



## **RULES OF THE GAME**

**UPDATED SEPTEMBER 2020**

## TABLE OF CONTENTS

SUMMARY OF THE GAME .....	3
THE POSITIONS PLAYERS NEED TO TAKE AT THE START OF THE GAME AND AFTER EACH SUCCESSFUL GOAL .....	5
RINGBALL TERMINOLOGY .....	6
GAME RULES: PLAYING REQUIREMENTS .....	8
A. THE COURT .....	8
B. THE BALL.....	9
C. THE PLAYERS.....	9
D. THE REFEREE.....	10
E. THE TIME .....	11
G. OFFICIALS PRESENT AT THE MATCH .....	12
H. SPECTATORS .....	13
GAME RULES .....	14
1. PLAYERS' POSITIONS ON THE COURT.....	14
2. THE THROW OFF AND PROGRESS OF THE GAME .....	14
3. INSIDE LINES .....	16
5. GOAL SCORING .....	18
6. THE TOSSING UP THE BALL.....	20
7. THE DOUBLE FAULT .....	21
8. OBSTRUCTION .....	21
9. DISQUALIFICATION.....	24
10. DIRECT ADVANTAGE.....	24
INDOOR RINGBALL GAME RULES.....	26
1. GENERAL RULES.....	26
2. THE TEAM.....	26
3. UTILISATION OF SUBSTITUTIONS .....	26
4. OFFICIALS DURING THE MATCH.....	26
5. UNACCEPTABLE PLAY .....	27
PLAYING REQUIREMENTS .....	28
1. The COURT .....	28
2. THE NET .....	29
3. MATCH OFFICIALS .....	29
4. COMPOSITION OF TEAMS .....	29
5. SUBSTITUTIONS.....	30
6. TEAM APPAREL.....	30

7. TIME.....	30
8. PLAY OFF AT THE START OF THE GAME .....	30
9. Throw OFF AFTER A SUCCESSFUL GOAL .....	31
10. BALL OUT OF PLAY.....	31
11. GOAL ATTEMPT .....	31
12. GENERAL PLAY.....	31
13. PENALTY GOAL .....	32
14. DISQUALIFICATION.....	32
GENERAL MATCH OBLIGATIONS .....	34
1. RESPONSIBILITIES OF THE RINGBALLSA EXECUTIVE, THE REFEREES’ ASSOCIATION COMMITTEE AND THE CONTROLLING BODY.....	34
2. RESPONSIBILITIES of the district or province .....	34
3. PARTICIPATING TEAMS’ RESPONSIBILITIES TOWARDS THE CONTROLLING BODY.....	34
4. HOME TEAM’S RESPONSIBILITIES .....	36
5. VISITING TEAMS’ RESPONSIBILITIES.....	36
6. REFEREES’ RESPONSIBILITIES .....	36
DIRECTIONS TO CHANGE A STANDARD NETBALL COURT INTO A RINGBALL COURT .....	38

## SUMMARY OF THE GAME

The South African game of ringball is played by two opposing teams consisting of nine players on each side, on a court divided into three sections. Three players of each team play in each section (3 goal shooters, 3 centre players and 3 defenders). These players may at no time during play, touch ground in an adjacent section, step on or receive the ball over the lines separating the sections.

The ball is passed through the air from player to player and is controlled with the inside of the hands and forearms. In passing the ball, a player may not move forward, sideways or backwards, feint a pass or be in possession of the ball for longer than 2 seconds, in an attempt to pass the ball.

To score points, the ball must fall through the ring from the top. A goal shooter may attempt to score a goal from any position in the goal section outside the circle. A successful attempt counts 2 points. Both hands (swinging from below upwards) must be used when shooting a goal. When a goal shooter is attempting to shoot a goal, 5 seconds are allowed from receiving the ball – 2 seconds to play out to another player and 3 seconds to shoot the goal. When a penalty is awarded, any of the three opposing goal shooters can attempt to shoot a goal unhindered from any position outside the goal circle. A penalty goal counts 2 points and the shooter has 3 seconds to shoot the goal. A goal shooter can attempt to score a three 3-point penalty from behind the penalty line within 3 seconds. In this case, the goal shooter must stand behind the penalty line. Should the shooter step on the penalty line before the ball leaves his hands, a successful attempt counts 2 points.

Players may attempt to gain possession of the ball after it has left the opponent's hands. A player may not push the opponent away in an attempt to obtain the ball. A player is not allowed to hit or snatch a ball from the opponent's hands. Players are not allowed to hold, push away, deliberately make contact or obstruct their opponents in any manner to prevent them from moving or passing the ball. Two players of the same team may not touch the ball simultaneously. It is an infringement if the ball crosses the section, without being touched by a player in that section.

When players of both teams commit a transgression simultaneously, it is called a double fault. The referee then tosses the ball up at the centre circle between any two opposing centre players, who may hit or catch the ball when it leaves the referee's hand. They stand with their front foot just outside the middle circle, while the rest of the players take up any position in their relevant sections.

A match consists of two halves of 25 minutes each with an interval of 3 minutes. At the start of the game, after half-time or after each successful goal, the players must take up position as shown on the sketch. The centre player stands in the semi-circle facing his own goalpost. When the whistle is blown, the ball must be passed to one of the wings within 2 seconds. It is an infringement when the ball goes into another section without a wing touching it first.

When the ball goes out of play, it is put into play at the place where it left the playing field by any opponent of the player who last touched the ball in the playing field or outside the field before it went out of play.

The team with the highest score at the end of the match is the winner.

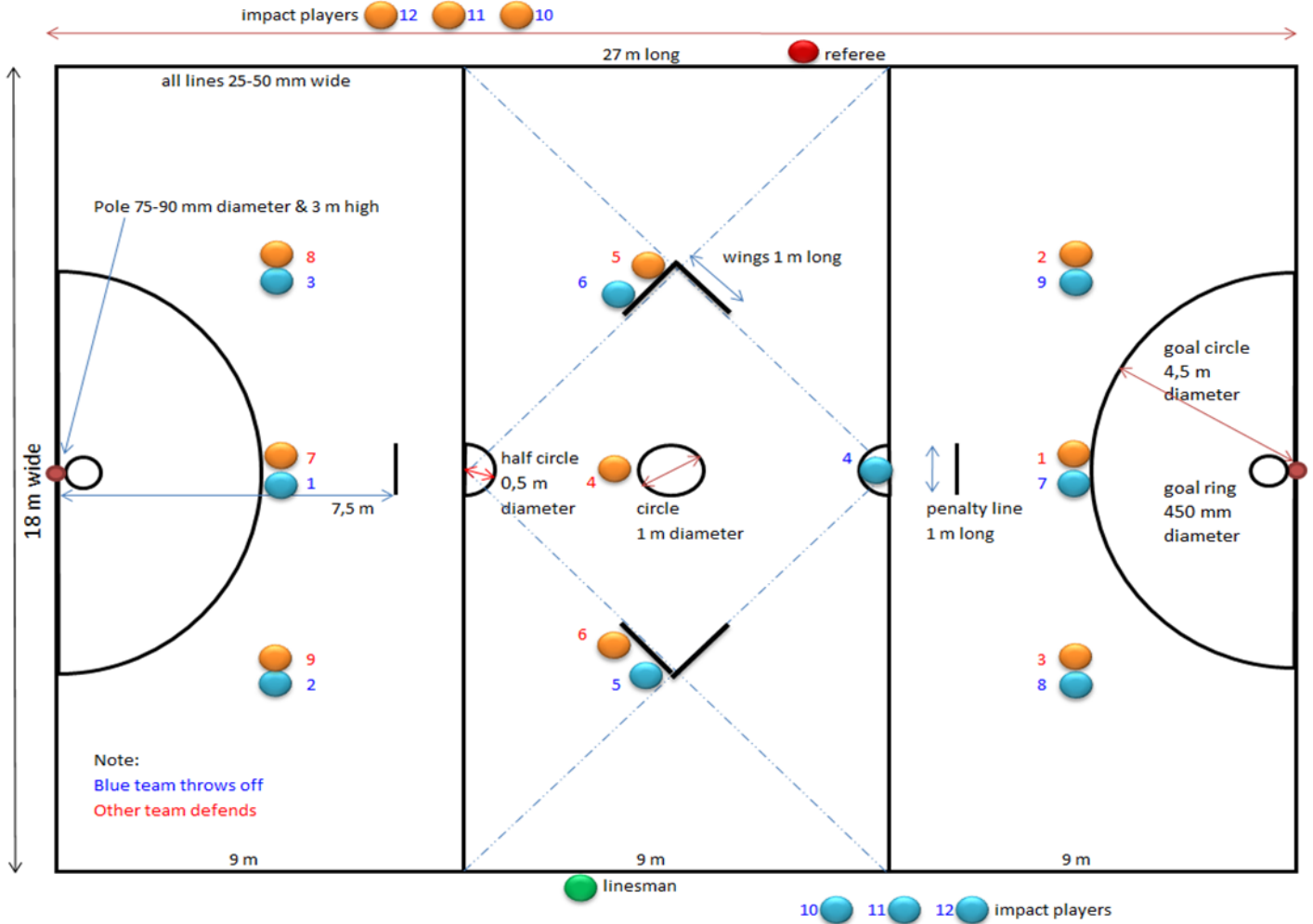
Players are numbered as follows:

- Line shooter                    1
- Side shooters                    2 & 3
- Centre                            4
- Wings                            5 & 6
- Line defender                    7
- Side defenders                    8 & 9

**PS:** The players' numbers should correspond with their position as indicated on the diagram below. Players are not allowed to play without a number. Numbers must be worn on the player's back and not on any other part of the playing gear.

The game is played by both genders separately. This game is suitable for old and young alike and is an excellent family sport. The game requires talent and skill where force and rough play are not allowed. Teamwork is an essential characteristic of the game and ringball is therefore really a team sport.

**THE POSITIONS PLAYERS NEED TO TAKE AT THE START OF THE GAME AND AFTER EACH SUCCESSFUL GOAL**



## RINGBALL TERMINOLOGY

Ball control	When a player holds onto the ball or controls it in such a way that he can pass it on with one or two hands.
Breaking through	When two defending players stand in such a way that there is not enough space for an attacking player to run between them from behind them without touching them, the attacking player may not come from behind and run through them and touch them. However, had there been enough space between them before the attacking player started to move, the defending players may not close the gap or prevent them from running through the gap.
Contact	When a player touches an opponent deliberately in any way that restricts free movement or ball handling.
Centre circle	The circle in the centre section, where the opposing centre player takes up position at the throw off, and from where the ball is tossed up for a double fault.
Direct advantage	When an infringement occurs and an opposing player receives the ball directly thereafter and continues play or attempts to shoot a goal. Applicable over the entire playing field.
Disqualification	When a player is sent off the court by the referee for an inadmissible offence, rough play, foul language or ill-discipline.
Double fault	When two opposing players simultaneously transgress a rule.
Feint pass	When a player pretends to pass the ball and then not doing it or changing throwing movement with a stop action.
Forearm	Inside arm between the hand and the elbow.
Free pass	When a minor infringement occurs, the opponents receive the ball to play on unobstructed from the spot where the infringement occurred
Gain ground	When a player attempts to gain a more favourable position on the court by moving both feet.
Goal	A successful attempt at goal which counts 2 points.
Goal circle	The semi-circle in the goal section, outside of which the goal shooter attempts to score a goal.
Inside lines	The lines dividing the court into three different sections.
Number	The player number that is linked to the registration of the player. Must be worn on the back and not on any other part of the playing apparel.

Obstruction	When an opposing player deliberately prevents an opposing player from playing the ball, receive it or move freely.
Out of play	When the game is interrupted, e.g. the ball goes out of the playing field, when the ball touches something, somebody or the ground outside the playing field; after a successful goal; or when a player is injured.
Penalty goal	Is awarded for inadmissible, deliberate foul play, intentional obstruction, foul language or ill-discipline. A penalty goal counts 2 points.
Penalty line	The short line in the goal section (1 m long and 1,5 m from the goalpost, from behind which the goal shooter can attempt to score a three 3-point penalty goal.
Put in	When the ball from outside the court, is put into play by a player.
Section	Portion of the court, which is divided in three sections, from one goalpost to the other in the length of the court.
Scorekeeper	A person responsible for recording on the scorecard the score of all the successful goals during the match, as well as warnings yellow cards and red cards.
Semi-circle	The half circle, in the centre section from where the centre player starts the game.
Substitute	A player who substitutes an injured or sick teammate. A disqualified player may be replaced by a substitute immediately after the 5 minutes disqualification time has lapsed.
Toss up	When the ball is tossed up between two opposing players. The referee will toss up the ball and as soon as the ball leaves his hand, the players may attempt to obtain the ball by hitting or catching it. The players must be an arm's length from each other and may hit the ball in any direction, but not deliberately against the opponent's body. Players must stand with their hands at their sides. If a player hits the ball too soon and hits it out of the referee's hand, it is tossed up again because it was not in play yet. Should this happen repeatedly, the player is penalised with a penalty goal.
Throw off	At the start of the game, the centre player passes the ball to one of the wing players at the starting whistle.
Voluntary substitution	A player substitution that can be made at any time during the game when the ball is out of play and with the knowledge of the referee via the team manager or the captain.
Wings	The rectangles (or V) where the centre players stand at the start of the game. These players are also referred to as wings.

## GAME RULES: PLAYING REQUIREMENTS

### A. THE COURT

- A.1 The court is 27 m x 18 m in size and is divided into 3 equal sections (9 m x 18 m) in the length of the court. The two goalposts are situated in the middle of each short side of the court (against the outside line). Each goalpost has a steel ring with a diameter of 450 mm attached to the top, exactly 3 m from the ground. The penalty line is a short line in the goal section of 1 m long and 7,5 m from the goalpost, directly in line with the middle semi-circles. With the goalpost as pivot, a semi-circle (the goal circle) with a radius of 4,5 m is drawn. The two sections in which the goalposts are, are called the goal sections and the middle is called the centre section. Exactly in the middle of the centre section, a circle of 1 m diameter is drawn and in the middle of the two inside lines, two semi-circles of 0,5 m diameter are drawn. On either side of the centre circle, two V-lines with legs 1 m long are drawn and are referred to as the V or the wings. See the diagram on page 2 for the dimensions and size of the court, and the position of the goalposts.
- A.2 All-weather, dirt or grass courts, or adapted netball courts can be used. The surface of the courts must be even, dirt courts must be grass free and well bound, and all-weather courts must be slip-free. Slip-free all-weather courts are recommended. Netball courts can be used with minor adjustments (see directions to make the changes on the last page of this rulebook.)
- A.3 There must be no obstacles such as trees, light poles, walls, fences, wires, chairs, stepped surfaces or spectators along the sides of the court for a distance of 1,5 m (also refer to rule H.1).
- A.4 All lines must be clearly marked in white or yellow, and the width of these lines should be between 25 mm and 50 mm.
- A.5 The goalposts must be of round steel pipes with a diameter of between 75 mm and 90 mm, and 3 m above the ground. The goalposts must be in the middle of the 18 m-outside line (the goal line), in a vertical position. The inside edge of the goalpost must form a tangent with the **inside** edge of the line.
- A.6 The goal ring on top of the goalpost must be of a sturdy round metal bar of maximum 16 mm thickness, with an inside diameter of 450 mm. Flat steel rings are not allowed. The ring must be horizontally fixed (level) to the top of the post and should not tilt up when the ball bounces on the ring. Goal rings must be clearly painted.

- A.7 The nets must be correctly fixed to the goal ring and must be large enough to allow a number 5 ball to pass through. White or yellow nylon nets are recommended. Nets that are too small may result in balls bouncing back out.

**B. THE BALL**

- B.1 A ball made of leather or synthetic material should be used. Rubber balls are not permitted. (When leather balls get wet or are inflated too hard, they stretch; leather balls that are underinflated stretch at their seams.)
- B.2 The u/9, u/11 and u/13 teams play with a number 4 ball, with a circumference of 64 cm.
- B.3 All other teams play with a number 5 ball with a circumference of between 69 cm and 71 cm and a mass of approximately 450 g. (Balls with loose laces or uneven surfaces are not allowed.)

**C. THE PLAYERS**

- C.1 A ringball team consists of 9 players, namely 3 goal shooters, 3 centre players and 3 defenders. Only 3 players of a team are allowed in each section.
- C.2 At least 8 players of a team must be present at the start of a game. A player who arrives late is allowed to join the game when the ball is out of play and with the permission of the referee. No team is allowed to play with 7 or fewer players after the game started with 8 or 9 players; e.g. in the event of two 2 of the same team being disqualified during the match. The team with the disqualified players forfeits the league points and the opposing team wins the match.
- C.3 No player is allowed to leave the court without the permission of the referee. Where a player transgresses this rule, the opponents will get a free pass at the place where the infringement took place. Advantage must still be considered across the entire field.
- C.4 A maximum of 3 players of a team may be substituted at any time during the match. The substitution player may only join the team when the ball is out of play and with the permission of the referee via the team manager or the captain.
- C.5 In the event where a sick or injured player is unable to continue play, a substitute may immediately take his place, except for blood injuries of 5 minutes. A disqualified player may not be substituted, but may be substituted with another player immediately after the 5 minutes' disqualification time has lapsed.
- C.6 If the injured player only receives treatment and wants to return to continue play, no substitute player make take his place. The team continues to play with the 8 players, until the injured player is ready to return to his position to continue play when the ball is out of play and with the knowledge of the team manager and captain.

- C.7 If all 3 substitutes have already been used, any of the original players may return to the game. An injured player who has sufficiently recovered may return at the game at own risk. No new substitutes may be used.
- C.8 Injury time of 2 minutes is allowed on court. In the event of a serious injury, 2 minutes' injury time must be granted for the player to receive medical treatment on court or to be removed. Injury time must be added to the relevant playing half.
- C.9 In the event of a player having any type of injury, where bleeding occurs, the player must leave the court immediately for a maximum of 5 minutes to receive treatment and may be substituted. As soon as the bleeding has stopped, the player may re-join the game with the permission of the referee. If the player does not return within five minutes, the substitute must continue with the game. The ball must first be out of play before the substitute player can take the place of an injured player. If the 5 minutes' blood injury time stretches over half-time, the 3 minutes' half-time are not taken into consideration. If a player indicates to the referee that he can continue to play within 5 minutes, but the ball does not go out of play within those 5 minutes' blood injury time, it should not be held against the player.

#### **D. THE REFEREE**

- D.1 A neutral, qualified person should officiate at matches as referee.
- D.2 The referee must enforce the game rules and his decision is final. The referee's responsibilities comprise, among others, to:
- a) enforce the rules of the game uniformly
  - b) ensure that the match progresses orderly and to obviate irregularities
  - c) promote the fluency of the match
  - d) ensure that the court and the ball are suitable for play, after consulting with the team managers
  - e) ensure that team managers report defects to the referee
  - f) indicate all card infringements on the back of the scorecard
  - g) attend card hearings
  - h) add his name clearly on the scorecard.
- D.3 The referee blows the whistle only:
- a) to start or end the match
  - b) after a goal is scored
  - c) when any infringement of a rule occurs
  - d) when the ball goes out of play
  - e) when a serious injury happens.

- D.4 The referee is ultimately responsible for the score and after consultation with the scorekeepers concerning the score, his decision is final.
- D.5 The referee must verify the score during half-time with the linesman and the scorekeepers. In the event where all 3 (referee and 2 scorekeepers) scores differ, the referee's score is accepted. When the scores of the 2 scorekeepers are the same, or the score of the referee and one scorekeeper, their score is accepted after consultation. Follow the 2 out of 3 system.
- D.6 An appeal against a referee can only be lodged on the grounds of incompetence, prejudice and/or favouritism towards a particular team. Any appeal or objection must be lodged in accordance with the controlling body's constitution as well as the prescribed instructions.

## **E. THE TIME**

- E.1 A match consists of two halves of 25 minutes each with a half-time interval of 3 minutes. The teams change ends at half-time.
- E.2 In the event of a tie in knockout competitions, where a definite result must be reached, the referee must do the coin toss again and 2 periods of 5 minutes extra time are played with no half-time. In the event of another tie, the referee must toss up the ball at the centre circle and the team scoring points first, wins the game. When this type of extended playoff time is not possible because of bad light, rain or any other cause, the controlling body responsible must make a decision. In the case of normal play, if half-time was taken and the second half has already started, the match is regarded as played and the score at the time is the final score.
- E.3 The time for stoppages due to injuries during a match must be added to the specific half of match. (In competitions where a siren is used to control the time for the matches, the competition rules regarding injury time will be used.)
- E.4 Any intentional time wasting is penalised with a penalty. The following are considered as time wasting:
- a. Taking time to get ready for the restart of the game;
  - b. Changing of players in the event of injury or voluntary substitution;
  - c. Putting in of the ball at the outside lines
  - d. For the changing of shoes, clothes, etc.
  - e. Deliberately tossing the ball away.
- E.5 When time of play has expired, the game can only be ended as soon as the ball goes out of play or when a goal is scored.

E.6 When a penalty goal is successful and the time has expired, the team does not get another throw off.

**F. THE SCORE**

F.1 Two points are scored from a successful goal.

F.2 Two points is scored from a successful penalty goal. A goal shooter may attempt a penalty goal from any position in the goad section outside the goal circle, when it is awarded at the first deliberate offence.

F.3 At the second occurrence of inadmissible play, another penalty goal of 2 points is awarded and the offending player is given a yellow card.

F.4 When the same player continuous with inadmissible play, another penalty is awarded. The player in question is given a red card and disqualified for 5 minutes. (Refer to rules 9.1.1 and 9.2 concerning yellow and red cards and disqualification).

F.5 If the goal shooter attempts the penalty from behind the penalty line and is successful, 3 points are awarded. It is the goal shooter's own choice to attempt from behind the penalty line for a possible 3-point penalty. Should the shooter step on the penalty line before the ball leave his hands and the goal is successful, the goal counts 2 points.

F.6 After all successful penalty attempts, the team who scored the penalty, will retain the ball to start the throw off.

F.7 The goal shooter can take in any position behind the penalty goal line to attempt a penalty goal – it does not have to be directly behind the penalty line.

F.8 A warning, yellow or red card can be awarded by the referee even after a 2-point goal has been scored, without a penalty goal.

**G. OFFICIALS PRESENT AT THE MATCH**

G.1 The referee, as appointed by the referee's association.

G.2 Two responsible scorekeepers – one from each team who must present themselves to the referee just before the start of play, during half-time and at the end of the match. Team scorecards do not have to be exchanged. The scorekeepers keep score independently.

G.3 A linesman. The referee must make use of a linesman with a flag. He assists the referee on the opposite side of the court by indicating when and where the ball is out of play. Therefore, he indicates where which team has to put the ball into play, with confirmation of the referee.

G.4 The linesman must also assist the referee with time keeping.

G.5 The linesman must wear takkies.

**H. SPECTATORS**

- H.1 Spectators to remain 1 m from the outside lines of the court.
- H.2 Team managers must take up position on the opposite side from where the referee moves and must stay at least 1 m from the outside lines of the court.
- H.3 Spectators are not allowed to interfere while a goal shooter attempts to score a goal.
- H.4 The referee is entitled to request any member of the controlling body to remove any spectator or official that misbehaves during the match. The referee can stop the game until the person in question has been removed.

## GAME RULES

### 1. PLAYERS' POSITIONS ON THE COURT

- 1.1 Before the start of play, a coin toss is taken and the winner of the toss selects either to start the game or the best goal side. If team A selects the goalpost, team B will start the game. For the second half, the teams change ends and team A will start the game.
- 1.2 At the start of play, after half-time and after each successful goal, the players take up their positions as shown on the diagram, i.e. the centre player's teammates stand on his left-hand side. The centre player stands in the semi-circle, facing his goalpost. The opposition centre player takes his position opposite him, directly behind the centre circle.
- 1.3 At the start of play, the goal shooters and defenders must stand in line, more or less forming a tangent to the goal circle. The line shooter and line defender are allowed to step on the goal circle. The side goal shooters and side defenders stand in line with the wings and the line goal shooters and line defenders stand in line with the centre players. (See the diagram on page 3),
- 1.4 The wing players must stand with one foot at the ends of the "V", directly behind the line, with the other foot placed backwards, away from the line. They must stand comfortably without obstructing their opponents. The players may not step on or over the lines and their shoulders must be parallel with the "V"-lines.
- 1.5 If the players do not stand correctly, the referee warns the players by shouting "stand right", after which he blows the whistle. If the player does not move to a correct position, the referee blows his whistle a second time and awards a free pass against the player who did not stand correctly. The referee cannot penalise a player if he stands incorrectly or on the line before he has blown the whistle and warned the player.
- 1.6 The captain or the team manager is allowed to change players from one position to another when the ball is out of play. If the players have to change from one section to another, the captain or team manager must inform the referee of the change.
- 1.7 When a player has been disqualified, the team manager or captain may make changes on the court with the permission of the referee via the team manager or captain.

### 2. THE THROW OFF AND PROGRESS OF THE GAME

- 2.1 Unless otherwise mentioned, all unforced infringements are penalised with a free pass.
- 2.2 The ball must be passed through the air from player to player and may not be rolled, put down or bounced.
- 2.3 The ball may not be hit with the backhand or a clenched fist.

- 2.4 A player has 2 seconds to pass the ball to his teammate. If he takes longer to pass the ball, a free pass is awarded to the opposing player.
- 2.5 Two players of the same team may not touch the ball simultaneously, including when passing the ball.
- 2.6 It is an infringement when a player feints a pass during play and a free pass is awarded. A fluent movement with a change of direction is not regarded as feinting a pass.
- 2.7 When receiving the ball, the ball may not touch any part of the body except the inner hands or forearms. For this infringement, a free pass is awarded to the opponents.
- 2.8 The game is started with a throw off by the centre player passing the ball to a teammate in the centre section, after the referee blows his whistle.
- 2.9 A free pass is awarded to the opponents if the centre player steps onto the semi-circle line at the play off. If the centre player's feet are too big to fit into the semi-circle, he may stand with his feet on or over the front line of the centre semi-circle, without stepping forward before the ball has left his hands, as agreed with the referee and knowledge of the opponents' team manager.
- 2.10 The centre player's feet may not touch the inside line or step on or over the line. Hands swinging over the inside lines when passing the ball is not an infringement
- 2.11 It is an infringement if the ball falls out of the hands of the centre player backwards over the inside line. If an opposing goal shooter gains the ball from this infringement, direct advantage is allowed; otherwise, a free pass is awarded to the opponents in the semi-circle from where the ball was last played. (Compare rule 10 - direct advantage.)
- 2.12 It is an infringement when the ball is played into another section at the throw off, without any player in the centre section touching it; a free pass is awarded to the opposing team.
- 2.13 When the ball goes out of play at the outside lines in the centre section during the throw off without any player in the centre section touching it, the opposing centre player is awarded the throw off.
- 2.14 If a player in possession of the ball falls due to undeliberate interference of an opponent, he should be allowed to get up or gain his balance and then pass the ball to a teammate within 2 seconds.
- 2.15 When a player deliberately and aggressively throws or pushes the ball against an opponent, he is penalised with a direct red card and a penalty. Continuous obstructive play may lead to a player reacting aggressively.

- 2.16 If a player in possession of the ball deliberately runs or moves forward to gain ground, except when completely unavoidable, a free pass is awarded to the opponents. (Proof of an attempt to stop from running at full speed is that the steps will become shorter).
- 2.17 A player may not deliberately hit the ball away, throw it down, bounce it or toss the ball up to gain ground or time.
- 2.18 A player may not deliberately snatch or hit the ball out of the opponent's hands after he has gained control of it.
- 2.19 It is not an infringement when a player, within arm's length away from his opponent, hits away the ball in defence and inadvertently gains advantage. If the player bounces the ball repeatedly in defence, it is not deemed to be gaining ground.
- 2.20 In his attempt to gain control of the ball, the player may bounce the ball on the ground in a controlled manner only once.
- 2.21 It is an infringement to move outside the court deliberately during play. A free pass is awarded on the court at the place where the player left the playing field. However, if a defender is forced off the court and must stand outside the playing field during a goal attempt, play continues. If the ball is in the goal centre when an opponent player leaves the court, the ball is not taken back for the free pass, but advantage is given.
- 2.22 When a player already has control over the ball, he may not bounce it on the ground again, move out of the playing field, come back and play catch the ball again. This is regarded as playing for time.

### **3. INSIDE LINES**

- 3.1 All inside line infringements are penalised with a free pass.
- 3.2 It is not allowed to receive the ball over the inside lines. Free pass where ball was caught.
- 3.3 If the team is in control of the ball, no team player may step on or over the inside lines or touch ground in two sections at the same time; free pass to the opponents.
- 3.4 It is not an infringement when a player who has control of the ball steps on or over an inside line due to an act by an opponent. If it is determined that the player was deliberately pushed over the line, the player who pushed, is penalised with a penalty goal.
- 3.5 It is an infringement when the ball is played over any section without a player touching it. When the defender passes the ball over the centre section into the goal section without a centre player touching the ball, the ball is taken back to where it was thrown from and a free pass is awarded to the opposing team; they may attempt to either score a goal or continue play. Direct advantage takes preference in these situations – if the opposing team's goal shooter gains the ball, it is deemed direct advantage. (Refer to Rule 10)

**4. OUTSIDE LINES (BOUNDARIES)**

- 4.1 When the ball goes out of play, it is put into play by any player of the opposing team, in the specific section where it left the court.
- 4.2 The ball is out of play if it bounces outside of the court, touches an outside line or an object or person next to the court.
- 4.3 When a player feints a pass at the put in or takes longer than 2 seconds to pass the ball, an opponent player in that specific section is awarded the put in.
- 4.4 When a player catches the ball during play over the outside line before the ball is out of play or passes the ball over the outside line, the ball is not considered to be out of play.
- 4.5 In the event of a player taking up position at the goalpost inside the court in order to gain possession of the ball after the goal attempt and the ball bounces on the goalpost going out of play and the player jumps out and gains possession of it before the ball touches the ground, a person or an object, the ball is put into play by an opponent. If the ball goes out of play and touches the ground, a person or an object, the defenders put the ball into play at the goalpost.
- 4.6 No player in any section may jump out of the playing field to catch the ball to continue play before the ball touches the ground, an object or a person. If this happens, the opponents are awarded the put in, because the player took the ball out of play.
- 4.7 The player who puts the ball into play may not step on or over the outside line until the ball has left his hands, otherwise the opponents gets to put the ball into play. Hands, feet and body may swing across the outside line, but the ball must have left the player's hands before he steps into the court.
- 4.8 When a player tries to prevent the ball from going out of play and hits it back into play, a free pass is awarded against him, inside the playing field where the ball was hit.
- 4.9 When a player puts the ball into play, but it stays outside the playing field, in other words never crosses the outside line, it is put in again by the same player from the same place. The ball is in play only when it has crossed the outside line.
- 4.10 The ball is not out of play when it touches the goalpost and bounces back into the playing field and play may continue.
- 4.11 A player being pushed out of play by the opponent unintentionally will be allowed to move back into play and play continues.
- 4.12 The player that puts the ball in has to stand just outside the line at the position indicated by the referee where the ball went out of play. When it occurs on the other side of the court, the referee may rely on the assistance of the linesman.

- 4.13 When the player puts the ball in at the wrong place, the referee recalls the ball and indicates the correct spot and the same player put the ball into play at the indicated place. Play starts once the player has taken up position at the line and is ready to put the ball in. The put in has to be completed within 2 seconds. The player is not allowed to pass the ball while still walking towards the outside line. The ball is recalled and the same player puts the ball into play.
- 4.14 When the ball goes out of play at the goalpost, the referee must indicate where the put in has to be taken.
- 4.15 Should the ball be thrown against the goalpost at the put in and it goes out of play, the opponent is awarded the put in. If the ball bounces into the court, the player who attempted the put in is not allowed to play the ball immediately.
- 4.16 A player may put the ball in around the goalpost after an unsuccessful goal attempt. If any player gains the ball at the goalpost after an unsuccessful goal attempt, without the player or the ball going to ground outside the playing field, or the player touching the goalpost, or stepping on the outside line, the player may pass the ball around the goalpost into the playing field.
- 4.17 While in play, the ball may be played around the goalpost from inside the playing field.

## **5. GOAL SCORING**

- 5.1 A goal shooter may attempt to score a goal from any place in the goal section outside the goal circle. The other players in that section may take up positions anywhere, provided they do not obstruct the goal shooter.
- 5.2 A goal shooter may take 5 seconds to attempt to score a 2-point goal, from receiving the ball until it leaves the hands. In other words, from the time the ball is received, the turning around, aiming and throwing the ball may not take longer than 5 seconds.
- 5.3 A goal shooter may pass the ball on if he does not want to attempt a goal. If not possible, he must complete the goal attempt within the next 3 seconds. Only if the goal shooter has clearly aimed to shoot a goal, he cannot pass the ball on to another player.
- 5.4 The goal shooter must attempt to shoot a penalty goal within 3 seconds, i.e. from when he takes in position until the ball leaves his hands.
- 5.5 To try to score a goal, the ball must be thrown with both hands (from below upwards).
- 5.6 When a goal shooter steps on the goal circle line during a goal attempt, a free pass is awarded. The referee should blow his whistle as soon as the goal shooter takes up position, but before the player shoots for a goal. Should the ball leave the goal shooter's hands before the whistle

is blown and the ball goes through the net, the goal is disallowed. A free pass is still awarded to the opposing team.

- 5.7 It is not an infringement if a goal shooter catches the ball in motion, without stepping inside or on the goal circle and lands outside the goal circle.
- 5.8 A goal shooter standing outside the goal circle is allowed to attempt for a goal after he caught the ball that bounced from inside the goal circle.
- 5.9 A goal shooter standing outside the circle is allowed to bounce the ball once, to gain control and then attempt a shoot at goal.
- 5.10 A goal shooter who steps on or inside the goal circle, hits the ball out of the goal circle and gains the ball outside the goal circle, may not attempt to score a goal himself. This applies even if the ball was hit out of the goal circle in defence. This is regarded as gaining ground and will be penalised with a free pass.
- 5.11 A goal shooter may not pick up a rolling ball from in the goal circle while standing outside the circle and attempt to shoot a goal. A free pass is awarded to the opponent.
- 5.12 After catching the ball, the goal shooter is allowed to turn around to attempt to score a goal. Both feet may be moved in an attempt to get comfortable, provided that no ground is gained. (Moving forward, backward and sideways is also deemed as gaining ground). A goal shooter may not step forward and touch the ground before the ball has left his hands. This is gaining ground and a free pass is awarded to the opponents.
- 5.13 A goal is awarded when the ball has fallen 50% or more through the ring. If the net shoots the ball out after going through the ring, the goal is awarded.
- 5.14 If a defender hits the ball back through the ring, the goal is awarded.
- 5.15 A defender is not allowed to hit the ball away before the ring if the goal attempt would possibly have been successful. The ball will be handed back to the shooter to attempt for goal again. If the ball goes through the ring after it was hit, the goal is awarded.
- 5.16 No opponent or spectator may interfere with the goal shooter while attempting to score a goal. Should this occur and the attempt is unsuccessful, the ball is returned to the player for another attempt. The same goes for cases where an opponent shakes the goalpost and/or pulls or shakes the net and the goal attempt fails.
- 5.17 This also applies with a penalty goal. If a penalty goal is successful, the score is awarded and the goal shooter's team restarts the game.

- 5.18 After an unsuccessful penalty game attempt, the goal shooter catches the ball again and shoots a goal. This is a normal goal and not a penalty goal and the team does not retain the throw off.
- 5.19 When the goal shooter attempts to score a goal, but is unsuccessful and no player touches the ball before it goes out of play, the defender puts in the ball at the goalpost.
- 5.20 When the ball comes to rest on top of the goalpost, the defender must throw the ball in.
- 5.21 After an infringement, the opposing team's shooter may attempt to score a penalty goal, without any hindrance from any place in the goal section outside the goal circle or behind the penalty goal line. If the shooter attempts to score a 3-point goal and steps on the line before the ball leaves his hands, the goal counts only 2 points. After a successful penalty goal, the shooter's team retains the throw off.
- 5.22 When a goal shooter is awarded a free pass, he may attempt to score a goal or pass the ball to a teammate.
- 5.23 While a goal shooter is attempting to shoot a goal, no player may stand with their hands above their shoulders.
- 5.24 If the defender transgresses and the goal attempt is unsuccessful, the ball is returned to the goal shooter to attempt again to shoot a goal from the same place.
- 5.25 If a goal shooter transgresses, the defender is awarded a free pass penalty under the goalpost.
- 5.26 When both opponents stand with their hands above their shoulders, it is a double fault.

## **6. THE TOSSING UP THE BALL**

- 6.1 If two opposing players catch the ball simultaneously, the referee will toss up the ball between these two players on the spot where they caught the ball.
- 6.2 If the referee is undecided about which player touched the ball last before it went out of play, he tosses up the ball in the section between any two opposing players, 1,5 m from the outside line, directly in line with the spot where the ball went out of play.
- 6.3 In the event of the referee not being able to determine what actually happened, the ball is tossed up at the particular spot between any two opponents in that section.
- 6.4 If the ball touches the referee, the ball is tossed up between any two opponents in the relevant section at that spot where the ball touched the referee.
- 6.5 When the ball comes to a stop on one of the inside lines, the referee tosses up the ball between two opponents, in that section 1,5 m from and directly in line with the spot from where the ball was played.

6.6 With a toss-up, the players can tap or catch the ball when as soon as it leaves the referee's hand. The ball is in play immediately after it left the referee's hands.

6.7 Players must stand with their arms next to their sides an arm's length away from each other. Should a player hit the ball too soon and hit it out of the referee's hand, it is tossed up again because the ball was not yet in play and the player is warned orally. Should this happen repeatedly, the player is penalised with a penalty go against him.

6.8 When the ball is tapped directly out of play or over a section without any player touching it, the referee tosses up the ball again at the same spot.

## 7. THE DOUBLE FAULT

7.1 After a double fault, any two centre opponents stand outside the centre circle, each facing in the direction of his own goalpost, while the ball is tossed up between them.

7.2 The rest of the players may take up any position in their sections.

7.3 The players may not step on or over the centre circle line before the ball has left the referee's hand.

7.4 If the ball is hit out of play without any player touching it, the referee will repeat the toss-up of the ball in the centre section.

7.5 If the ball is hit over any section without being touched by any player, the referee will repeat the toss-up.

## 8. OBSTRUCTION

8.1 All cases of deliberate obstruction are penalised with a penalty goal.

8.2 With the first deliberate inadmissible play, the player is warned verbally and a penalty goal is awarded to the opposing team.

- Any further deliberate inadmissible play by the same player lead to the player receiving a yellow card and a penalty goal is awarded.
- If the same player is penalised for the third time, a red card is given and penalty goal awarded and the player is disqualified for 5 minutes (sent off the court).
- A disqualified player may be replaced by a substitute player immediately after the 5 minutes have lapsed.
- A second red card is awarded if the player carries on with inadmissible and deliberate foul play after returning from disqualification.

- With the second red card in the same match, such a player is disqualified for the remainder of the match. No substitute may take his place.
- 8.3 Obstruction occurs if, at the throw off, any opponent is tripped, pushed away with the body or hands, held onto or his movement is hampered in any way. A penalty goal is awarded to the opponents. The wings sometimes commit obstruction by placing their feet in such a manner that the opponents cannot move freely at the start of play. The defending centre player may not stand so close to the centre player who has the ball that it hampers him in playing on freely. The defending centre player also commits obstruction by cutting off the opposing wing too late.
  - 8.4 When the ball goes out of play at the play-off as a result of obstruction by the opponents, the centre player's team is not penalised. A penalty is awarded against the team that caused the obstruction. When the obstruction was not intentional, the team that started play should be awarded the throw off again.
  - 8.5 Obstruction occurs when a player is held onto, pushed away, pushed backwards, pushed downwards, hit or held onto by elbows, tripped, pushed against the goalpost, or own teammate pushed against the opponent. A penalty is awarded for this inadmissible play. Bumping the opponent with the hip is also obstruction. This also applies when two or more team members *hold onto each other with the direct intention of obstructing the opponents*. The referee must look for breaking through where the opponents have already closed the gap.
  - 8.6 No player may deliberately obstruct the person in possession of the ball from passing it on. A player is hampered after he has gained possession of the ball, if the opponent stands in front of him or against him in such a position that he cannot pass the ball freely. Holding a hand on or just in front of the ball is also deemed as inadmissible play.
  - 8.7 Obstruction is also committed if an opponent holds his arms in the air or jumps up in front of the player before the ball has left his hands, preventing him to pass the ball freely.
  - 8.8 It is deemed obstruction when an opponent deliberately runs past (in front of) the player or runs past bumping his arm just before the ball is passed on.
  - 8.9 In the event of accidental obstruction by an opponent justly trying to intercept the ball, the player in possession of the ball must be allowed time to regain balance, or to stand up, if he fell as a result of his opponent's play, or the opponent leaning on or over him, before continuing play. Consequently, the player is not penalised for being in possession of the ball for longer than 2 seconds before he passes the ball because he was prevented from doing so.
  - 8.10 No player may deliberately push away, backwards or hold onto an opponent. No player may be obstructed by inadmissible play when trying to gain possession of the ball. This includes a player

that deliberately runs or walks into the opponent. A player in another section where the ball is not currently in play may not be hampered by any way of illegal play. No deliberate contact is allowed.

- 8.11 When the ball is put in from the outside line, opposing players may not in any way obstruct the attacking team from gaining the ball by pushing away, holding or tripping them. The obstruction takes place inside the playing field and as soon as the player is standing ready to put the ball in, the game is deemed to have re-started.
- 8.12 Obstruction also occurs when a player is within an arm's length of the opponent, running towards his opponent with his back turned to the ball, deliberately impeding the opponent's movement. The referee must make sure that the defending player's attention is on the ball. A player standing still is not allowed to defend with his back turned to the ball facing his opponent, within an arm's length.
- 8.13 A goal shooter is obstructed when
- a defender stands too close to the goal shooter
  - his normal movements are hampered
  - his view is obscured by a defender standing too close to the goal shooter and in line with the goalpost
  - defender move while the goal shooter is attempting to shoot a goal
  - the defender attempts to distract his concentration by word, position or movements
  - the defender stands with hands above the shoulders at the goalpost
  - in any other way to deliberately prevent the goal shooting attempt to be successful.
- 8.14 A goal shooter must attempt to score a goal within the prescribed time. If a goal shooter is obstructed during an attempt to shoot a goal and the attempt fails, he is granted another opportunity from the same spot, to attempt to score a goal without any further interference.
- 8.15 When obstructive play by the opposing player occurs just before a goal shooter attempts to shoot a goal and the attempt is successful, the player is warned or disqualified, depending on the seriousness of the infringement. In this instance, no penalty is awarded directly after the successful goal attempt.
- 8.16 Obstruction also occurs if a player, in possession of the ball, is deliberately forced out of the playing field. If the obstruction is accidental, the player is allowed to return to play and continue unhindered. If a player continuous with this inadmissible play, a penalty is awarded against him.
- 8.17 A player may not make use of inadmissible methods of play, e.g. to hold onto the goalpost or swing away from it. The goalpost may not be used to deliberately shake off an opponent.

- 8.18 If a defender is forced out of the playing field during play and he is to stand outside the boundary during the attempt for goal, play continues. It is, however, an infringement to deliberately move outside the playing field during play. A free pass is awarded inside the playing field at the spot where the player left the court.
- 8.19 It is obstruction to push the opponent away in an attempt to obtain the ball.

## **9. DISQUALIFICATION**

- 9.1 Once a player who received a warning and was awarded a yellow card, he will be disqualified for 5 minutes with a red card for the following similar infringement and may thereafter return to play. A player may return to play or be replaced with a replacement. A player may be disqualified for the following reasons:
- 9.1.1 Continuous deliberate and avoidable rough play or obstructive play.
  - 9.1.2 Continuous indecent behaviour, language or offensive gestures.
- 9.2 If a player is disqualified for a second time during the same match, such a player is not allowed to return to the match again and the referee must indicate it on the back of the scorecard to bring it to the attention of the responsible controlling body.
- 9.3 No disqualified player may be substituted.
- 9.4 With the first seriously improper, deliberately rough, dangerous play, crude language and offensive behaviour, the player is immediately disqualified for the duration of the match with a direct red card. This matter must be reported to the responsible controlling body immediately after the match by indicating in detail on the back of the scorecard the reason why the red card was awarded. This relates to players, spectators and referees.

## **10. DIRECT ADVANTAGE**

- 10.1 It is an infringement if the ball goes into another section after throw off without any centre player touching it. If the opposing goal shooter obtains the ball, play can continue, otherwise a free pass is awarded to the opposing team on the spot where the infringement occurred; in the centre semi-circle from where the ball was played.
- 10.2 An infringement by a player is disregarded in the event of the opposing player gaining possession of the ball and has the opportunity to either attempt to shoot a goal or pass on the ball. This is regarded as direct advantage. However, if the opponents do not gain any immediate benefit from the infringement, the referee blows his whistle for the infringement and a penalty goal is awarded. Direct advantage of the attacking team is of importance here and not position on the court.
- 10.3 If the infringement takes place in the goal section, the referee shouts “advantage” and play continues. However, if it is clear that the team is not gaining any immediate advantage, the whistle is blown and a penalty goal awarded.

10.4 Direct advantage applies across the entire playing field.

### TRIAL RULES

Trial rule no.	Description of the suggested or change in rule	Suggested	Date accepted by RingballSA	Date rules changed

## INDOOR RINGBALL GAME RULES

### 1. GENERAL RULES

- 1.1 Only a few rules have been changed for the indoor version of ringball.
- 1.2 All other rules for outdoor ringball are still applicable.

### 2. THE TEAM

- 2.1 Fifteen players per team are registered for the duration of the competition.
- 2.2 Only 12 players may participate per match.

### 3. UTILISATION OF SUBSTITUTIONS

- 3.1 During the match, all the substitutions take up seats outside the nets next to the court on the outside
- 3.2 Voluntary substitution of a player may only be made during half-time.
- 3.3 No injury time is allowed. When a player is injured, he must leave the court immediately and the substitution player takes up his place. A disqualified player may come back to play or may be substituted with a substitution player after the 5 minutes disqualification time.
- 3.4 If the injured player only receives treatment and wants to return to continue play, no substitution player may take up his position. Play continues with his team consisting of eight (8) players until he is ready to continue play. He can join the match again when the ball is out of play.

### 4. OFFICIALS DURING THE MATCH

- 4.1 The referee appointed by the referees' association management.
- 4.2 The linesman appointed by the referees' association management. This person has to be a qualified referee. The linesman must wear takkies.
- 4.3 A scorekeeper who indicates the score on the scoreboard during the match as indicated by the referee. The score on the scoreboard is only for interest's sake and is not part of the official scorekeeping.
- 4.4 Two scorekeepers who hand the team scorecards to the referee for signature by both captains and the referee after the match. The referee's score is final, after consultation with the scorekeepers. Follow the 2 out of 3 system.

4.5 Only one team manager per team may be inside the nets and may not hamper the referee or linesman in their handling of the match. The team manager must stay on the opposite side of the court from where the referee is.

4.6 The referee must write his name legibly on the scorecard.

**5. UNACCEPTABLE PLAY**

5.1 The linesman must assist the referee by pointing out line transgressions and indicating which team should take the put in and where; as well as any unnecessary, deliberate unacceptable or dangerous and rough play not noticed by the referee by holding the flag horizontally to attract his attention.

## ACTION INDOOR RINGBALL (AIR) GAME RULES

Rule changes for ringball – adapted for indoor action ringball

**Note that all the other rules for outdoor ringball are still applicable in this shortened version.**

### PLAYING REQUIREMENTS

#### 1. THE COURT

- 1.1 The standard indoor (action) cricket/netball courts are used.
- 1.2 The indoor synthetic floor area of 28 m x 10 m is divided into 3 sections of 10 m by 9.3 m.
- 1.3 The following changes are made:
  - 1.3.1 A circle with a diameter of 450 mm directly under the goalpost, as well as a circle of 1 m in diameter in the centre section (exactly in the centre) between the inside lines (see diagram below).
  - 1.3.2 Two semi-circles 500 mm in diameter, against each inside line nearest to the goalpost in the centre of the field.
  - 1.3.3 Penalty goal line. A white line of 500 mm long and 1,5 m from the inside line in the middle of the court in each of the goal sections.
  - 1.3.4 Should the ball get stuck between the net and the goal post, it must be tossed up underneath the goal post, 1,5 m from the net.
  - 1.3.5 Should the ball leave the court at the entrance, it must be tossed up 1,5 m from the entrance.



## 2. THE NET

- 2.1 *The arena's rules regarding the nets must be obeyed at all times.*
- 2.2 The net may in no way be used by a player. A free pass is awarded to the opponent for abuse of the net. (E.g.: the player steps on the net when receiving the ball, or the player loses his balance and fall against the net, or uses the net for momentum when ball is in play)
- 2.3 When the ball touches the net and bounces into any direction, the player who controlled the ball before it touched the net may not obtain the ball directly from the net and pass it on.
- 2.4 When this happens, the opposing team is awarded a free pass at the spot where the ball touched the net.
- 2.5 When the ball is tapped into the net in defence, the same player may not immediately play the ball again.
- 2.6 However, the net may be used to pass the ball to a teammate.
- 2.7 The ball may not be played directly into the back net behind the goalpost from the centre section before a goal shooter touches the ball. It may also not be played into the side net and from there bounce against the back net, before the shooter gains the ball. This is playing the ball across the goal section and the opposing team plays at the position from where the ball was thrown.
- 2.8 When the ball is passed or tapped against the back net, it may not be caught in the centre section.

## 3. MATCH OFFICIALS

- 3.1 The referee appointed by the referees' association or the governing body.
- 3.2 Two scorekeepers – 1 from each team to keep score with the referee.
- 3.3 The referee blows the whistle only:
- a) to start or end the match
  - b) after a goal was scored
  - c) when any infringement of a rule occurs
  - d) when there is an injury.

## 4. COMPOSITION OF TEAMS

- 4.1 A team consists of a maximum of 9 players, 6 of which have to be on the court simultaneous during the match.

- 4.2 There will be 12 players registered for a competition, except where otherwise indicated by the specific competition rules.
- 4.3 No team is allowed to play with 4 or fewer players during the match.
- 4.4 Mixed teams may consist of men and ladies and there may not be more than 3 players of the same sex simultaneously participating in a match.
- 4.5 There must at all times be 2 defenders on the court.

## **5. SUBSTITUTIONS**

- 5.1 Only 3 substitutions may be made during the match.
- 5.2 Substitution may only be made during half-time, when an injury has occurred or after a player's first 5-minutes' disqualification time after receiving a red card.

## **6. TEAM APPAREL**

- 6.1 All players shall be dressed uniformly as prescribed by the RingballSA constitution and regulations to the constitution.

## **7. TIME**

- 7.1 The duration of a match is 32 minutes.
- 7.2 The two halves are 15 minutes each.
- 7.3 Half-time between the two halves is 2 minutes.
- 7.4 There is no injury time. In the case of an injury, the injured player must leave the court immediately and a substitution must take his place.
- 7.5 When the time has expired, the match is ended immediately. The ball does not have to be out of play before the match is ended.

# **PLAYING RULES**

## **8. PLAY OFF AT THE START OF THE GAME**

- 8.1 The team that won the toss starts the game from the semi-circle in the centre section nearest to their defender section.
- 8.2 The opponents' centre player stands inside the middle circle until the whistle is blown.
- 8.3 The other 2 centre players can take up any position in the centre section – there are no wings.
- 8.4 The rest of the team may take up any position in their respective sections.
- 8.5 If the team plays with only 5 players, but wants to play with only 1 centre player and 2 shooters, 1 centre player may move to the shooter court after a throw-off as soon as the ball is

in the opponents' shooter section. This must be done with the knowledge of the referee and the opponents' team manager and captain.

## **9. THROW OFF AFTER A SUCCESSFUL GOAL**

- 9.1 Any opposing defender may restart the game from the circle inside the goal circle underneath the goal ring after the opponents scored a goal without waiting for the whistle to blow. The defender does not have to wait for the referee's whistle to restart the game.
- 9.2 Before such throw off can take place, any one of the shooters must stand inside the goal circle, at the back net, and may not take part in the play off.
- 9.3 With this throw off, the ball may not be passed directly to the centre section. The opponents' shooter may not waste time moving into the goal circle after a goal was scored.
- 9.4 The throw off has to take place within 2 seconds once the defender has control of the ball.
- 9.5 If the referee is of the opinion that the opponents' shooter is purposely wasting time moving into the goal circle, he must warn such player. When the transgression is repeated, a penalty goal is awarded to the opposition.

## **10. BALL OUT OF PLAY**

- 10.1 The ball is only out of play when the referee indicates half-time or the end of the game, or with an injury.

## **11. GOAL ATTEMPT**

- 11.1 The goal shooter may take 5 seconds to attempt to score a 2-point goal from the time he catches the ball until it leaves his hands – 2 seconds to play on and 3 seconds to shoot a goal.
- 11.2 When a player attempts to score a goal, he may throw the ball against the back net and let it fall through the ring in order to score a goal in this manner.
- 11.3 The ball may bounce on the ring, then against the net and then fall through the ring.

## **12. GENERAL PLAY**

- 12.1 A player is allowed 2 seconds to pass the ball.
- 12.2 For any of the following infringements a free pass is awarded to the opposing team at the place where the infringement took place:
  - 12.2.1 Running with the ball, feinting a pass, catching the ball against the body, the same player catching the ball off the net after playing it against the net, being in possession of the ball for longer than 2 seconds.

- 12.2.2 Touching any inside Liné, or touching the net in the section where the ball is in play, catching the ball over any of the inside lines, standing on the goal circle when attempting to score a goal.
- 12.2.3 Passing the ball directly to the centre section after a successful goal attempt, passing the ball over any section without any player in that section touching it, at a throw off at the beginning of the game and after half-time playing the ball directly from the centre section to the goal section.
- 12.3 The ball must be handled by at least one player in every section during play. Therefore, the ball may not be passed from the defender section to the goal section without any centre player touching it.

### **13. PENALTY GOAL**

- 13.1 The referee awards a penalty to the opposing team when a player makes use of unacceptable behaviour or play.
- 13.2 The player attempting a penalty goal can attempt to score from any place outside the goal circle for 2 points.
- 13.3 If the player selects to attempt the penalty goal from the penalty line, the successful attempt counts 3 points.
- 13.4 After a successful penalty goal, the same team does not retain the throw off.
- 13.5 If a player is deliberately pushed into the net, it is penalised with a penalty goal.

### **14. DISQUALIFICATION**

- 14.1 Players will be penalised with a warning and a penalty goal for all unnecessary/purposeful obstruction, foul play, foul language, unnecessary contact, rough play and/or other play deemed by the referee as inadmissible.
- 14.2 For the second similar transgression, the player will be awarded a yellow card and a penalty goal awarded to the opponent.
- 14.3 If the player who already received a yellow card carries on with inadmissible or unacceptable play, the referee can award the player a red card and disqualify him for three minutes. If the player carries on with the inadmissible or unacceptable play, the referee will award him another red card and disqualify him for the rest of the match.
- 14.4 If a player has been disqualified or out of play, the team has to ensure that there are 2 players in the defender section at all times.
- 14.5 With the first serious, undue, deliberate, rough or dangerous play, the player is disqualified

immediately for the rest of the game. This matter must be reported to the controlling body directly after the game by writing on the back of the scorecard what the red card was given for.

## **GENERAL MATCH OBLIGATIONS**

### **1. RESPONSIBILITIES OF THE RINGBALLSA EXECUTIVE, THE REFEREES' ASSOCIATION COMMITTEE AND THE CONTROLLING BODY**

- 1.1 The RingballSA executive committee determines the date, time and venue for all national competitions and all matches to be played.
- 1.2 The RingballSA executive committee decides annually in which particular competition a team will be participating.
- 1.3 The referees' association appoints a referee for a particular match.
- 1.4 The RingballSA executive committee controls all arrangements concerning the press, radio and television.

### **2. RESPONSIBILITIES OF THE DISTRICT OR PROVINCE**

- 2.1 All players and officials must officially register with a district and province. It is incumbent on districts/provinces to ensure that the stipulations and interpretations of the constitution concerning exemption are strictly adhered to.
- 2.2 Teams remain fully under the jurisdiction of their respective district/province who must ensure that all match fixtures are strictly adhered to.
- 2.3 Courts of schools and/or clubs are regarded as entirely under the control of the relevant district.
- 2.4 No alcohol, drugs or boosters may be used before or during any match. Referees must report such cases immediately to the responsible controlling body's executive committee for further steps. Referees may not take action themselves.
- 2.5 All facilities and possible assistance should be made available to the representatives of the press, radio and television.
- 2.6 The prescribed team entry fees are to be paid to ringballSA by the district/federation.
- 2.7 Districts/Provinces must provide their representative teams with scorecards for matches, if it has not been made available by RingballSA.

### **3. PARTICIPATING TEAMS' RESPONSIBILITIES TOWARDS THE CONTROLLING BODY**

- 3.1 Matches must be played according to the RingballSA match rules.
- 3.2 Teams that are unable to play a particular match and therefore forfeit league points must notify the RingballSA deputy vice president: organisation (or the relevant controlling body) as well as the opposing team immediately.

- 3.3 Teams must provide balls for matches and are allowed to play one half of the match with their own ball. Only prescribed balls may be used. Where possible, the responsible controlling body has to supply balls for competitions.
- 3.4 Competent score keepers must report to the referee before the start of the match, half-time and after the match in order to assist the referee in keeping the score. Team cards must be completed and handed to the referee prior to the start of the match for verification.
- 3.5 The team manager is responsible to ensure that the following take place:
  - 3.5.1 All players of a team must be uniformly dress in their approved team colours. Where the colours of the different teams are difficult to distinguish, the members of one of the teams must wear something distinctive or another colour to assist the referee in his task.
  - 3.5.2 Playing apparel must be according to the rules as prescribed by the RingballSA constitution.
  - 3.5.3 Items that can cause injuries, like watches, peak caps and jewellery, may not be worn during play. Ankle and knee braces must be covered with bandages or plaster if the opponent could possibly be injured.
  - 3.5.4 Jewellery that cannot be removed must be covered.
  - 3.5.5 All players have to wear a clearly visible number on the back.
  - 3.5.6 Fingernails must be short enough so that the opponents are not scratched when attempting to grab the ball during play.
- 3.6 The particular district/province must bring all complaints to the attention of the responsible controlling body. In the event of an appeal, it must be submitted to the responsible controlling body in writing within the prescribed timeframe and accompanied by the prescribed appeal fee.
- 3.7 Teams are responsible for their own transport and all other costs. The controlling body accepts no liability for any costs incurred or inconvenience suffered.
- 3.8 Players take part in matches at their own risk and no claims whatsoever can be lodged against any person or party arising from injuries sustained during, before or after a match or during the journey to and from a match.

**4. HOME TEAM'S RESPONSIBILITIES**

- 4.1 The home district/ province must ensure that the courts are in a decent playing condition.
- 4.2 The home district/province must ensure that no derogatory remarks or comments are made by anyone about the referee or players and must exercise proper control over spectators.
- 4.3 Adequately qualified first aid personnel must be available at all matches.
- 4.4 Participating teams must appoint a capable linesman if the responsible referees' controlling body has not made such an appointment.

**5. VISITING TEAMS' RESPONSIBILITIES**

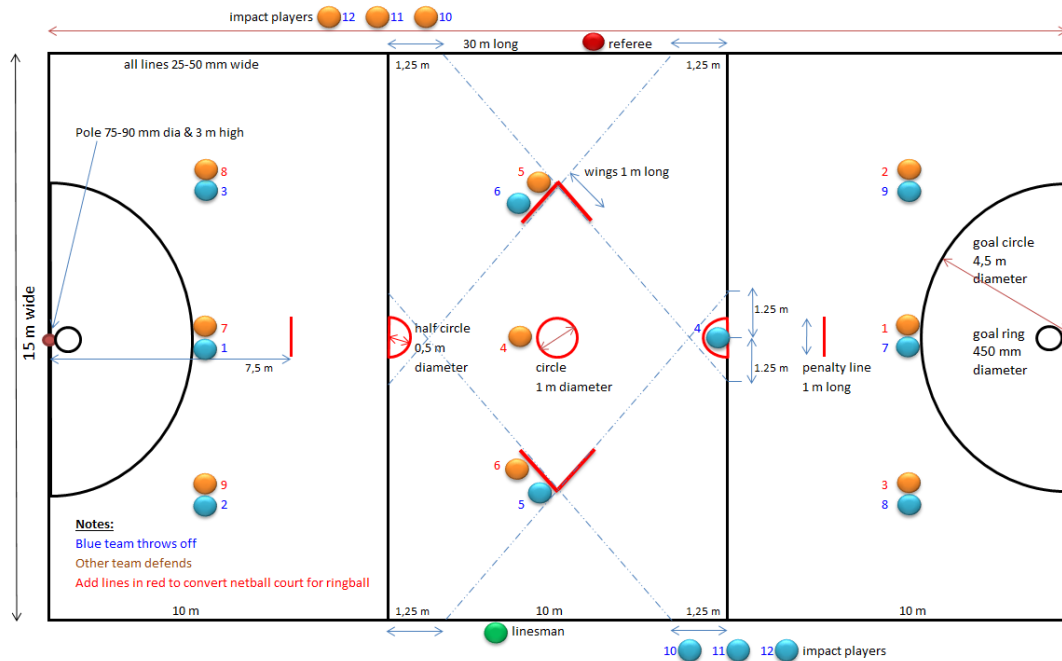
- 5.1 Visiting teams must consult with the home team before the time regarding the location of the courts.
- 5.2 The team manager of the visiting team must consult the home team regarding the prevalent weather conditions to determine whether play will be possible prior to leaving for the match.
- 5.3 Prior to the match, the team manager must make sure whether the courts are in proper playing order. Any defects must be reported to the referee.

**6. REFEREES' RESPONSIBILITIES**

- 6.1 Only the referee is in full control of the match. He must be dressed in the prescribed sportswear of the responsible referee's controlling body.
- 6.2 The referee must bring all complaints and irregularities to the attention of the responsible referee control body.
- 6.3 The referee decides which court will be used for a particular match if the responsible controlling body has not yet made the allocation.
- 6.4 Goal shooting practice before a match or during half-time is permitted.
- 6.5 If the referee is convinced that the match cannot take place or cannot continue as a result of weather conditions (before half-time), such match will be regarded as not played and will be replayed in its entirety at a later stage.
- 6.6 When it is necessary to abandon a match because of whatsoever reason after half-time, the match will be regarded as completed and the team with the highest score is the winner.
- 6.7 Only the team manager is allowed on court during the half-time or stoppages.

- 6.8 The team manager or captain must confirm that the scorecard is correct by signing it with the referee. The referee must ensure that both scorecards reflect the correct score and submitted to the responsible controlling body immediately after the game.
- 6.9 All offences and warnings must be noted on the back of the scorecard and submitted to the responsible referees' controlling body. These offences will be noted in a register for possible disciplinary steps to be taken by the responsible controlling body. The referee must attend card hearings.

## DIRECTIONS TO CHANGE A STANDARD NETBALL COURT INTO A RINGBALL COURT



1. Ringball can be played successfully on a standard netball court.
2. To do that, a few changes have to be made to the court to get it ready for the ringball player to feel at home.
3. The drawing above indicates all the adjustments that need to be made.
4. The dotted lines depict the imaginary lines and the solid lines indicate those lines that have to be painted or drawn on the court. If the changes cannot be made permanent, chalk can be used.