
INTERNATIONAL BLIND SPORTS FEDERATION

SHOWDOWN RULES

2026 – 2028



The rules have been approved by the IBSA Executive Board, on October 13, 2025.

The rules are valid starting from February 1st, 2026, until December 31st, 2028.

These rules will govern all Showdown play at all events.

DOCUMENTATION

The official regulations for IBSA Showdown consist of the following documents, which together form the complete rule set:

- A. The IBSA Showdown Rules (this document).
- B. The IBSA Showdown Referee Manual.
- C. The IBSA Showdown Tournament Organization Manual.

DEFINITION

Hit / Stroke: The legal action of propelling the ball using the bat. A stroke begins when the bat moves towards the ball and ends with the bat's follow-through. This includes both a distinct hitting motion and a controlled pushing motion, provided the ball is not trapped, carried, or touched multiple times.

PREAMBLE

Showdown is played by two players. The game is played on a rectangular table with goal pockets at each end, and a centre board screen. The game is played with bats and an audible ball. The objective of the game is to bat the ball across the table, under the centre board screen, into the opponent's goal, while the opponent tries to prevent this from happening.

Should there be any misunderstanding between the English version of the IBSA Showdown Rules and any of its translated versions, the English version will prevail.

These rules consist of four parts:

A: DEFINITIONS AND TECHNICAL SPECIFICATIONS

B: RULES OF PLAY

C: TEAM PLAY RULES

D: APPENDICES

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A: DEFINITIONS AND TECHNICAL SPECIFICATIONS

1 TABLE

A showdown table must conform with the following specifications:

- **A table consists of the following parts:**

Centre board screen:

This rectangular board divides the playing area in two sides.

The centre board screen rests on the sidewalls above the playing area.

Contact board:

The narrow board that rests on the top of both end walls.

Goal area:

The space between the goal pocket and the tactile and visible boundary line, including the line itself.

Goal pocket:

The opening in the horizontal playing deck and the vertical end wall.

The end wall must have a hard surface.

Playing area:

Is defined as follows:

- At the sides, by sidewalls, end walls and curves, without vertical limits.
- At the bottom, by the surface of the playing deck.
- The top of the sidewalls.

The top of the contact board is excluded. The bottom of the contact board and the front of the contact board are part of the playing area.

Inner playing area:

Is the inner part of the playing area, defined as follows:

- At the sides, by sidewalls, end walls and curves
- At the top, by an imaginary horizontal line defined by the top of the sidewalls.
- At the bottom, by the surface of the playing deck.
- The top of the contact board is excluded. The bottom of the contact board is part of the inner playing area.

Playing deck:

The perfectly level surface of the horizontal board.

Sidewall:

The vertical part of the table delimiting the outer part of the table on the long sides.

End wall:

The vertical part of the table delimiting the outer part of the table on the short sides.

Curve:

The rounded vertical part of the table connecting end walls and sidewalls.

End of the table:

The part of the table defined by the curves, including the whole curves, and the end wall.

- **Dimensions:**

- Interior length: 3660 mm (5 mm tolerance).
- Interior width: 1220 mm (5 mm tolerance).
- Height (Playing deck from floor): 780 mm (10 mm tolerance).
- Sidewall: 140 mm.
- Corners (interior radius): 230 mm.
- Goal pocket (semi-circular horizontal opening): 300 mm diameter (in the playing deck).
- Goal pocket (rectangular vertical hole): 300 mm x 100 mm (in the end wall).
- Visible boundary line for goal area on end wall: 50 mm wide along the rectangular hole.
- Tactile and visible boundary line for goal area: 400 mm diameter.
- Contact board: 5 mm thick, overlapping the inside of the table by 50 mm.
- Centre board screen: 420 mm from the top of the sidewalls, 100 mm opening from the playing deck.

Blueprints are available in **Appendix 1 – Table**

2 BALL

A ball must conform to the following specifications:

- Sound: the ball must be audible.
- Diameter: the ball must be round and have a diameter of sixty (60) mm.
- Surface: the ball must have a hard and smooth surface.
- Weight: 23-28 gr.

In tournaments awarding IBSA ranking points, Only balls approved by the IBSA Showdown Sport Committee may be used. Only one type of ball may be used per tournament.

3 BAT

The bat must conform to the following specifications:

- **Material:**
The bat must be made of a hard, smooth material.
 - All bats with a non-wooden blade surface must be covered with a soft material. A maximum of twenty (20) mm of the blade may remain uncovered along the edges. The soft cover may be up to two (2) mm thick on each side, but the total thickness of the blade must not exceed ten (10) mm.
- **Maximum dimensions:**
 - Total length 300 mm.
 - Blade length 200 mm.
 - Blade width 75 mm.
 - Blade thickness 10 mm (including soft cover).
 - Handle diameter 40 mm.
- **Blade:**

- Shape: the corners of the blade may be round and/or square. The edge of the blade may not be sharpened.
- Soft cover: the blade may be covered with a soft material. The thickness of the soft cover can be up to 2 mm on each side, but the overall width of the blade may not be wider than 10 mm.
- **Handle:**
 - The blade begins where the diameter/width of the handle exceeds 40 mm.
 - The width and length of the overlap of the handle and the blade can be up to 40 mm (this is consistent with the width of the handle).

Blueprints are available in **Appendix 2 – Bat**

4 SPORTS EQUIPMENT

4.1 Mask

A mask must conform to the following specifications:

A mask must completely obscure the player's vision; when wearing the mask, the wearer should experience complete darkness. When a referee checks the mask, they should not be able to see any light at all.

- The rim of the glasses must be padded with foam or silicone material to completely shut out all light.
- Darkened alpine ski goggles or adequate alternatives like goalball masks are the only types allowed. Mask structure must be semi-rigid or rigid (e.g., approved goalball masks; sleep masks are explicitly prohibited).
- Players medically unable to wear standard masks must wear occlusive eye patches.
- It is the player's own responsibility to have an adequately prepared mask to be allowed to take part in a competition.

4.2 Attire

The attire of players must conform to the following specifications:

- **Shirt:**

Players must wear a short-sleeved shirt with sleeves not longer than elbow length.

- It is allowed to wear a close-fitting long-sleeved shirt under the short-sleeved one, as long as it does not cover the hand protection and its colour is different from the hand protection, arm protection and the short-sleeved shirt.

- **Sportswear:**

Players must wear a sportswear

- **Shoes:**

Players must wear sports shoes.

4.3 Hand and arm protection

Players must wear hand protection may extend max** sixty (60) mm above the wrist joint.

The hand protection must conform to the following specifications:

- The hand protection must consist of one piece.
- The hand protection may not enlarge the hand by more than 20 mm on each side.

- The front part of the hand protection, from the fingertips up to the wrist, may have a maximum thickness of 25 mm.
- The part above the wrist joint may have a maximum thickness of 10 mm.
- When measuring the hand, the thumb is excluded.
- Players may wear arm protection beyond the hand protection e.g. sweat bands, bandages etc.:
 - arm protection must have a different colour than the hand protection;
 - it may not enlarge the arm more than 10 mm on each side;
 - This part of the protection is not considered to be part of the batting hand.

The description of the procedure to measure the hand protection is available in **Appendix 3 - Hand protection measurement**

The description of hand and arm protection is available in **Appendix 4 – Hand and arm protection**

5 Player's and coaches' position during play

5.1 The player's position area

The player position area is located behind the table and defines the area in which the player may stay during play.

It is defined as follows:

- At the front
 - playing area on the table
 - Imaginary line connecting the two points where the curves on the player's side meet the sidewalls and extending sideways without limit.
- At the back, without limit.
- At the sides, without limit.

5.2 Coaches' standing area

The coaches standing area is located on the side of the table opposite the first referee and defines the area where coaches are allowed to stand during play. It is defined as follows:

- Along the table side, from the point where the curve meets the sidewall to the center wall.
- Away from the table, up to a maximum distance of two (2) metres from the sidewall, as judged visually by the referee.

In exceptional circumstances, such as very limited playing space, the referee may designate an alternative standing area for the coach.

The description of player's and coaches' position is available in **Appendix 5 – Player's and coaches' position**

6 PLAY

• Match:

A match consists of the best of any odd number of sets, e.g. best of one set (1-0) or best of three sets (2-1) or best of five sets (3-2).

• Set:

In individual competition, a set is won when a player reaches a minimum of 11 points with a

margin of 2 points over the opponent.

In team competition, matches are played in 1 set and it is won when a team reaches a minimum of 31 points with a margin of 2 points over the opposing team.

- **Giving up a match:**

When a player gives up a match, he/she withdraws from the match voluntarily, for example because of an injury.

The player who gives up a match will keep all scored and set points he/she has already won and loses with the lowest possible result.

Example: Player "A" has won the first set 11-5 and is leading in the second set 7-2, then he/she gives up the match because of injury. Player "B" wins this match 11-5, 7-11,0-11.

- **Losing by default:**

A player loses a match by default when he/she infringes on specific rules. The player who loses a match by default loses all sets without any scored points. Scored and set points already won by that player will be annulled.

Example: 11-0, 11-0, 11-0.

- **Goal:**

A goal is scored when the ball passes fully into the goal pocket.

- **Playing mistake:**

An action sanctioned by the rules with a warning, penalty or the award of 1 point to the opponent.

- **Serve:**

play is started with the serve. Serving consists of hitting the ball, placed on the playing deck, with the bat within 2 seconds of the referee's whistle. The ball must bounce off the sidewall exactly once prior to passing under the centre board.

- **Serve turn:**

In individual competition a series of 2 serves; in team competition a series of 3 serves.

- **Warning:**

Verbal admonition for infraction of specific rules during the match (including all breaks) by the player or coach without points being assigned to the opponent.

- **Penalty:**

Severe sanction for serious infraction of the rules or misconduct by the player or coach during the match (including all breaks), with 2 points being awarded to the opponent.

- **Warm-up:**

The time that players can freely practise with each other and get used to the table.

- **Stop-time:**

The total duration of the match.

- **Time-out:**

Interruption of play.

- **Batting hand:**

The hand (up to and including 60 mm past the wrist joint) the player uses to hold the bat with. The batting hand includes hand protection.

- **Non-batting hand:**

The hand that currently is not holding the bat.

- **Language:**
During the match, only the official languages of the tournament may be used. There can be two official languages in national tournaments (for example the national language of the country and English).

B: RULES OF PLAY

7 OFFICIALS

- 7.1 Officials for each match during tournament play are:
- First referee (fully sighted).
 - Second referee (also fully sighted, elapsed time, time-out, score and number of serves).
 - The first referee can also assume all tasks of the second referee. This rule may not be applied to elimination matches within IBSA Sanctioned Events, where there must be two officials.
- 7.2 The referee must be clearly identifiable as the referee.
- Referees should wear black sports trousers or shorts, sport shoes and a Shirt with "Referee" printed on it.
 - No national symbols are allowed.
- 7.3 If the referee is injured, he/she stops the match and must be replaced by another referee.
- 7.4 The referee must conduct the match in the official language of the tournament.
- The referee must only address players and conduct the game in the official language(s). Referees may briefly consult each other in another language for clarification.
- 7.5 The official language of IBSA Sanctioned and International Events is English.
- 7.6 The referee will ensure that the rules of the game are observed in all cases.
- 7.7 The referee calls "**let**" and thereby designates a re-serve if he/she has not been able to properly assess a situation with certainty. The referee has the option to use assistance of the second referee (if present) before making a decision or to call "**let**".
- 7.8 The decision of the referee is final.

8 MATCH

- 8.1 Matches are played best of 1 or 3 or 5 sets.
- 8.2 The winner of the match is the player who:
- wins 1 set, in 1 set matches.
 - wins 2 sets, in 3 sets matches.
 - wins 3 sets, in 5 sets matches.
- 8.3 The winner of the set is the player to reach a minimum of 11 points having a margin of 2 points over the opponent.
- 8.4 Warm-up, time-outs and side changes are part of the match.

9 TIME LIMIT MATCH

- 9.1 No time limit is allowed at IBSA Sanctioned Events.

- 9.2 Organizers of any other tournament may introduce time limit play. The organizer should inform the participants about the time limit in the official invitation of the tournament.
- 9.3 When time allotted for the match has expired, the player who is ahead will be declared the winner. If there is a draw when time has expired, a coin will be tossed to determine which player has to serve, and the next point wins.
- 9.4 In time limit matches, the match clock is stopped during a timeout, change of sides or break in play.

10 BEFORE THE MATCH

- 10.1 The referee introduces her/himself, the second referee (if present), the players (or teams) and the coaches.
- 10.2 The referee inspects masks, bats, hand protection and attire of the players.
- 10.3 Players who cannot understand the official languages of the tournament may be assisted by an interpreter; the player has to announce that he/she is using an interpreter before the match.
- 10.4 Before the match, the referee asks if the player has a coach or interpreter. The player announces the name.
 - a) The player can announce the coach even if the coach is not present.
 - b) The coach can enter/leave the room when the set is over, during time-outs, and a change of sides.
 - c) The player may change the announced coach until the referee has started the warm-up.
 - d) The interpreter is only allowed to communicate with the player and the referee(or referees), and only for the purpose of translation.
 - e) The coach may function as an interpreter by referee's decision, but the referee must give permission every time the coach wants to translate. Otherwise rule 20.4.3 applies.

11 GAME PROCEDURES

- 11.1 The referee asks everyone to switch off mobile phones and remain quiet while the ball is in play.
- 11.2 The referee must make sure the room is silent, play is resumed and while the ball is in play.
- 11.3 Players must wear the mask during the whole match and cannot touch it except between sets, during time-outs and change of sides. If the player needs to touch the mask when it is not allowed, he/she must ask the permission to the referee:
 - a) The request to touch the mask must be done to the referee during break in play. If permission is given, the player must turn away from the table and be at the end of the table. Between sets and during change of sides, the player may touch the mask only after he/she has changed the side.
 - b) Before play resumes, the referee checks the mask, ensuring it is worn correctly.
- 11.4 The referee must check that the masks of the players are worn correctly before warm-up, at the start of each set, after time-outs, after a change of sides, and after unusually long breaks.
- 11.5 During the whole match, the player and his or her coach may not communicate with each other, except 18.1 and 19.3.
- 11.6 Spectators must be quiet during play. After the referee stops the game by whistling, spectators and coaches may cheer.

- 11.7 The player and the coach are allowed to speak in any language, with these exceptions:
- a) If the coach wants to cheer or support the player when the ball is not in play, only the official languages of the tournament are permitted (rule 20.4.3 applies in case of infraction).
- 11.8 During the match, the coach must remain on the side of the table of their player.
- 11.9 The referee must open the door between sets, during time-outs, and when changing sides.
- 11.10 Spectators can enter and leave the room before or after the match, between sets, during time-outs, or when changing sides.

12 COIN TOSS

- 12.1 Prior to the warm-up, the referee proceeds with the coin toss. Player "A" (first on the list) will be asked to choose head or tail. The player winning the coin toss will be given the choice of taking the serve or choosing the starting side of the table. If they choose to take the serve, the opponent can choose the starting side of the table. If they choose to give the serve, they can choose the starting side of the table.

13 WARM-UP

- 13.1 Warm-up is started and stopped by the referee by blowing the whistle.
- 13.2 The amount of time for warm-up is 60 seconds. The referee gives an audible warning 15 seconds before the end of the warm-up by calling "15 seconds".
- 13.3 Warm-up can be omitted completely if both players ask for it.
- 13.4 During warm-up, players must wear all required Showdown equipment.
- 13.5 During warm-up, talking between player and coach is not permitted (rule 20.3.6 applies in case of infraction).

14 SERVES

- 14.1 Players will alternate the serves (2) to start the sets. E.g. player "A" wins the coin toss and decides to serve 1st set player "A" starts, 2nd set player "B" starts, 3rd set (if a 3rd set is played) player "A" starts, and so on.
- 14.2 Each player serves 2 times consecutively.

15 PLAY

- 15.1 Play is started and stopped by the referee sounding a whistle:
- a) Single whistle to start or stop.
- b) Double whistle for a goal.
- c) Long whistle when the set/match is over.
- 15.2 The referee will roll the ball to the serving player and announce first the number of the serve, followed by the current score, both referred to the serving player. Then the referee asks both players, first the returner and then the server, if they are ready to play. Upon receiving positive confirmation ("yes") from both players, the referee will signal the start of play by blowing the whistle once. This procedure should be used by starting the match, set, after time-outs, change of sides and unusually long breaks.

- 15.3 The referee always resumes the game announcing the number of the serve and the score referred to the serving player.
- 15.4 At the end of each set, the referee announces the final score of the set and announces the score in sets.
- 15.5 After the referee announces the service, the player must be ready to serve without delaying the game. The player shows to be ready to serve by placing the ball on the table.

16 SCORING POINTS

- 16.1 Players may score points regardless of which player is serving.

16.2 Goal

- 16.2.1 When a goal is scored, the referee will blow the whistle twice and say, “**goal**”. 2 points will be awarded to the player who scored.

16.3 Irregular Serve

When each of the listed infractions occurs, the referee will blow the whistle once and announce the playing mistake “**irregular serve**”. 1 point will be awarded to the opponent of the player who makes the playing mistake.

- 16.3.1 If the player, when serving, touches the ball with the bat more than once.

- a) When serving, each touch of the ball with the bat counts as 1 serve.

- 16.3.2 If the player does not serve within 2 seconds of the referee's whistle.

- a) The player may move the ball to a different location on the playing surface, even after the referee has started the game by blowing the whistle (rule 16.3.2 still applies).

- 16.3.3 If the player serves before the referee's whistle.

- 16.3.4 If the ball is not placed on the playing surface while serving.

- 16.3.5 If the player rolls the ball intentionally before hitting it.

- a) After having placed the ball on the playing surface and releasing it, the ball is allowed to roll before the player hits it with the bat, provided that the player is not moving it on purpose. (For example, a single-handed player will have problems keeping the ball still, or the table is not completely even).

- 16.3.6 If the player misses the ball during service, one of these two interpretations will be used:

- a) If there was no audible sound (for the referee), the player may swing at the ball multiple times (until he/she reaches the 2 second limit for serves).

- b) If there was an audible sound (for the referee), the swing counts as one service.

- 16.3.7 If the served ball does not bounce off the sidewall exactly once prior to passing under the centre board.

- a) If the served ball "slides" along one side of the table wall, it is considered as multiple bounces and a playing mistake will be called.

- b) If the ball, after bouncing off the sidewall once prior to passing under the centre board, hits the bottom of the centre board screen and directly passes onto the other side of the table, no playing mistake will be called.

16.4 Centre board

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake “**centre board**”. 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.4.1 If the ball passes over the centre board screen.

16.4.2 If the ball hits the centre board screen and stops its forward motion.

- a) The ball is considered in "forward motion" if the ball hits the bottom of the centre board screen and directly passes onto the other side of the table.

16.5 **Body Touch**

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**body touch**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.5.1 If the player touches the ball within the playing area with any part of their body, other than the bat or batting hand.

16.6 **Illegal Defence**

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**illegal defence**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.6.1 No contact with the ball is allowed within the goal area:

- a) If the ball touches the bat or the batting hand within the goal area, that is a fault and the playing mistake "**illegal defence**" will be called.

Particular situations

- b) If the ball touches the bat or the batting hand within the goal area and moves directly into the goal, that is a "**goal**" (rule 16.2.1) and 2 points will be awarded to the opponent.

- c) If the ball touches the bat or the batting hand within the goal area, and stops or goes anywhere else, in or out of the table, that is a fault and the playing mistake "**illegal defence**" will be called and 1 point will be awarded to the opponent.

- d) If the ball touches the bat or the batting hand within the goal area and, after that, touches any other part of the body, that is a fault and the playing mistake "**body touch**" (rule 16.5.1) will be called, and 1 point will be awarded to the opponent.

16.7 **Out**

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**out**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.7.1 If the player hits the ball with the bat or batting hand and causes the ball to leave the playing area of the table.

16.7.2 If the player hits the ball and it touches the top of the contact board.

16.7.3 If the ball hits the ceiling or any other object not part of the table or player's batting hands.

16.8 **Invasion**

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**invasion**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.8.1 If the player holds the non-batting hand in the inner playing area, except when switching hands. (see Appendix – 6 Invasion)

16.8.2 If the player grips the contact board with the non-batting hand.

It is allowed to lean the upper body into the playing area, in each case rule 16.5.1 applies.

16.9 Bat

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**bat infraction**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.9.1 If the player does not hold the bat in one hand, except when switching hands.

16.9.2 If the player drops the bat.

Particular situations

16.9.3 If a player's bat is broken, play cannot be continued. The referee will blow a single whistle to stop the game, after the player has switched bats, play is resumed with a re-serve:

- a) Any point or points scored after a bat is broken are not counted, even if the referee has not blown the whistle yet.
- b) The bat is considered broken when it is badly damaged or if one or more major parts of the bat broke off and are no longer attached to the bat.

16.10 Ball

When each of the listed infractions occurs, the referee will blow a single whistle and announce the playing mistake "**ball infraction**". 1 point will be awarded to the opponent of the player who makes the playing mistake.

16.10.1 If the player traps or stops the ball for more than 2 seconds, making the ball inaudible for the opponent. The 2 seconds are not measured by stopwatch but are subject to the referee's judgement.

Particular situations

16.10.2 In case a ball breaks during play, the referee will blow a single whistle to stop the game and will replace the ball, play will be resumed with a re-serve.

17 DEAD BALL

17.1 When, in the referee's opinion, the ball is moving so slowly that it will not reach the point where the player can take control of it and continue the game, or a player has lost track of the ball, the referee will blow a single whistle and announce, "**dead ball**". Play is resumed with a re-serve.

17.2 If the ball is inaudible for more than 2 seconds, the referee will blow a single whistle and announce, "**dead ball**". Play is resumed with a re-serve. The ball is inaudible when the referee is not able to hear it moving on the table.

18 TIME-OUTS

18.1 During time-outs any discussion may occur between the coach and the player.

18.2 Player Time-out

18.2.1 Each player is entitled to 1 time-out of 60 seconds during a set.

18.2.2 The referee gives an audible warning 15 seconds before the time-out is finished. The referee says, "**15 seconds**".

18.2.3 Time-out requests must be made to the referee during a break in play.

18.2.4 A time-out can be requested either by the player or the coach.

18.3 Referee Time-out

18.3.1 The referee can stop the match whenever deemed necessary (e.g., injury, excessive noise, toilet visits of referee or player, etc.). The referee resumes the match with a re-serve if the match was stopped when the ball was in play.

18.3.2 The referee can give a player permission to visit the toilet, the time limit to return to the table is 5 minutes. If the player fails to return within this time limit, he/she loses the match by default.

18.4 Medical Time-out

18.4.1 The referee can call a medical time-out if the player is injured. The referee resumes the match with a re-serve if the match was stopped when the ball was in play.

18.4.2 The player must be ready to play by 5 minutes; otherwise, he/she loses the match, rule giving up a match applies.

18.4.3 The medical time-out can't be called before the game has begun (see rule 8.4).

19 CHANGE OF SIDES

19.1 The time limit for changing sides is 60 seconds.

19.2 The referee gives an audible warning 15 seconds before the change of sides is finished. The referee calls "**15 seconds**".

19.3 During the change of sides, any discussion may occur between the coach and the player.

19.4 Players change sides after each set. In the last set of the match, players change sides after 6 points are scored by 1 player or after half of stop-time has expired.

19.5 If only 1 set is being played, players change sides after 6 points are scored by 1 player or after half of stop-time has expired.

19.6 When changing sides, players will move counterclockwise.

~~19.7~~ During the change of sides, the player must stay in the playing room.

20 WARNINGS AND PENALTIES

20.1 The referee can issue a warning/penalty anytime during the match.

- a) If play is stopped by the referee to issue a warning/penalty; the match will be resumed with a re-serve.
- b) If the warning/penalty was given when the ball was not in play, the match will continue with the next regular service.
- c) If the warning/penalty is given before the set has begun, the set will start with the warning (in case of 1st infraction) or the score of 2:0 (in case of 2nd or subsequent infractions) for the player who received the points. The match will start with the regular serving order.

20.2 Issued warnings are valid for the whole match.

20.3 Penalties with warnings

Each of the listed infractions will be sanctioned with:

- 1st infraction: Warning.
- 2nd and subsequent infractions (even if the infraction is different than the previous infraction): Penalty, 2 points awarded to the opponent of the player who committed the infraction.

20.3.1 Playing outside from the player's position area (5.1).

20.3.2 Holding on to part of the table.

- a) It is not allowed to hold on to any part of the table with the non-batting hand, except at the end of the table. "The end" is defined by the curve of the table, including the whole curve.

20.3.3 Hooking the ball.

- a) It is not allowed to move the ball by hooking or holding it with any finger.

20.3.4 Shoving, excessive or constant moving of the table in a disturbing way.

20.3.5 Scraping the bat in a disturbing way.

20.3.6 Talking during play or a break in play (except rules 18.1, 19.3).

20.3.7 Pushing any part of the body into the goal area from the outside.

20.3.8 Not playing with at least one foot on the ground.

- a) Players must play with at least one foot on the ground.

20.3.9 Any other activities judged by the referee to belong to this category (e.g.: disturbing the opponent, purposely delaying the game, etc...).

20.4 Penalties without warnings

Each of the listed infractions will immediately lead to a 2 points penalty.

20.4.1 Touching the mask when not between sets, during time-outs or a change of sides and without the referee's permission.

20.4.2 The mobile phone or any other electronic device of a player or their coach is making any kind of noise during the match.

20.4.3 Any attempt of the coach to give secret signs to the player. This is immediately considered serious misconduct. The referee will directly send the coach out of the playing room.

20.5 Other sanctions

20.5.1 Very serious misconduct by the player and/or the coach:

- a) In case of, e.g. swearing at the referee, throwing the ball or the bat, or similar actions, the referee is entitled to immediately penalise the offending player. The offending player loses the match by default.

20.5.2 The referee can send supporters or coaches out of the room in case of misconduct.

20.5.3 The player must be at the playing room at the specified time with the equipment ready for inspection. If the player is more than five (5) minutes late, the referee declares the loss of the match by default for no-show. If a player repeatedly appears late, he/she can be excluded from the tournament. The 5-minute count starts when at least one referee is present and, in case of delay, the table is free.

C: TEAM PLAY RULES

21 GENERAL RULES FOR TEAM PLAY

- 21.1 Team competition is played according to the IBSA Showdown rules for individual competition as laid out above unless stated otherwise.

22 TEAMS

- 22.1 Teams can consist of a minimum of 3 to a maximum of 6 players with a maximum of 2 coaches.
- 22.2 The line-up of the team is three (3) players. It must be mixed and consist of at least one male and one female player.
- 22.3 Players may not represent a different national team.

23 ADDITIONAL RULES

- 23.1 Winner of the match is the team to reach a minimum of 31 points with a margin of 2 points over the opposing team.
- 23.2 Each player has 3 serves after which he/she goes away and leaves the serves to his/her teammate who must first receive 3 serves by the opposing player.
- 23.3 The amount of time for warm-up in team matches is 90 seconds. The referee gives an audible warning every 30 seconds, calling out: **"30 seconds"**.
- 23.4 Warm-up can be omitted completely, if both teams ask for it.
- 23.5 Before play starts, the team must deliver the completed line-up form to the referee. The form must contain the line-up of the starting team and the order by which the players will serve and return, the name of the team's captain (one of the players in the list), the substitutes (if any), and the name of the coach or coaches. The line-up is secret and will be announced by the referee after the coin toss.
- 23.6 All the players listed in the line-up form are considered part of the team.
- 23.7 Prior to the start of play, the referee will toss a coin. The team (captain or coach) first on the list will be asked to choose heads or tails. After the coin toss the referee will read the line-ups for both teams. Then the team winning the coin toss will be given the choice of taking the first serve or giving it away to the opposing team. The team that is not serving first, can decide the starting side of the table.
- 23.8 Each team is entitled to 1 substitution during a match. The team can substitute 1 player.**
- 23.8.1 Permission for substitution must be requested during a break in play by the coach or the captain of the team.
- 23.8.2 The time allotted for the substitution is 30 seconds, time-out rule 18.1 applies.
- 23.8.3 After the substitution, the composition of the team must still be mixed.
- 23.8.4 If the player who is playing at the table is substituted, the newly entered player will continue with the serves or returns of the replaced teammate at the time of the change.
- 23.8.5 The substituted player may not play anymore in the current match.
- 23.9 If a team does not have any substitute available to replace an injured player during a match, the team will lose the match (giving up a match).
- 23.10 If, during a competition, a team does not have the minimum required number of players (3 players, mixed) to take part in a match (e.g. due to an injury), the team will lose by default.

23.11 Players must stay in the room and be ready to change the teammate.

23.12 During the match, the coach and the players must remain on their team's side of the table.

23.13 In team matches, teams will change sides when 1 team has reached the score of 16. The referee gives an audible warning 15 seconds before the change of sides is finished. The referee calls out: "**15 seconds**". The referee must open the door during the change of sides.

23.14 Each team is entitled to 1 time-out of 60 seconds during each match. The referee gives an audible warning 15 seconds before the time-out is finished. The referee calls out: "**15 seconds**".

23.15 Issued warnings are valid for the whole match and for the whole team.

24 SYSTEM OF PLAY

1. Player 1 from team A (A1) serves 3 times against player 1 from team B (B1).

2. After 3 serves player A1 leaves, and player B1 serves 3 times against player A2.

3. After 3 serves player B1 leaves, and player A2 serves 3 times against player B2.

4. After 3 serves player A2 leaves, and player B2 serves 3 times against player A3.

5. After 3 serves player B2 leaves, and player A3 serves 3 times against player B3.

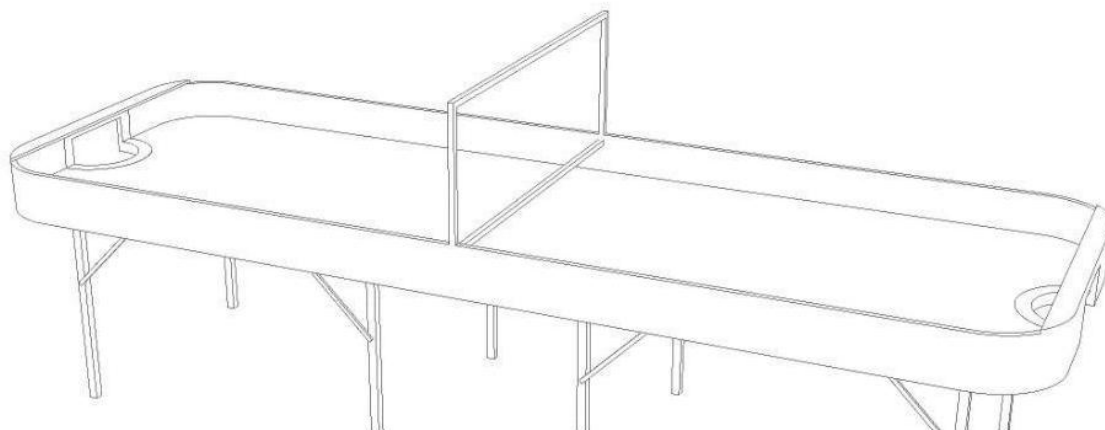
6. After 3 serves player A3 leaves, and player B3 serves 3 times against player A1.

7. After 3 serves player B3 leaves, and player A1 serves 3 times against player B1.

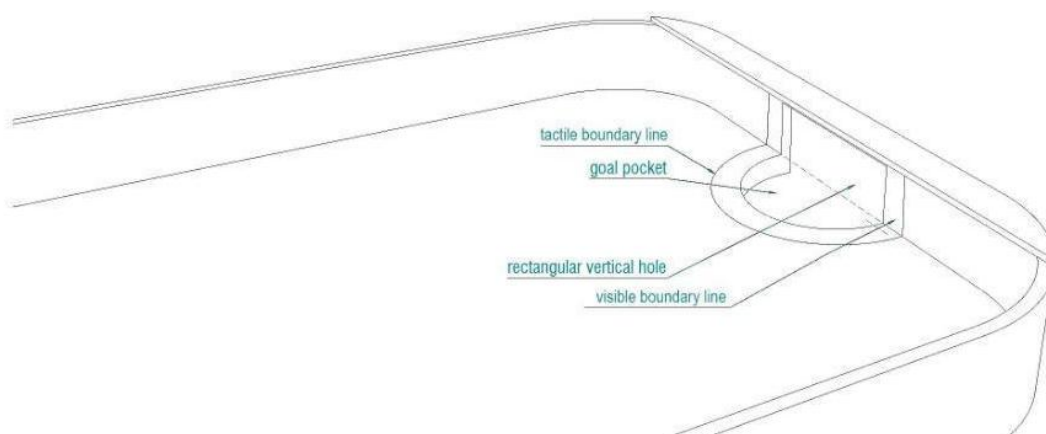
This order is repeated up to the end of the match.

D: APPENDICES

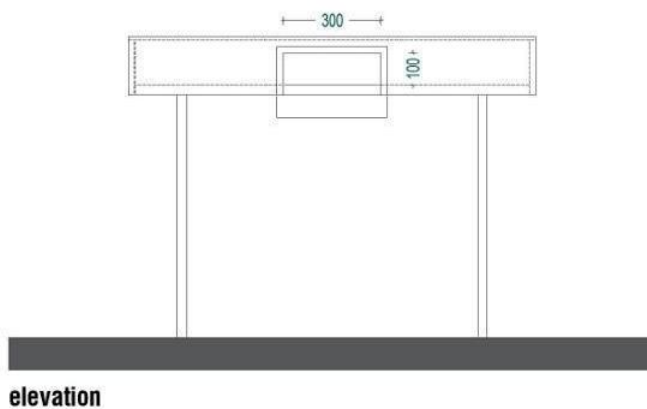
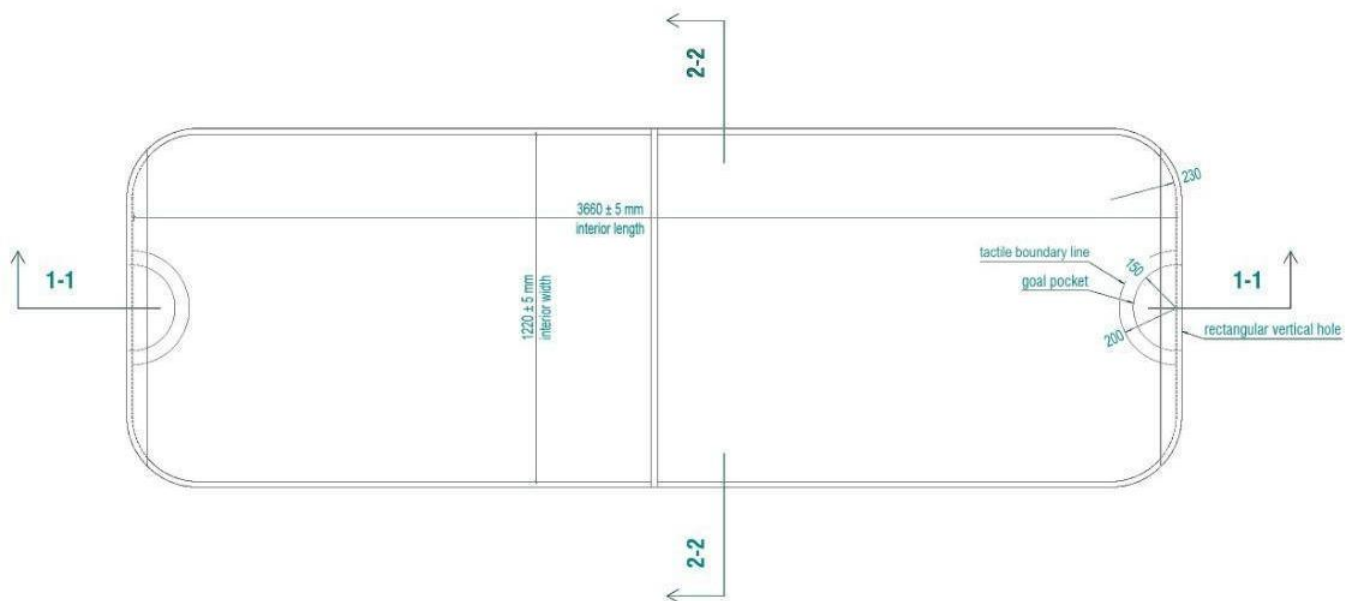
Appendix 1 – Table

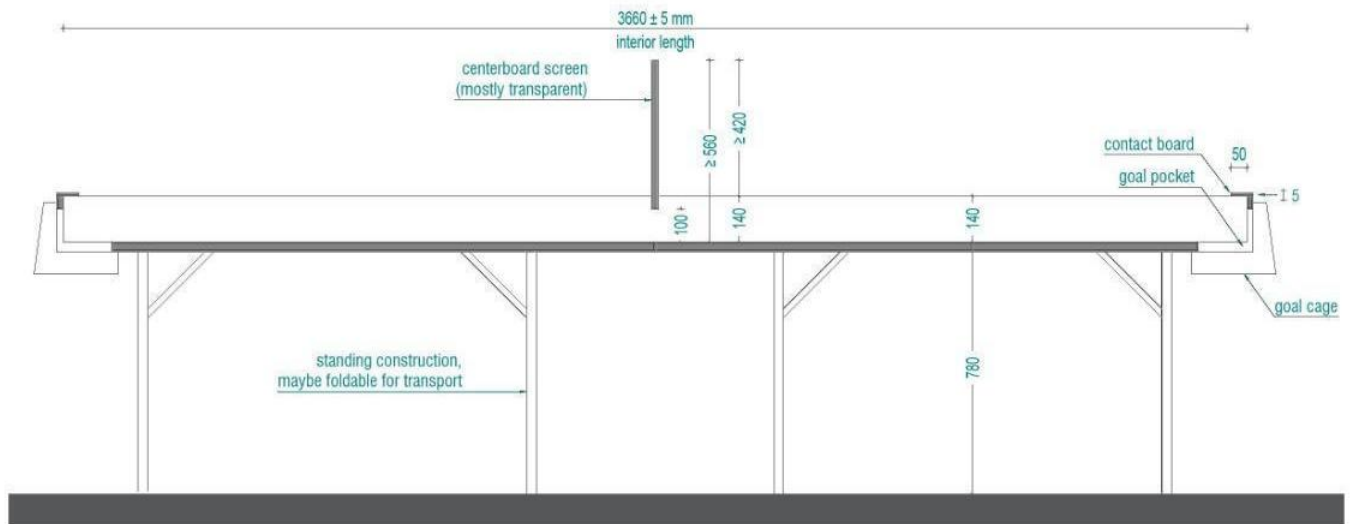


perspective

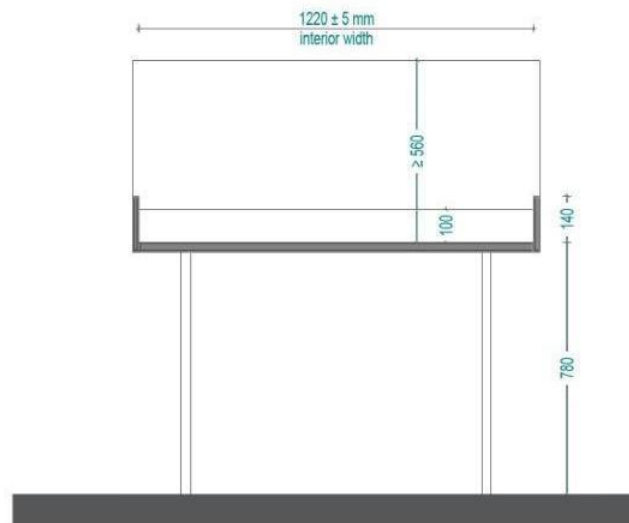


detail goal-area

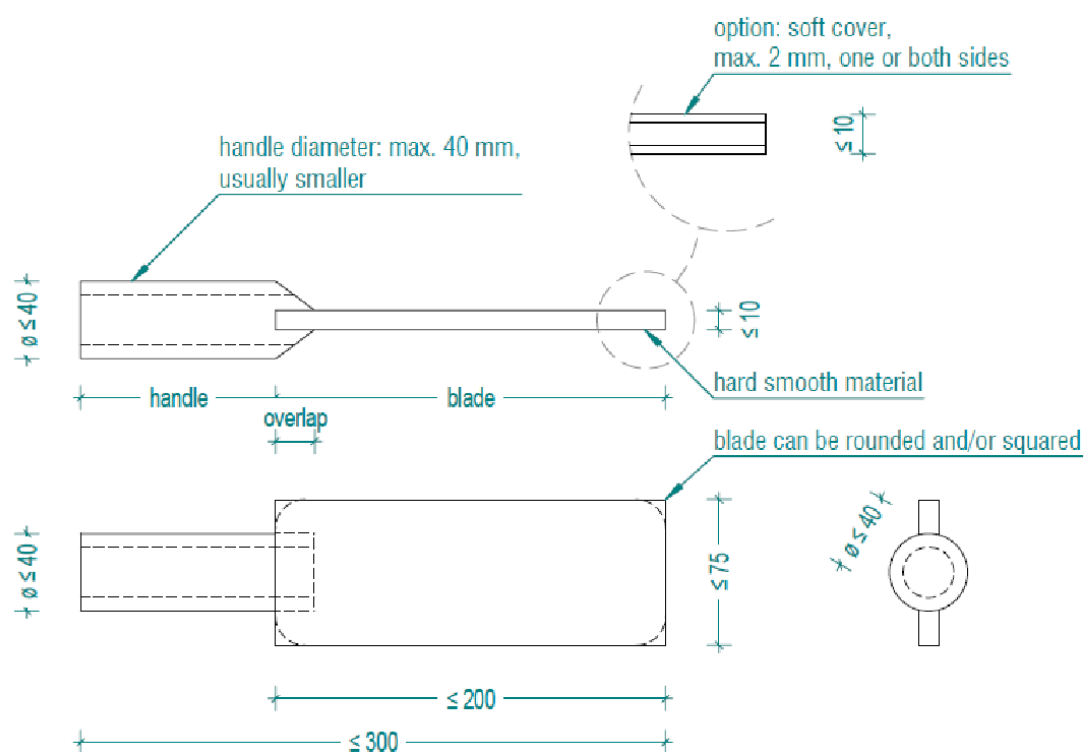




section 1-1



section 2-2

Appendix 2 - Bat

Appendix 3 - Gloves

Hand protection measurement

Gloves can only be approved by referees. Approval will be given if the glove matches the measurements given in rule 4.3. Only the following measuring method is valid.

If a player usually wears gloves on both hands during matches, both gloves need to be approved.

HOW TO MEASURE GLOVES

Gloves are measured by a tape measure.

First step:

- Player places their **naked hand** with extended fingers on a flat surface.
- The referee measures the hand in three different places: wrists, knuckles and proximal interphalangeal joints (the joint in the middle of the finger).

Second step:

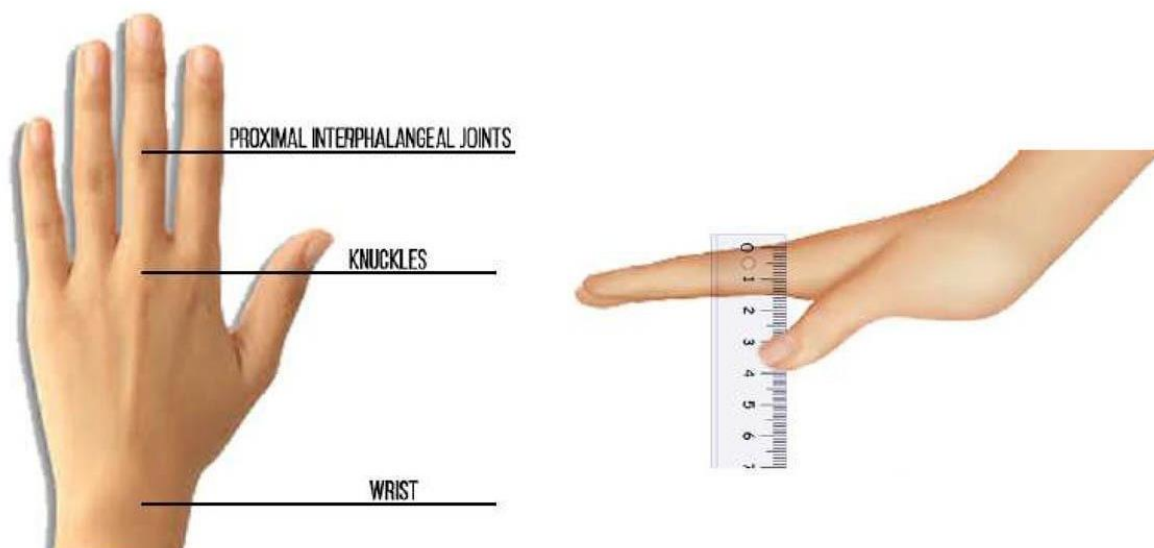
- Player places **the gloved hand** with extended fingers on a flat surface.
- The referee measures the gloved hand in the three different places listed above.

According to rule 4.3:

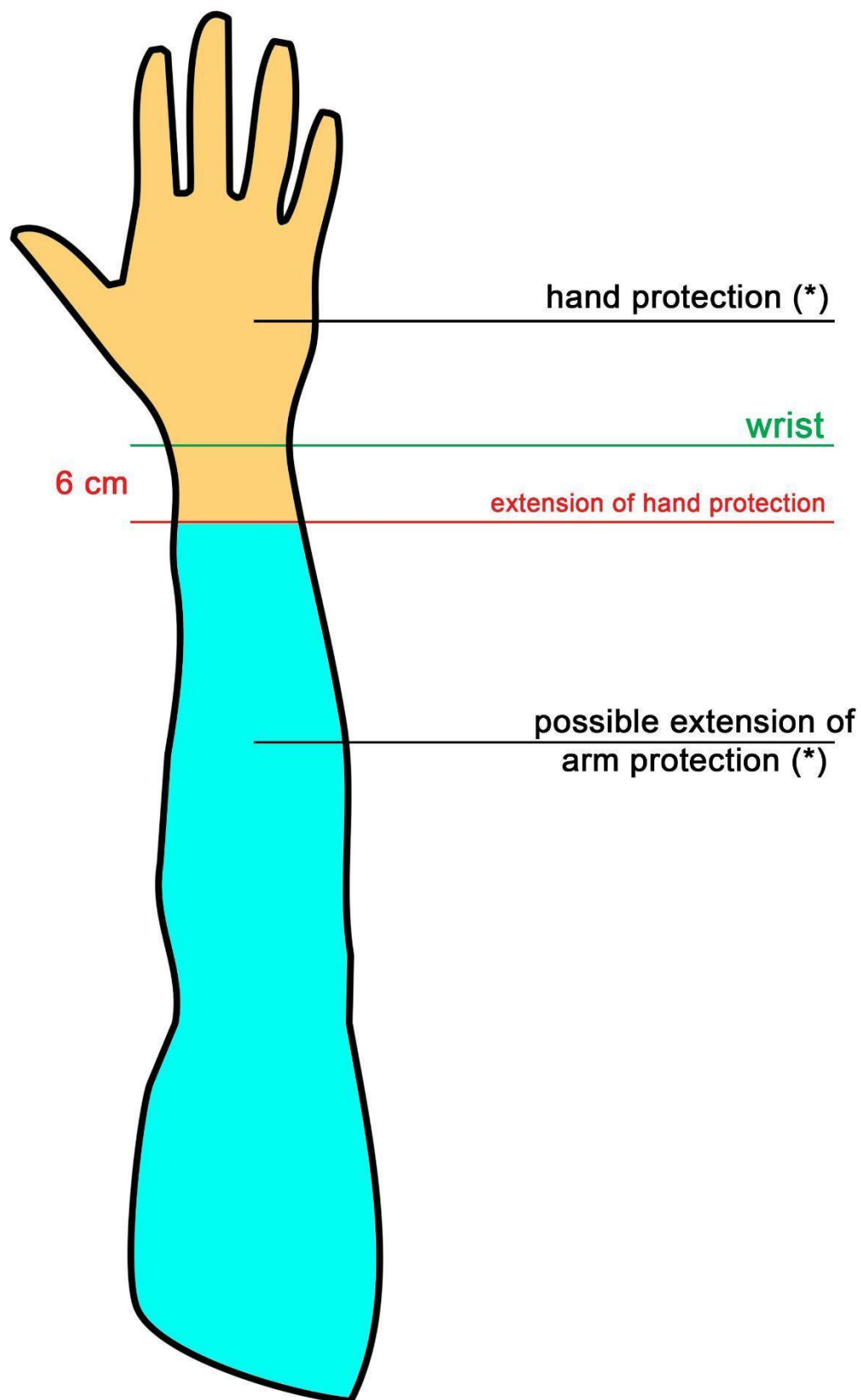
The difference in thickness, between the naked hand and the gloved hand, may not be more than 25 mm.

The difference in width, between the naked hand and the gloved hand, may not be more than 40 mm.

The part of the glove which extends over the wrist may not be padded.

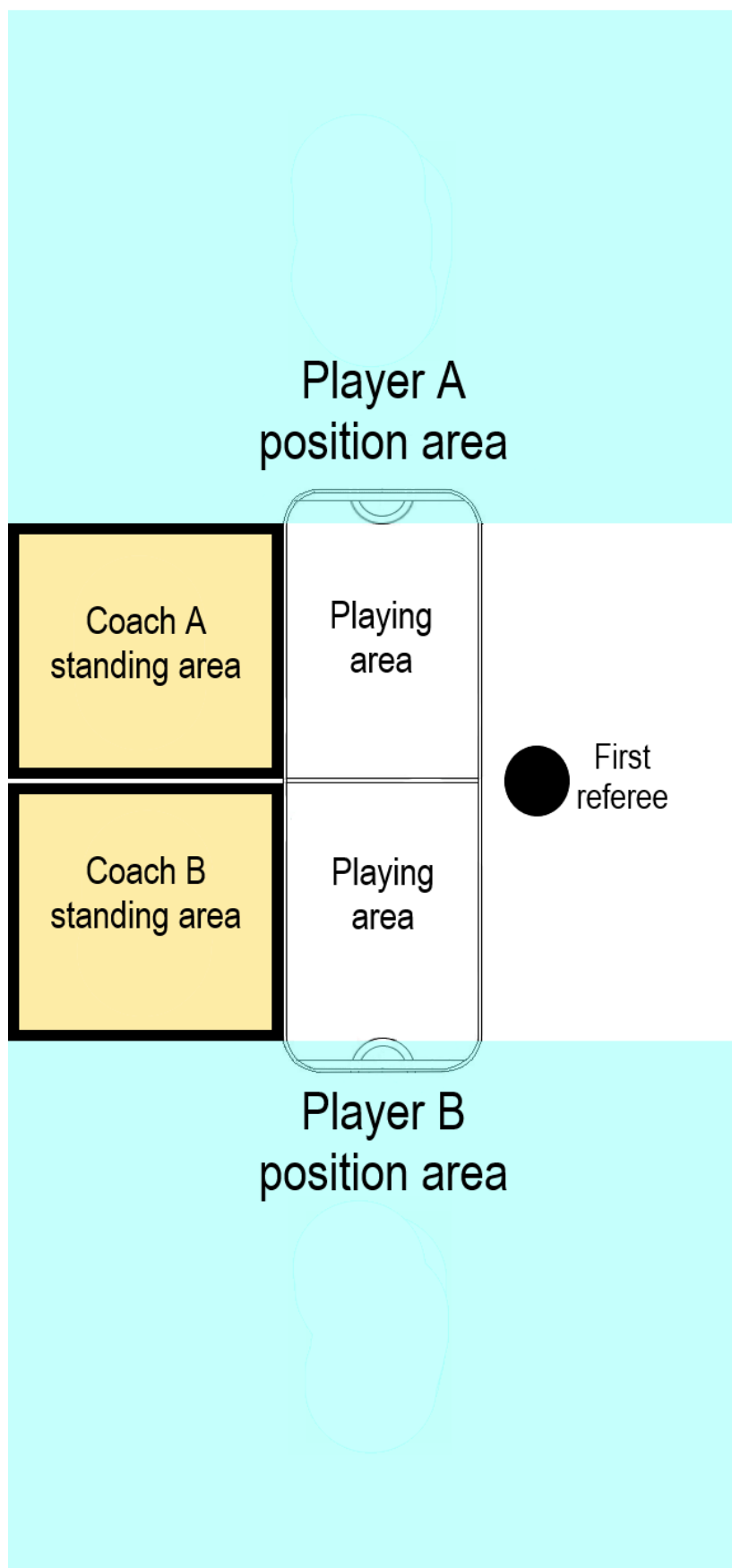


Appendix 4 - Hand and arm protection



(*) Hand and arm protection must have a different color

Appendix 5 – Player's and coaches' position



Appendix 6 – Invasion

