

SCHOOL GAMES FEDERATION OF INDIA

OFFICIAL RULES OF THE SPEED BALL GAME

- At the start of the tie break game a new toss is done as before to determine the server and the receiver and the sides of the court.
- Only in the tie break game the players change the sides of the court every five points.

The serving player should:

- * Play the serve while fixing one foot on the serving line.
- * Play the serve in a horizontal level
(only a 10 degrees sloping angle is allowed).

1: -General

A. Speed ball game consists of three main types of Playing:

A-1 Super Solo play

A-2 Singles play

A-3 Doubles play

B. Speed ball official court:

B-1 Solo play court

B-2 Singles play court

B-3 Doubles play court

C-Any Speed ball type of playing must consists of the following Tools:

C-i **The Ball**

1- A regulation ball authorized by I.S.I. market on Speed Ball must be used.

2- The ball is hollow, elliptical in shape and made of rubber.

3- It should be 65 mm - 2 mm in diameter and be 50 grams in Weight.

4- It is fixed to one end of a nylon cord 1.6--2mm thick and 1.50 m long. The other end of the cord is attached to a ring, which is set at the spool on the top of the pole.

C-2 The Racket

1- A regulation racket authorized by I.S.I marked on Speed Ball must be used.

2- The racket is made of rigid plastic. The hitting surface is flat and perforated.

3- The racket should not measure over 38.5cm in length and 23.5cm in width. The face should not measure over 25.0 cm in Length and 23.0 cm in width.

4- The racket should not have any damaged part at the top of Both sides.

C-3 The stand

1- The Pole A metallic pole with 1.7 m high and diameter of 2.5 cm.

2- The pulley (spool) Made of metal or plastic. Measure 4cm - 5 cm length and Diameter of 3.37cm. A at its wide head and base, and 1.25cm at its narrow shaft.

3-TheBase Made of metal and cement or pure metal. The pole must be fixed to a disc-shaped base or similar weighted base that weighs no less than 40 kilograms. (40-60 kg).The base should be 60 cm diameter and 10 cm high.

C-4 The court:

1- The super solo court should not be less than 4X4 meters.

2- The court for the single matches should be at least 6x6m divided by a neutral zone of 60 cm width.

3-The court for the doubles should be 6x8m.

2- Types of Competitions:

A-The Super solo: In this type of competition the player hits the ball to turn around the pole and hit it back again and so on for a fixed time. The referee will count his hits per that time. Competitions are for both girls and boys S-separately, each compete in the age levels (under 14, 17, 19 yrs of age).

Age Group		Under 14 yrs		Under 17 yrs		Under 19 yrs	
S.No.	EVENT	BOYS	GIRLS	BOYS	GIRLS	BOYS	GIRLS
01.	Super Solo	1	1	1	1	1	1
02.	Single	1	1	1	1	1	1
03.	Double	2	2	2	2	2	2
04.	Solo Relay	4	4	4	4	4	4

Position Award

- 1st Position = Gold Medal
 2nd Position = Silver Medal
 3rd Position = Bronze Medal

Speed Ball Official Team

- 1) Team Member & Staff --- Team Coach, Team manager for Boys
- 2) Team Member & Staff --- Team Coach, Team Manager for Girls
- 3) Official for Tournament
 - a) Tournament Director
 - b) Areana Co-ordinator
 - c) One Tie making incharge
 - d) One Announcer
 - e) One Time Keeper
 - f) Two Referee
 - g) One Scorer

In the open level the players play for one minute in each of the three positions with thirty seconds rest interval in between.

In the juniors competitions each player has to play for thirty seconds in each of the following four positions (With thirty seconds rest interval in between):

- a) **Right hand play:** The player holds the racket with his right hand and hits the ball with one face of his racket to rotate around the pole then hits it back with the other faces of his racket and so on.
- b) **Left hand play:** As in (a) but the player holds the racket with his left hand.
- c) **Two hands forehand:** The player holds two rackets one in each hand and hits the ball with the forehand face of his racket in one hand and receives the ball by hitting it again by the forehand face of the racket in his other hand and so on.
- d) **Two hands backhand:** As in (c) but the player hits the ball by the backhand face of one racket and hits it back by the backhand face of the racket in the other hand and so on.

** Ten seconds before the start of each type of play the players are notified, then five seconds later they are notified again(five seconds before the start).

** All correct hits are counted starting from the start signal to the end signal.

** The count starts with the start signal (usually a whistle).

** The count ends by the end signal (same as the start signal).

** It is not allowed to support the hand hitting the ball (or the racket) by the other hand. If a player supports the playing hand this is considered a wrong hit.

** The referee should not count all wrong hits.

** Any hit before the start signal should be considered a wrong hit.

** If a player starts before the start signal two hits are subtracted from the total number of correct hits, as a penalty, (so his score will be: his total hits-his wrong hits-two).

** If a player cuts the nylon thread to which the ball is tied:- He has to change the ball by the help of the referee, and is allowed to decide; whether he will keep the score of this position (hence he will shift to a new position) or he will replay it again with the start of the next position.

- If the player who has decided to replay this position achieves a count less than the count he reached before cutting the ball, he will get the last count he played as this was his decision (even if it is less than the previous count).

- Each player has the right for two extra balls other than the ball attached to the pulley on the pole(total ;three balls). If he cuts the three balls before finishing his four positions, he will keep his score of the hits counted for him before cutting the third ball.

- The ball should be changed rapidly by the referee once it is cut as the only chance for the player to resume his count again is to start with the following start signal for the next position, and if he misses this start signal he still has to start as soon as he becomes ready and the referee will start counting for him then till the end signal.

B- The Team relay:

- However this type of competition can extend to include also the men's relay (the team is composed of four men) and the ladies' relay (four ladies).

- Each player will play one different type of play (position) for thirty seconds the players play in succession each starting on hearing the signal after each thirty seconds.

- Each player except the first one will start by hitting the ball while it is turning and so on till all the four players play their four positions.

- The first player of each team should start from a fixed predetermined point (marked on the ground), then he is allowed to move (in both directions) while playing, in half a circle centered by the starting point, this to give a space for his successor to start from the starting point.
- The other three players of each team should stand in order in a queue behind the starting point.
- Each team has two balls only for the four players to complete their four positions. So if a player cuts the thread of the ball the team has to repeat the count from the start with the second ball. This is done after the count of the rest of the teams is finished. If the second ball is also cut the team stops playing and the highest score of the two trials is registered to the team.

C. The Singles:

- In this type of competitions two players play against each other, each hitting the ball in one direction while his opponent hits it in the opposite direction. The two players stand opposite each other, each player in one half of the court (each half is separated from the other by the neutral zone which is 60cm wide). The same age categories are applied as in the Super solo.
- Determining the server and the side of the court for each player: This is determined by a toss, the toss winner may choose either to serve or to receive, his opponent then chooses the side of the court to start with.
- The two players will exchange the serve after each point. The serve should be played in the clockwise direction and can be played by the right hand (forehand) or the left hand (backhand).
- The winner of the game is the player who gets ten points first, No extra points are added in case of equality (9/9).
- The matches of all competitions except for the men's final are of the best of three matches (the winner should get two games before his opponent), the men's final is of best of five (this may be applied to other categories later if needed and announced in advance by the SGFI).
- At the start of the next game (not the tie break game) the server will be the player who received at the beginning of the previous game.
- * Play the serve without causing excessive turbulence (vibration) in the thread.
- * Not shake the base of the apparatus. Wrong serve: A serve is considered a wrong serve if:
- **A player plays the serve without fixing one foot on the serving line.

**The serve was not in a horizontal level (or if the thread shows much turbulence).

**The serve was played in a way that caused the base to shake (shaken base). A serving player loses the point if he performs any two of the above (two wrong serves).

- A player wins a point if he succeeds in making the ball to turn twice in front of his opponent without being able to hit it back.

A. player loses a point if:

**If he hits the ball with any part of his body apart of the hand holding the racket up to the wrist.

**If he touches the pole with any part of his body.

**If the racket falls on the ground.

**If he hits the ball in an opposite direction.

**If he touches the neutral zone (the ground) with one of his feet, the racket or any part of his body.

**If he hits the ball so that it touches the pole before completing two turns in front of his opponent (i.e.: before the ball exits the opponent's court for the second time) .

** If he makes the nylon thread turns a complete turnaround the pole before having the ball made two complete turns as described above.

**If he cuts the ball or the nylon thread or brakes the plastic ring (breaking the continuity of the ball).

**If he hits the ball two successive times.

**If he hits the nylon thread without touching the ball with it.

**If the ball hangs for an instant to the racket or its handle.

In case a player shakes the base (shaken base) on hitting the ball during the game, the point is repeated if the referee sees that this influences the course of the game to the advantage of the same player who hit the ball.

D The Doubles:

In this type of competitions four players play against each' Other in two teams, each team is composed of two players, This can be; two men (men's doubles); two ladies (ladies' Doubles).

-Each team should remain in his side of the court during each game.

-The serving team is determined by a toss, the winner chooses to serve or to receive, the other team will choose the side of the court.

-The four players will keep the order of serving and receiving all through the same game. If the first team is A-B and the second team is C-D. So if the server was player A and the receiver was player C then the next point player C will serve and player B will receive ,then B will serve and D will receive ,and so on.

- After serving by player A for example D will receive, then each player will hit the ball in his turn (i.e.: A then C then B then D),like table tennis and not free like tennis.

- The next game the team who received the first game will serve this game, and it is allowed for the receiving team to change the order of the previous game, so if C will serve, now either A or B can receive and then the order of players is fixed throughout this game.

- If a tie game is to be played, a new toss is made as before and the winning team will choose either to serve or to receive, then in this tie game only the receiving team is free to choose any player to return the serve (i.e free receiving all through the last game).

- The receiving player should inform the referee and his opponents that he is the one who is going to return the serve before the start of a new point by raising the hand holding the racket.

- As in the singles in the tie break game the players change the court sides every 5 points.