the own number of points scored: from the right, if the number is even (0:0, 2:1, 4:6, etc.), from the left if the number is odd (1:0, 1:1, 1:2, 3:2, etc.). **If lands**, the ball **must** land in the opponent's service zone.

- 5.2 For Triple : A service may be executed only from the space behind the base line between the side lines, by any players serving the ball into the opponent's whole service zone.
- VI. Special characteristics: women, boys and girls**

2. Net

- 2.2 The height of the net for Women, Juniors (boys and girls) Children up to 12 is 100 cm.

3. Ball

- 3.2 A lighter ball (e.g. for volleyball) can be used for Children's category (age up to 12).

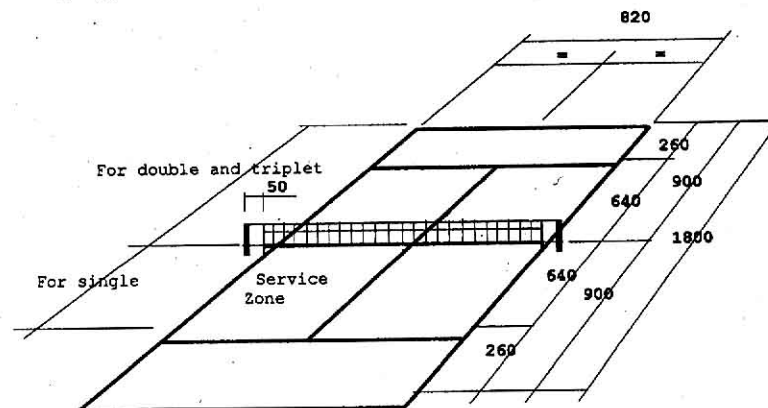
6. Ball in play

- 6.1 One ball drop more for each discipline (single, double, triple) in Children's category might be introduced.

12. Miscellaneous

- 12.1 In the year of a championship only the player, who achieved the right age (including lower and upper age limit) stated for his (her) category, is allowed to take part in the championship. Younger players can start in upper category only with written permission of a physician (doctor). Youngsters and Children are allowed to play in not more than two disciplines during one AIFTA's event (championship, tournament). It is forbidden to start simultaneously in two categories if their competitions are held at the same time.

VII. Playing court and its dimensions



Dimensions in cm

VIII. Enclosure to the Footballtennis Rules

13. Referees

- 13.1 Number of referees: The match (game) is arbitrated by two referees (1st referee, 2nd referee). Another number of referees can be stated by **SGF**. Technical Committee controlling the competition. The support by linesmen is welcome.
- 13.2 Rights of both referees: All members of the team (players, coach, team leader, etc.) in the playing area are obliged to keep the instructions of referees.
- 13.3 Duties of both referees:
- make opening toss,
 - give instructions for start of the play and for interruption of the play,
 - judge the faults in play and decide (arbitrate) which team receives a point,
 - direct a new ball having different judgement on fault that has happened,
 - control the score of the match,
 - give instructions to arrange dress, lines, playing area etc.,
 - judge the players' and others' behaviour and give them penalties,
 - permit and control the substitutions of players and time-outs,

- i) measure and keep time limits,
- j) use a whistle and official signals,
- k) order a new ball of a referee when needed,
- l) arbitrate the match according to the Footballtennis Rules valid in time of the competition.

13.4 Complementary duties of the first referee:

- a) decide if current conditions (weather, visibility, etc.) for the game are satisfied,
- b) decide which (first or second) referee will be directing the game.

13.5 Complementary duties of the second referee:

- a) decide if technical conditions (size of the playing court, ball, net, lines etc.) are o.k. for start of the game,
- b) fill in the match record,
- c) adhere to instructions of the first referee except judgement about faults in the game.

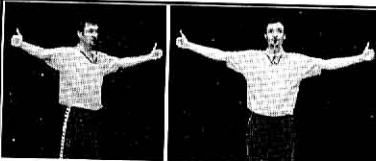





13.6 Standing point of referees: The referees should stand behind the pile (pole) on both sides of the net except the situation when the ball is moving to them or played next to them.

13.7 The referees have to use uniform suits

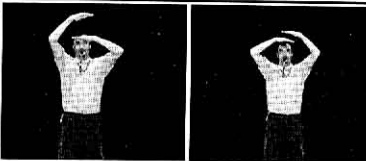

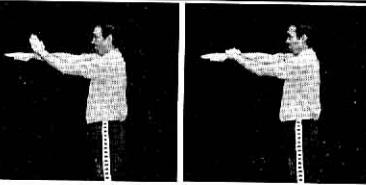
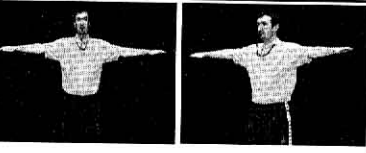


13.8 Refree official signals :









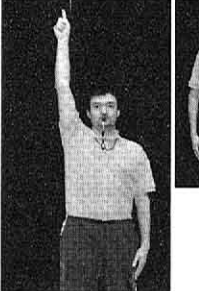

Note : Refree signals with photographs are printed after Hindi Rules on page no. 28.

13.8 Referee official signals :

Game situation	Action	Sign
New ball (game interrupted)	Raise the Thumbs of both hands	
Time - out	Place the palm of one hand over the other hand in a vertical position, forming the letter "T". Indicate the team requiring the time-out	
Double bouncing	Point two fingers downwards on the playing court	
Triple bouncing	Point three fingers downwards on the playing court	
Double touch	Raise one arm vertically with two extended fingers and point at the faulty player with the other arm	
Serve (foot on line)	Point at serve line with finger	

Note : More information and signals are available on website.

Game situation	Action	Sign
Player(s) substitution	Make a circular motion of open hands - one around the other above the head	
Net touch	Touch the net and point at the faulty player	
Hand touch	Extend one arm and tap its wrist with the other hand	
Keep playing	Extend arms sideways	
Ball outside the net (not above the net)	Extend one arm above the head and make circle	
Ball "out"	Raise the forearms in a vertical position with open hands, palms towards the face	

Game situation	Action	Sign	
Ball "in" (end of point)	Point at court with open hands		
Ball "out" after contact with a player	Brush back of one hand with other hand above the head		
Interfering foreign object (person, animal, bottle, other ball...) on playing area	Stop the game (whistle) and use the "new ball" sign		
Touch of the ball by blocking player	Raise the thumb of the right hand vertically and hold until the opponent player touches the ball		
The ball touches any object (except the net)	Stop the game (whistle) and point at the object (ceiling, table of jury...)		

Golden Rules

1. Gestures must be visible from anywhere in the gym.
2. When there is an interruption, whistle first, then indicate the fault.
3. After an interruption, always show on which side the

Note : More information and signals are available on website.