

TECNICAL RULES OF THE OPEN GAME

1. Equipment of the game

The equipment used for the game consists of a rubber ball and a tamburello.

The tamburello is made of a little frame, with a handle, on which there is hide or industrial cloth.

There are three types of tamburello: the *tamburella*, oval and with a maximum length of 36 cm., used only for the "service or bat"; the *battoir*, which has a little round tamburello fixed on a flexible stick made of wood with a maximum length of 100 cm., used only for the "service or bat"; of a round form and with a maximum diameter of 28 cm. used for all the other phases of the game.

The round tamburello can also be used for the service.

The weight is optional.

It is also admitted the use of tamburello with smaller dimensions.

It is compulsory the use of a tamburello of a fixed diameter of cm. 26 in the categories of *beginner* and *colt*, and also in the primary school category in the Students' Sports Game, masculine and feminine.

It is admitted the use of the oval tamburello, cm. 36 long, for the service.

It is not admitted the tamburello hoarse or semihoarse.

2. The ball

The ball have a diameter of 59 mm. and a weight of 89/90 gr., and it is used both for the day and night game.

The ball in the youthful categories

- the ball utilized in the youth, beginners, colts and junior categories, both masculine and feminine, has a diameter of 65/66 mm. and a weight of 75/77 gr.;
- the ball utilized in the juniors categories, both masculine and feminine, has a diameter of 59 mm. and a weight of 88/90 gr.

3. Sport Ground

a) KIND OF THE GROUND. The playing surface of the open ground has to be realized in a red clay.

b) DIMENSIONS OF THE GROUND. The ground, with a rectangular form, has, in the open, the maximum dimensions of: length 80 m. and width 20 m.

It is endured a reduction, only in width, of a maximum of a metre.

Different dimensions are foreseen for the grounds utilized in youth activities, both masculine and feminine, and exactly: cat. Beginner M. e F. 30x12; cat. Youth M. 40x12; cat. Youth F. 30x12; cat. Colt M. 50x20; cat. Colt F. 40x20; cat. Junior M. 60x20; cat. Junior F. 50x20; cat. Juniors M. 80x20; cat. Juniors F 70x20; First Division Feminine 70x20.

The ground is divided in two two equal parts by an halfway line, marked parallel with the short sides, called also heads.

Area of the service

The area of service, of a rectangular form, is placed inside of the playing surface.

The two service rectangles— *one for each half of the ground* — are marked inside the playing surface, for the full length of the same ground, and are delimited by the end line and by a continuous internal line, parallel with the end line, but at a distance of 5 m. and a width of 4/5 cm.

4. The team

The team is composed by a maximum of 9 players, of which only 5 are, at the same time, on the playing surface.

The replacements between the players in the sport ground and the others in bench are free and without limitation, but there allowed only when play is stopped.

The replacements have to be indicated to the referee by the team Trainer, showing a little blue card.

5. The players

Based on the formation of the playing surface at the time of "service or bat", the players are called:

Server/Shoulder The server puts the ball in play from the designated area in the way he prefers, using always the oval tamburello, called also *tamburella* or of the *battoir*. this equipment can also be used by the server, as an exception, also at the first return of the opposite. Tamburella and battoir have to be changed with the round tamburello in the eventually second period of the game.

The server, to change the tamburello, employs the changing person.

The changing person for the tamburella or battoir — *who wears a different uniform to be recognizable* — can stay on the bat ground, for the necessary time to do this action, and has to leave it immediately, coming out of the bottom line.

He has to stay in bench, when his team is not in bat or service or when the server doesn't use the oval tamburello to put the ball in game.

The bat or service is still repeat every time that it is awarded a "fifteen" or when the stroke is void; the same server has to repeat the bat, for two times, who has to not passing out the lateral lines during the bat.

The server can take two balls at the moment of the first bat.

Throwner. He, usually, stays at the bottom of the sport ground.

Midfield. (or *half flight* or *half shoulder* or *trestle*). Usually, this one is the player who stays in the midfield of the ground and he plays on the medium distance. .

Back. These players are usually two in the ground (left and right), staying along the touches of our midfield, near the medium line.

During the match, the players, bar none, can change the roles and in the motionless moment, in any score, but they have to not disturb the other team, with useless whirls, which can retard the end of the match.

Captain. The federation chooses the captain of every team. This label has to result at the moment of the team presentation to the referee, who has to sign it in his report.

The captain has to wear a badge on his uniform. He can also stay in bench.

Reserves. Every team can have a maximum of 4 reserves in bench, who can come in the sport ground in replacement of a team mate.

The replacement can happen in any score, but in only in the motionless moment, with the referee authorization.

The absent players, who are signed on the referee report, can play, also during the match: this is effective for that match cut off by the referee for darkness, bad weather, etc., but which are taking again after the suspension.

The player who has been expelled by the referee can't be replaced and has to leave the ground.

6. The match

The match is the competitive meeting between two teams, which are lined up on the ground.

The choice of the half ground is made by draw.

The team, winner in the draw, choices also if it wants to bat or not.

The point won or lost by every team is called "fifteen". Here there is an example of the points count: 15-30-40-50/game. The team, which first arrives to the 50 wins the game, If the two team come both to the 40, the game were won by the team which do the following 15.

In every categories, the match is composed by 13 games..

The taem which comes first to the 13 wins the match.

If two teams come to the 12-12, the match is all.

The tea have to ch'ange round every 3 games, for this action they have 3 minutes.

The bat or service has to be changed every game.

The trainer can ask to the referee durino the all match, only in the motionless moments, two time out, with a duration of 1 minute to speak with their players.

The two time out are not accumulable and have to be different.

During the "tie break", the trainer can ask to the time out, only if he has not finish the two allowed during the match.

The trainer ask to the referee for the time out showing a little green cardboard.

In case of accident, the referee grants a time out, with a maximum duration of 2 minutes to take the aid: the accident player can be replaced by a reserve until the end of the 15; the accident player can also replay the game, after a play af a 15 by his reserve.

To assign the 15

a) It is fault (15 lost) only in these cases:

- 1) when the server, in the bat moment, touches the bat line, in all the way;
- 2) when the ball, batted or rebated, doesn't touch the middle line of the playing surface;
- 3) when the ball batted or rebated, touches out of the playing surface;
- 4) when the ball is batted after the second rebound;
- 5) when the player touches the ball with another part of his body, which is not the forearm;
- 6) when the tamburello doesn't touch the ball;
- 7) when the ball is touched by two players of the same team, also with their tamburello, without touching the opposite half of the playing surface;
- 8) when a player, also if he can't play at the action, passes the middle line of the playing surface with his body or with the tamburello.
At the same time, it is faults when the tamburello, not taking on the hand, falls in the opposite half of the playing surface;
- 9) if a player breaks his tamburello, and comes to take another, but crossing the opposite half of the round, that is an pitch invasion;

- 10) when the server put in game a dirty or wet ball;
- 11) when the ball, coming by the playing surface, touched the referee, who stays out of the ground;
- 12) when the ball touches the wall or the ceiling (only in the indoor activities).

b) It is not fault (15 not lost) and the stroke is effective:

- 1) when the ball touches the middle line of the playing surface or the perimeteric lines;
- 2) when the tamburello falls down by the player's hand, even if it falls in the same half of the ground;
- 3) when two players knock against, but only one of them touches the ball;
- 4) when the ball is touched by the retro of the tamburello, but not intentionally, and comes in the opposite half of the ground;
- 5) when during the game, the handle breaks;
- 6) when the ball breaks, but not in two separately parts;
- 7) when the ball is touched by a tamburello, taken by both hands;
- 8) there is not pitch invasion (15 not lost) when a player to hit the ball comes out of the ground, but not in the opposite half;
- 9) it is not fault when a player to hit the ball comes out of the round area;
- 10) when the ball without hitting, passes the half line of the ground, taking a particular effect, that makes it comes in the same half, the 15 is of the team which is batted the ball;
- 11) when the ball is touched by the forearm, which takes the tamburello.

c) The stroke is void (ball to repeat, 15 void):

- 1) when the ball, after being batted, breaks itself in two separately parts at the first rebound at the playing surface;
- 2) when the ball after being batted, breaks itself in two separately parts at the first rebound or in flight;
- 3) when, during the game, the ball takes a different track, after breaking with an extraneous object;

d) There is not a game interruption (until the end of the 15) when there is a broken in the hide, in the cloth or in the handle of the tamburello. The player, who breaks the tamburello, is allowed to replace the broken part, without stopping the game and without the entrance of other players in the ground. The players can take the tamburello, but he can't throw it out of the playing surface;

e) the ball is to repeat when it touches the referee, who at the same time is at the internal part of the ground or across the middle line.

In any case, the ball which breaks the referee is void.

7 Development of the match

All the matches have to be directed by a referee, designed by the C.T.A. (Tecnical Referee Commission) of the FIPT, with the help of two linesmen.

8. Replacement of the players

a) There is not limitation on the replacement number. The team trainer, showing a little blue card, ask to the referee the possibility of a replacement. At the replacement time, the reserve player has to be prepared, to avoid a lost of time. In the other hand, the referee can decided to send back the replacement.

b) The player who has been expelled can't be replaced.

c) The player who has been expelled has to leave the playing surface immediately.

d) The replaced player has to come in bench, where there are the team managers and his companions.

e) The team players can change the roles, but without abuses, as it is wrote at the art. 5.

f) If there is an expulsion before the beginning of the match, the player who has been expelled can be replaced by another player of the same team .

g) A player who has to play can't do the linesman or the changing role: if he decides to do the linesman, he can't replaced a companion.

9. unfitness for play

Only the referee can decided if the playing surface is unfitness.

General rules on the Championship and on the activities (in general): equality in classification

A) Championship

The rules of the championship is different in every case, and it is the Federation which decides the rules.

The team classification is made on the base of the point (2 point: match win; 1 point: match in equality; no point: match lost).

If in the classification, there is an equality, and it is important to decide:

- the winner of a championship,

- the winner of a qualification,
 - the positions that made the entrance in a championship, the federation decides to play a neutral match.
- In all the other cases, when the equality is not necessary for a particular placement, there are not deciding match, but the decision is made on the bade of the classification, and on the difference on the game win or lost by every team; if there another equality, the difference taking in care is that of the 15s win or lost. In any case of equality between two or more teams, the classification will be *ex-aequo*. In any case, the Federation decides the rules for the equality.

B) Deciding match between two teams

Where there is the possibility of an equality, like the a) art., the federation can decide to have a deciding match, on a neutral playing surface. If at the end of the deciding match, the two teams are in equality too, 12 all (9 all cat. colts, beginners and juniors indoor), there is the possibility of 2 trampoline, of a duration of 3 games each, with ground changing every 3 games, with a draw for the ground and the bat. If at the end of the 2 trampoline, there is another equality, it is necessary to have a tie break, with a limitation of 8 points.

Win the match the team which firstly comes to the 8 points, with an advantage of 2 points against the opposite team. If the teams come to 7 all, the match ends only with a superior of 2 points.

The tie break begins with a bat of the team which has it at the end of the regular match, and without ground changing.

The bat changes every point; the ground changes every 6 points.

C) Deciding match between three or more teams

Where there is the possibility of an equality, like the a) art., the federation can decide to have a deciding match, on a neutral playing surface, forming two lists, based on the number of the teams The procedure is the same at the point B).

D) Championship at the Italian style(round trip or only going)

In any case of equality in the classification, and where it is the needing of deciding the position, the procedure is the same at the point A) for the championship, even if there is not a specific rule of the match.

E) Championship with a direct elimination

In these championship (finals, semifinals, etc..) in any case of equality in the game (12-12 o 9-9 for the colts and beginnerscategories) at the end of the match, the procedureis the same at the B) point (trampolines and tie-break).

10. Tamburello competition and classification

The competitions are:

- International matches;
- Championships proclaimed by the F.I.B.T.;
- International championships proclaimed by the F.I.B.T.;
- Experimental competitions proclaimed by the F.I.B.T.;
- Championships or competitions, of every level, organized by the F.I.B.T., using the School Committee.

11. Sport Ground

The playing surface has a rectangular form, with the characteristic named at the art. 3, without obstacles and:

- To see in every moment the ball, both to the players, to the referee and to the public;
- To avoid the sun in a frontal position (the best way is nord-sud)
- To avoid every kind of wind.

The ground rectangle has these dimensions 80x20m., divided in to equal parts which misured 40x20, divided by a middle line, marked parallel with the short sides.

Inside the short side (or heads), parallels to these and at a distance of 5 m. is traced a line, which is the bat line.

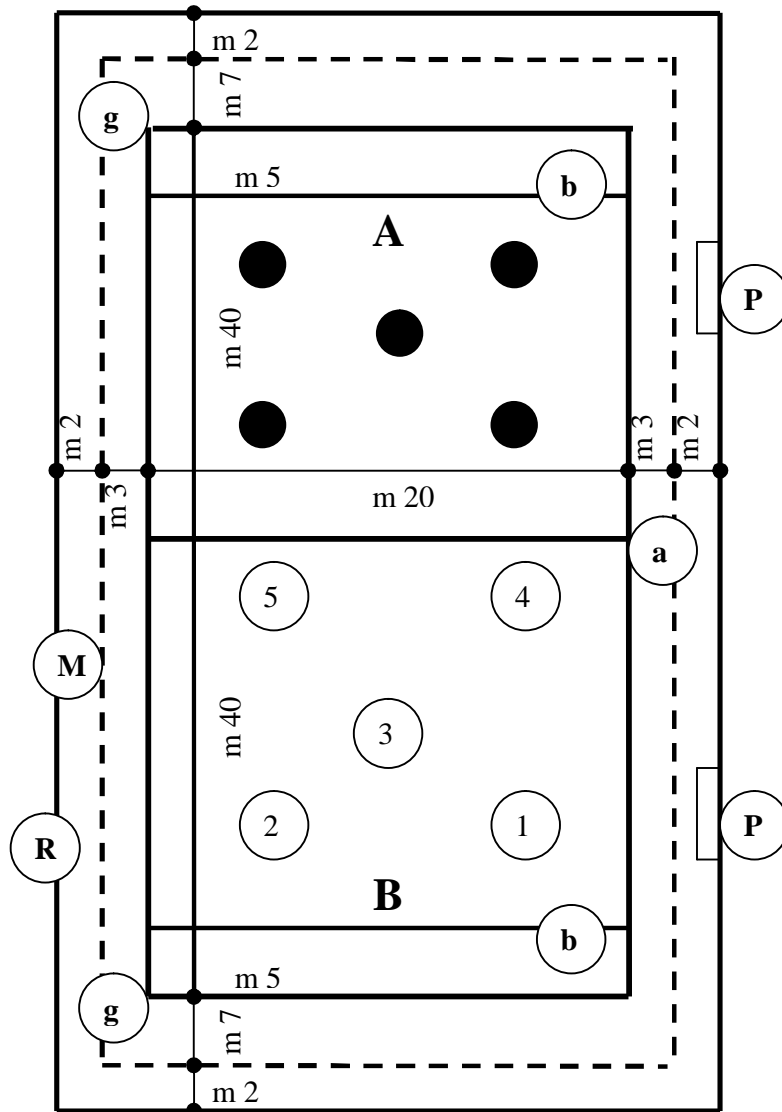
Perimeterly to the ground rectangle of 80x20 m., there is another rectangle, with a minimum width of 3 m. on the long sides and 5 m. on the short ones, which is called renewal of the rebound.

Along this area, there is another ground, with a width of 2 m. (at every sides), that is for "safety", in weed; this area has to be surrounded by a metallic structure of an height of 1.50 m.

In this safety area, there are placed the two benches for the reserve players and the team managers.

The International Federation has the faculty to alter at the present rule, to make more efficient its organization.

CAMPO DI GIOCO ALL'APERTO



squadra A

- Battitore – spalla
- Rimettitore
- Mezzovolo
- Terzino destro
- Terzino sinistro

a Arbitro

b linea di limite
zona Battuta

g Guardalinee

M Area di sicurezza
(manto erboso)

P Panchine

R Recinzione

squadra B

- 1 Battitore - Spalla
- 2 Rimettitore
- 3 Mezzovolo
- 4 Terzino destro
- 5 Terzino sinistro