

BEACH RACKET WORLD LEAGUE (Frescobol) RULES

KEY FEATURES OF THE SPORT

Prologue

The sport of BEACH RACQUET (Racket) WORLD LEAGUE is played on all surfaces but mainly in the sand. It is a strenuous sport that requires specific skills such as technique, strength, fitness and intelligent game management. All these features have made Frescobol a loved sport creating fans World Wide.

One of the main components of the point system is the velocity of the ball, which is measured by the Doppler system (radar) using software that processes and captures the following data:

- 1) The velocity of the ball.
- 2) The total number of successful ball exchanges between players.
- 3) Average velocity of ball exchanges.
- 4) Falls/drops of the ball.
- 5) The provision of incentives (bonus), above a certain velocity, that is, when the ball is hit with a high velocity called a "strike" (see Annex, Game Bonus).
- 6) The provision of incentives (bonus), above a certain velocity when a set is started i.e. when the ball is served (See Annex, Service Bonus).
- 7) The successful return of a ball hit with a "ferocious" velocity i.e. a "strike"
- 8) Retrieving the ball in difficult circumstance before it touches the ground.
- 9) In game improvisation, especially when considering the type of technique required when hitting the ball.

All the above actions are accompanied by sounds played through a loud speaker.

Terms, Regulation and Description of the Sport of BRWL (Frescobol)

Team Components / General Characteristics

The players of a team are teammates and work in tandem in an attempt to send the ball to each other. This is achieved by hitting the ball to each other with their rackets and attempting to complete as many exchanges as possible.

Each team consists of two members who compete with each other against competing teams.

Each team as well as its key players is able to field one or more substitutes. Any substitute players must be declared to the officials before the game commences.

Each team should have a uniform appearance.

Each team is entitled to a minute break, provided it is declared to the referee.

For each exchange of the ball at a velocity greater than 55km/h the team is rewarded with a point for each 1 km/h. Velocities greater than 55km/h are signified through different sounds that are emitted from a loud speaker that is connected to the measuring equipment. E.g. an exchange of the ball at 60 Km/h is equal to 60 points, the exchange of 70 km/h is equal to 70 points, etc. All exchanges are added until the ball falls/drops to the ground.

The duration of an exchange between players from the start to the end (when the ball falls to the ground) is called a "set".

Because a fall is punishable by a penalty resulting in the end of a set, the team that has the least number of sets will be well placed to win the game.

The velocity of the ball before a fall/drop is penalised with a point's deduction (1 point per kilometre) and is subtracted from the overall score.

This also signifies the end of the set and a pause in the game where the playing time is stopped. The total playing time is 5 minutes.

All competitors, through the use of a score board, have the opportunity during the game to be informed about all data that concern the game such as: remaining time, score, number of exchanges, average velocity, falls, etc.

The dimensions of the field of play are 5.00 meters wide by 9.00 meters long and are indicated with straps that are placed in the sand. The distance between the radar and the field of play should be at least ten meters.

All players should strictly adhere to stay within the field of play, if an action takes them outside the field of play for example to rescue the ball or an offensive strike they should return immediately to the field of play.

There are three categories of participants:

- 1/ Men's singles.
- 2/ Women's singles.
- 3/ Mixed singles.

All teams compete in quarterfinals, semi-finals and finals.

Match Officials

The match officials consist of:

A/ The referee, who is responsible for the whole procedure, completing and signing the match sheet, indicating the start of each set through the use of a whistle.

Maintains the discipline of players who break the rules (bad language, standing/stepping outside the field of play without justification (see rules description).

Supervises the radar operator in case they are slow to reacting to falls/drops in the set.

B/ The radar operator, who must listen for the referee whistle signifying the start of the set upon which they must press the relative key on the computer.

The operator must also immediately end the set when the ball comes in contact with the ground after a fall/drop.

C/ The assistant operator of the radar, who through the use of a controller records data such as saves and extra strikes.

In order not to interrupt the flow of the game, it is imperative that the ball be returned through the use of "ball boys". It is logical and imperative that at the beginning of every set that the time starts promptly when the player has possession of the ball.

Competitive Components of the Sport

- 1) **SERVICE:** It is the first ball of the set (offensive strike) which is optional. The service is recorded as a statistic for each player.

- 2) **RESCUE:** The rescuing of the ball by a player before it falls/drops to the ground should have the following features: A difficult recovery that requires diving horizontally to the ground or in an effort to save the ball or being forced outside the field of play in order to reach the ball will be valid and a point will be recorded after the recovery.

The assistant operator, through the use of the controller and the designated keys "M" and "L" where each key corresponds to a respective player, begins the process of documenting the rescue, this will be indicated in the software as an "SOS".

A successful rescue will be credited with 70 points and will accompanied by sound from the load speaker. In case an incorrect "SOS" point is given by the operator and if a valid objection is lodged (at the end of the SET), the invalid points accumulated can be revoked. All this will be at the discretion of match referee. A successful rescue is also recorded as a statistic for each player.

- 3) **BONUSES:** The issuing of bonus points is credited in a simple proportional manner. Starting at 65km/h. e.g. a ball of 65 km/h = 0 bonus, a ball of 66 km/h +1 bonus, a ball of 67 km/h +2 bonus, a ball of 68 km/h +3 bonus, a ball of 75 km/h +10 bonus, a ball of 90km/h +35 bonuses and so forth.

- 4) **ETHICS:** The behaviour and general image of a team to act honestly according to the rules of the sport, obeying the decisions of the referee and showing respect to all participating in the sport, other than their sporting obligations, will be rewarded with the ethics award.

- 5) **ANTI STRIKE:** The quick return of the ball from a strike. This is established by taking into account two pre-defined parameters:

- A) The velocity of the ball
- B) The amount of time taken to react to the ball

The velocity of the ball is rated at two levels of difficulty at 55 km/h and at 65 km/h

The reaction time must be below 500 milliseconds (half a second).

An anti-strike from a ball travelling from 55 km/h up to 64 km/h will be credited with its kilometric value plus the value of the previous strike plus the bonus.

If no new point is scored after the anti-strike and the ball drops/falls, then the previous strike will be considered as not valid and only the anti-strike will be penalized and will lose its kilometric value.

An anti-strike with a velocity of 65 km/h and more will be credited with its kilometric value plus the value of the previous strike multiplied by 2.

If no new point is recorded after the anti-strike and the ball drops/falls to the ground then the previous strike will be considered invalid and only the anti-strike will be penalized and will lose twice its kilometre value and the bonus.

The anti-strike is automatically recorded as a statistic for each player.

- 6) **FALLS:** Included in the category of degree of difficulty. It is set to a maximum of 20 falls/drops. If a team exceeds this limit, then each ball that falls to the ground will lead to a deduction of twice its velocity value plus any accumulated bonus point.
- 7) **TIME:** The usefulness and ease of the time management system is one of the most important features of V.R. The pausing of the timer by the operator after a fall (end of the set) is a key principle that is a necessity for the sport to function in its current form.

Penalties

Expulsion from the championship, by decision of the Olympic committee for the following violations:

1. Participation in group violence, a coordinated attack, either verbal or through physical contact, by two or more players or the coach against the referee, the referee's assistants or the match officials.
2. A cohesive aggressive attack by either players, coach or their representative, against the league.
3. To have had a match terminated twice irrespective of the reason.
4. A player, coach or team representative is expelled from the league if he/she brutally insults the league and those involved in it with actions or public statements.

All players during the game should be refrain from petulant outbursts and respect the institution.