



RULES

I. GENERAL PRESENTATION

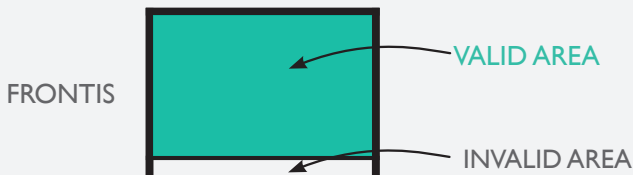
I.1 TYPE OF GAME

FRONTBALL is an INDIVIDUAL sport played by two players; one against one.



I.2 GAME DESCRIPTION

You can use both hands (clenched fist or not) to play FRONTBALL. The game is indirect; every time a player hits the ball, to start or during the game, the ball has to touch the wall (frontis) inside the valid area (within the lines marked on the frontis) before the opponent can hit it.



When the game starts, the rally lasts until one of the players is not able to put the ball back in the valid area of the Frontis. After the ball hits the frontis, the player can hit it **on the full or after one bounce**.

The winner of the point serves the next one.

I.3 GOAL

The goal is to win every point hitting the ball as many times as it is necessary until the opponent is not able to keep it in the game area.

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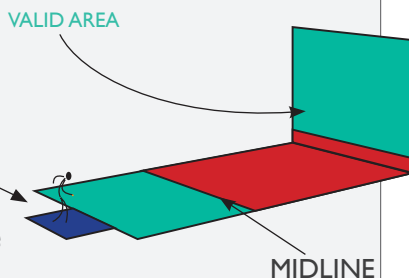
I.4 THE SERVE

The serve has to be done behind the back line, in **the serve zone** marked in the middle.

The player can, if he/she wants, gather speed only if he doesn't go out of this serve zone.

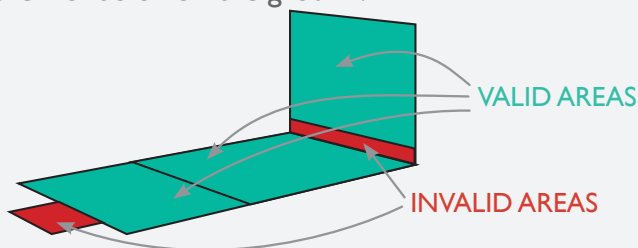
He/she must hit the ball before one of his foot goes out of the serve zone. He/she is also allowed to bounce the ball in the serve area before hitting it.

The ball has to touch the frontis in the **valid area above the horizontal line**, and then land on the court **behind the midline**.



I.5 POINTS AND FAULTS

The player loses the point during the rally if the ball goes out of the marked area on the frontis or on the ground.



During the rally, if a ball touches one of the lines on the frontis or on the ground (except the midline), it is considered as a fault.

Either player, whether they served or not, may win each point.

Points can be won during the serve or during the rally.

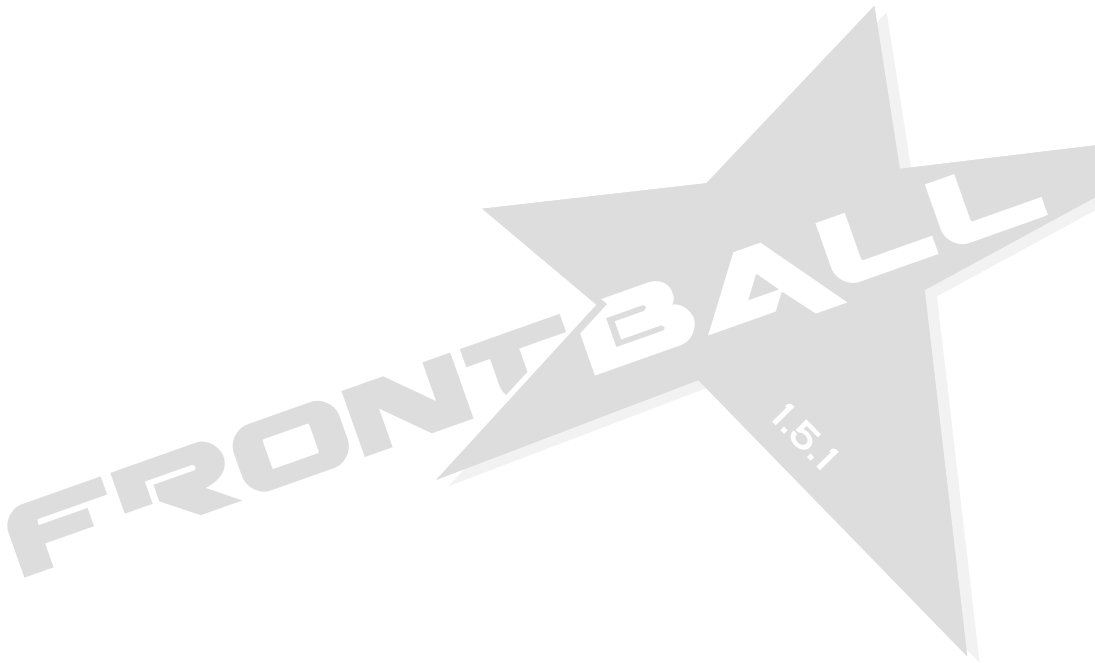
I. GENERAL PRESENTATION

I.6 SCORE

The first player to 20 points is declared the winner of the match.

I.7 REST

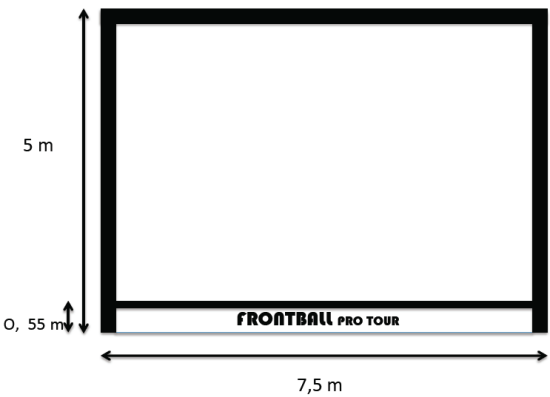
During a match, each player is permitted to ask for 2 timeout periods. They are to be one minute in length.



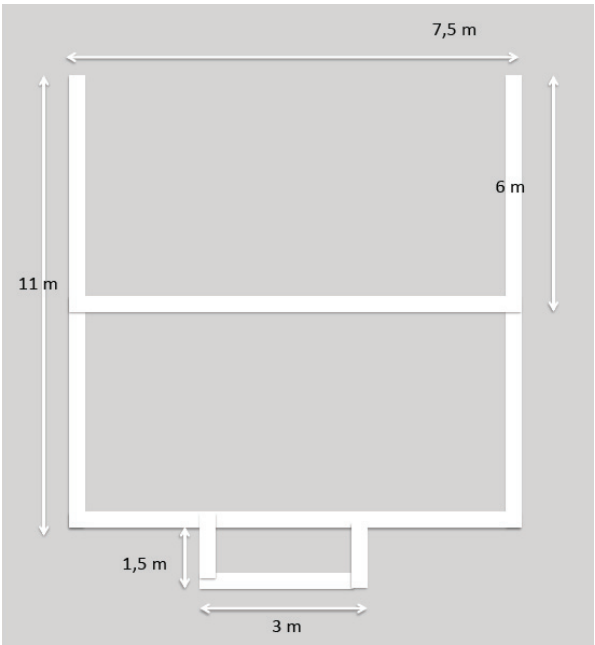
2. GAME AREAS AND ACCESSORIES

2.1 GAME AREA SIZES

SIZES ON THE WALLS (in meters)



SIZES ON THE GROUND (in meters)



2. GAME AREAS AND ACCESSORIES

2.2 GAME AREA IDENTIFICATION

The court of each Frontball match must be marked with painted or adhesive lines, minimum 5 cm wide. Colours of the lines have to be easily identifiable on the ground.

A ball that touches one of the lines (on the frontis or on the ground) is considered to be a fault.

2.3 GLOVES AND PROTECTION

FRONTBALL can be played with bare hands. However, if the player wants it, he is allowed to use gloves or another kind of protection that is deemed to be within the spirit of the game by the referee. Under no circumstances may the glove or other protection be abnormally big in order to add power when hitting the ball. Protection glasses are optional.

2.4 REFEREES

In an official competition, two referees are needed:

- 1 principal referee
- 1 assistant referee

In case of disagreement, the decision of the principal referee will take precedence.



FRONTBALL