

INTERNATIONAL BLIND SPORTS FEDERATION

SHOWDOWN SPORT COMMITTEE

REFEREE MANUAL



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INTRODUCTION

The purpose of this manual is to try to guarantee uniformity in worldwide refereeing by giving to the referees guidelines, so that every one of them in the world can interpret and apply the rules of play in the same way.

We would like to invite all the referees to share their experience with us, so we can enhance this manual with all the solutions of the problematic situations you've dealt with. Therefore we hope that this manual could become a resource for new and old referees.

We can always learn something from each other's experience and we are never too young or old or rusty for that.

We want to go ahead for the good of showdown and for that we need everybody's help.

You can send us everything you want: something we should pay attention to, how we can improve international experiences, questions, doubts etc....

We are also trying to gather information on athletes' and coaches' game techniques, behaviour etc....

We are always available if you have something to talk about or to ask for.

You can contact us at:

irc@ibsa-showdown.org

showdown.chair@ibsasport.org

If you need documents for Showdown referees, you can visit this web site:

<http://www.ibsasport.org/sports/showdown/documents-for-referees/>

If you want to start, or follow a discussion about Showdown you can visit our forum:

showdown-referees@googlegroups.com

REFEREEING TECHNIQUE

Showdown Referees

The referee is the professional who has the task to evaluate the match impartially and objectively, and to guarantee that the game rules are followed.

During the match the referee has to do her/his best to judge every situation in the best way.

We are aware that we are refereeing a very difficult and fast sport and due our position, the ball's speed etc.... we can't see every single irregularity on the table.

This awareness must not be an excuse not to pay the maximum attention we can give to the game and must motivate us to perfect our refereeing skills.

To improve our refereeing skills we should keep in mind:

- 1) **Memorization:** freeze the doubtful moments of the play in your mind. Elaborate and memorize what happens on the table especially when the dynamic is not very clear, because players have their own playing style and the same play dynamics can keep happening. Next time something happens we will be better prepared to evaluate the situation.
- 2) **Self-confidence:** we always judge in good faith and we do our utmost to assure the impartiality of the match.
- 3) **Communication:** we always have to explain in the clearest and most concise way why we whistled and if it's necessary we have to clarify to the players what happened.
- 4) **Insecurity:** never show insecurity about a decision. If we have some doubts about a fault we can whistle and take some time to think about what just happened and, if we are sure we can make a decision, otherwise we can call a let.

The Whistle

When the ball is in play the game is very fast, therefore you always must keep the whistle in the mouth, so you can use it as soon as you recognize an infraction/goal. The noise of the whistle has to correspond to the volume of the game. The players could be affected from having still in their hear the hiss of a loud whistle.

Referees' Action

During the tournament play the referee is the official for her/his table.

The referee must be clearly identifiable as the referee.

The referee will ensure that the rules of the game are observed in all cases.

The decision of the referee is final.

PRACTICAL APPLICATION OF THE RULES

Before the Game

- 1) Before every match the referee must check players' equipment: eye protection, hand protection, bats and attire.
- 2) The referee has to introduce her/himself, scorekeeper, players, coaches and interpreters.
 - a) The referee must conduct the match in official tournament language.
 - b) Players who cannot understand the official language can use an interpreter, but he/she must announce her/him prior to the match.
 - c) The player has the responsibility to announce her/his coach to the referee before the warm up even if the coach is not present. The coach can enter/leave the room only when the set is over and the referee must open the door.
 - d) The referee must ensure that both players are aware of the presence and know the name of each other's coach and interpreter.
- 3) Before the first set players can freely practice with each other and get used to the table.
 - a) The amount of time for warm up is usually 60 seconds but can be changed by the referee if he deems appropriate.
 - b) Warm up can also be completely omitted if both players ask for that.
 - c) If only one player wants to do the warm up, he/she has the right to do it. The opponent can have a non-active role.
 - d) During the warm up talking between player and her/his coach is not allowed.
- 4) Prior to the start of the warm up the referee will toss a coin for the service. The first player on the list will be asked to choose head or tail. The player winning the coin toss will be given the choice of taking or giving away the first serve to her/his opponent.
- 5) The referee will roll the ball to the serving player and ask both players (first the receiver then the server) if they are ready to play. When the referee receives positive

acknowledgement (“Yes”) from both players, the referee announces the score and the number of the serve. Then the referee will signal the beginning of play.

- 6) The referee sounds a whistle to conduct the match.
 - a) Play will be started and stopped with one blast, one to start or stop.
 - b) A double whistle for a goal.
 - c) A long whistle when the set/match is over. At the end of the set/match the referee must announce the winner and the score of the set/match.

Attire

- 1) Players must wear a short sleeve shirt, with sleeves not longer than elbow length.
- 2) Players must wear hand protection, that must not cover more than 6 cm of the arm measured from the wrist and not enlarge the hand more than 2 cm on each side. The thickness of the hand protection may be maximum 2,5 cm in the front part (all fingers) up to the wrist.

Players may wear protection above six (6) cm upon the arm, but it must be a different color from the glove (e.g. sweat bands, bandages etc.). This part of the protection is not considered to be part of the batting hand.

The allowed ways to mark the end of the six (6) cm are:

- wearing a glove which extends six (6) cm above the wrist joint.
- wearing a sweat band with the SAME color as the glove reaching up to six (6) cm above the wrist joint if the hand protection is shorter than that.
- wearing a sweat band with a DIFFERENT color than the glove STARTING six (6) cm above the wrist joint (this way the arm can stay naked up to six (6) cm from the wrist)
- any combination of points above.

3) Players must wear opaque eye protection that must completely shut out all light. This means that absolutely no light is allowed to be seen when the referee checks the mask. It is the player's responsibility to have adequately prepared eye protection to be allowed to take part in a competition.

- a) Before every match the referee must check the eye protection of the competing players.
- b) The referee must check if the eye protection is correctly put on the face.
- c) The eye protection must be worn during the whole match. The player is not allowed to touch her/his eye protection. He/she must ask the referee the permission to do so, even in warm up, time-outs, and changes of sides. If the permission is given the player must turn away from the table. Before the play resumes the referee must check if the eye protection is correctly placed.

Equipment Check

Referee Team is assigned to perform players' equipment check.

During the check referees, appointed by the Head Referee, will verify the aptness of:

- bats,
- eye protection,
- hand protection.

Delays

The player must be at the playing room at the specified time. If the referee waits for 5 minutes and the player does not appear, he/she loses the match by default.

Refereeing

The referee sounds a whistle to conduct the game. When the referee recognizes a fault or a goal, he/she must whistle as soon as possible.

1. Once he/she has whistled it is necessary to explain in the clearest and most concise way what just happened and to say who gets the point.
 - a) Ball out Player A, one point to Player B
 - b) Goal Player A, two points to Player A
 - c) Illegal touch Player B, one point to Player A

2. Resume the game announcing:
 - a) The number of service;
 - b) The score referred to the serving player.

3. After time-outs and unusually long breaks the referee must ask the players if they are ready, wait for the answer of the both and then whistle to resume the game.

The referee conducts the game standing on one side of the table near to the centreboard screen.

The referee can take a step forward during the service to evaluate its regularity, and then he/she can come back one or two steps to have a better visual perspective of the game.

During the change of sides the referee should leave the way clear for the players and, if necessary, help the players without coach.

Audience

Refereeing a match before an audience is a further challenge for the referee.

In addition to conduct the game, he/she must handle the spectators and make sure to guarantee the silence.

In 2 referees matches, the first referee is responsible for the audience's management.

When managing the audience:

- 1) Announce that no disorder will be tolerated. Spectators must keep silence during the play and mobile phones and electronic devices must be switched off. If a device rings during the play the referee must stop the game and ask the owner to switch it off. If the owner of the device is the player or her/his coach the referee must issue 2 points penalty.
- 2) The referee is allowed to send out of the room anyone (supporters, coaches etc....) in case of unfair misconduct.
- 3) Audience should stay at least 2 steps away from the table, leaving enough space to the referees and players.
- 4) After referee's whistle spectators can cheer. The referee must ensure silence before the play is resumed.
- 5) Considering that the audience is very close to the table and in order to make possible the communication between players and coaches, the spectators should keep a low tone of voice.

Coaches

Before warm up the player must announce the name of her/his coach to the referee. The player can announce her/his coach even if the coach is not present. The coach can enter/leave the room only when the set is over.

It's important to keep in mind:

- 1) Before the match the player must announce the name of his/her coach to the referee. The player can announce his/her coach even if the coach is not present . The coach can enter/leave the room only when the set is over and the referee must open the door between sets

- 2) The player can change the announced coach until the referee has started the match
- 3) Every player can announce only one coach
- 4) Players can also be coaches
- 5) In a tournament a referee cannot be also coach
- 6) The player and her/his coach are allowed to talk only during time-out and change sides
- 7) The coach must remain on the side of the table of her/his player
- 8) The referee must ensure that both players are aware of the presence and know the name of each other's coach.

COMPILING SCORE SHEETS

In showdown there are 4 kind of score sheets:

- Individual match, 1 set
- Individual match, best of 3 sets
- Individual match, best of 5 sets
- Team competition, with 2 forms: score sheet and line up (one for each team)

The sections with organizational information (number of the table, number of the match, time etc....) are normally filled by the organization, prior the score sheet is delivered to the referee.

The score sheets forms are available on IBSA Showdown website, at:

<http://www.ibsasport.org/sports/showdown/forms/>

Showdown - Individual Competition Score Sheet 1 set

Player "A"	Player "B"
Coach	Coach

Date	Time	Group	Match n°	Table
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Set																				Result			
A	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
B	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

Winner _____ Result _____ Referee _____

Showdown - Individual Competition Score Sheets 3 sets

Player "A"	Player "B"
Coach	Coach

Date	Time	Group	Match n°	Table
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1st set																				Result			
A	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
B	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

2nd set																				Result			
A	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
B	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

3rd set																				Result			
A	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
B	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Serv.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
				Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	

Winner _____ Game result _____ Referee _____

Showdown - Individual Score Sheet 5 sets

Player "A"	Player "B"	Date	Time	Group	Match	Table
Coach	Coach					

1st set																				Result			
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	

2nd set																				Result			
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	

3rd set																				Result			
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	

4th set																				Result			
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	

5th set																				Result			
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	
	W	P	T.O.	Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
				Ser.	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	

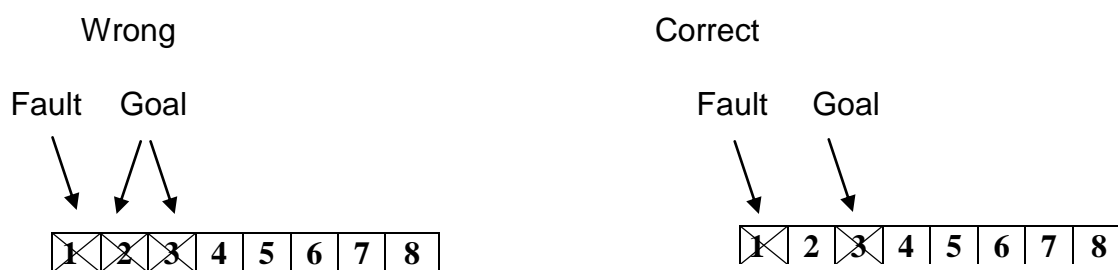
Winner _____ Games result _____ Referee _____

Individual Match

In the score sheet for individual match the referee has to fill these sections:

- Names of the Players, which have to be written out in the right order as indicated in the score sheet (ex. The name of Player A has to be copied in the sections labelled with A)
- Name of the Coach/Coaches (if announced)
- Winner of the coin toss, by ticking the box “Serv”, in order to remember the right sequence of the serves
- Points assigned for the opponent's faults (1)
- Points assigned for the Player's goal (2)

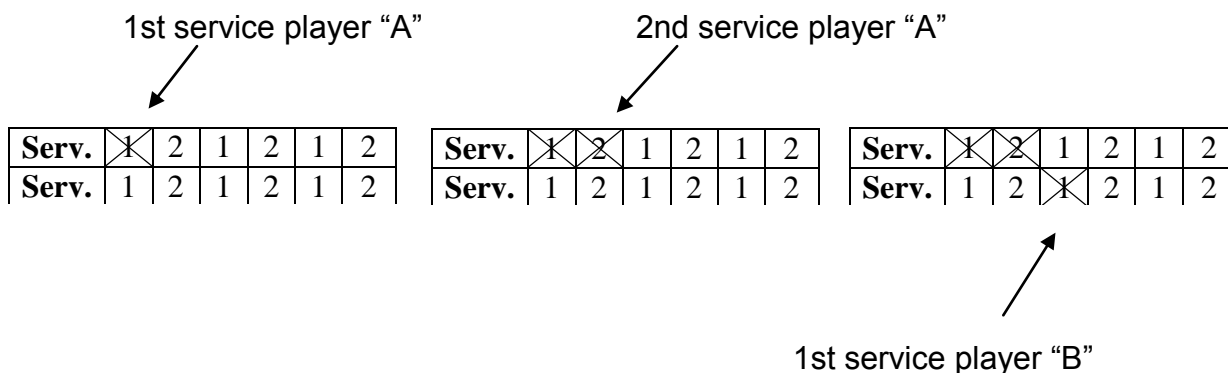
In order to be precise, to prevent mistakes and to be always able to verify the points, the referee has to follow these guidelines:



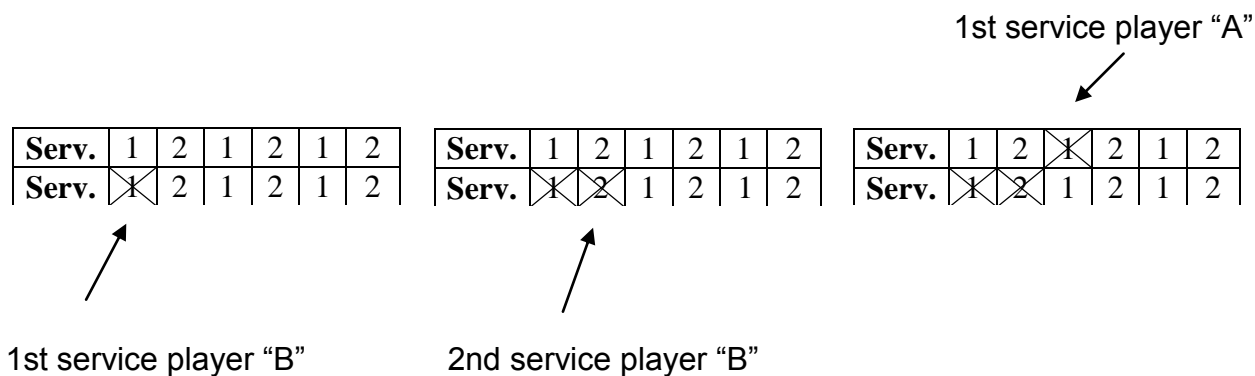
- Serves

In order to be precise, to prevent mistakes and to be always able to verify the serves, the referee has to follow these guidelines:

Example of coin toss won by Player A



Example of coin toss won by Player B



- Time Out, ticking the time out box
- Score at the end of each set
- Warnings, ticking the "W" box and marking with a sign all the information (serve and score) about the moment in the set when the warning was issued, furthermore the referee has to write out the time and the reason why the warning was issued on the back side of the score sheet
- Penalties, ticking the "P" box and marking with a sign all the information (serve and score) about the moment in the set when the penalty was issued, furthermore the referee has to write out the time and the reason why the penalty was issued on the back side of the score sheet. If in one set/match the referee issues more than one penalty, he/she has to do the same procedure for each one of them

- The referee has to mark the points (2) earned with the opponent's penalty in the same way (explained earlier) of a goal

- At the end of the match the referee has to write down:
 - 1) Name of the winner
 - 2) Result in set (ex. 2-1)
 - 3) His/her readable signature

Team Competition

In the team competition there are 2 forms:

- Line up, one for each team, with the name of the team and the names and the order of the Players

- Score sheet for team competition, where the section to fill are:
 - a) Names of the players, which have to be written down with the same order of the line up form

 - b) Name of the Coach/Coaches (if announced)

 - c) The winner of the coin toss, remember to put an "S" near the name of the player who starts to serve in order to remember the right sequence of serves

 - d) Time Out, ticking the time out box

 - e) Score at the end of each set

 - f) Warnings, ticking the "W" box and marking with a sign all the information (serve and score) about the moment in the set when the warning was issued, furthermore the

referee has to write out the time and the reason why the warning was issued on the back side of the score sheet

- g) Penalties, ticking the “P” box and marking with a sign all the information (serve and score) about the moment in the set when the penalty was issued, furthermore the referee has to write out the time and the reason why the penalty was issued on the back side of the score sheet. If in one set/match the referee issues more than one penalty, he/she has to do the same procedure for each one of them
- h) The referee has to mark the points (2) earned with the opponent’s penalty in the same way (explained earlier) of a goal
- i) At the end of the match the referee has to write down:
- Name of the winning team
 - Result in points (ex.31-15)
 - His/her readable signature

REFEREES' CONDUCT

All the referees must keep an appropriate behaviour to the role they are playing, for all the duration of the tournament.

They also commit themselves to fulfil impartially and scrupulously the duties assigned to them and to align to the technical standard for implementation.

All the referees must abstain from declarations or appreciations harmful to the dignity of referee's category.

All the referees must also abstain from commenting the refereeing with strangers, players, coaches etc....

All the referees must have a correct attitude; they can eventually explain with firmness and politeness the reason of their decision talking with clear and firm voice.

At no time during a tournament should a referee show his/her nationality. They should not wear anything to show their nationality.

Alcohol may only be consumed after the referees have finished their duties for the day but only in very moderate quantities. They should always be aware that they must be fit to perform their duties.

Referees should not be under the influence of any drugs or medicine which will affect their performance as a referee.

HEAD REFEREE

The head referee manages the referees during the tournament; he/she also appoints a deputy head referee that supports him/her and who replaces him/her in the appeals in case he/she was the competition judge.

He/she performs the following functions:

- to assure the application and the observance of the IBSA Showdown Rules,
- to assure the application and the observance of the IBSA Showdown Tournament Guidelines (if needed),
- to assign the referees to the matches,
- with the Organizer, to preside over the technical meeting,
- to be part of the Appeal Committee,
- to preside the referee meeting,
- to help the Match Office,
- to organize referee team's work,
- to supervise the technical and behavioral work of the referees,
- to umpire the matches.

ELIGIBILITY OF REFEREES

2 kinds of referees: National and International

2 levels of International referees: B, A

There are 2 levels of International Referees, whose characteristics are set below:

Level “B”

- Description: level “B” referees are new international referees.
- Requirements: level “B” referee must prove the knowledge of the rules and the ability to communicate in English.
- Competency: level “B” referee can be referee for International Tournaments Awarding Ranking Points for every matches, except play off; for play off matches the assignment is at Head Referee's discretion.

Level “B” referee should start with Level “A” referee as second referee at beginning of the tournament.

Level “B” referee can be second referee for all matches at these tournaments, except play off; for play off matches the assignment is at Head Referee's discretion.

Level “A”

- Description: level “A” referees are experienced international referees.
- Requirements: level “A” referee has to participate to 5 tournaments in two years as level “B” referee and pass the exam.
- Competency: level “A” referee can be referee for all matches during International Tournaments Awarding Ranking Points and IBSA sanctioned events.

Inactive Referees

An international referee is considered inactive when he/she doesn't umpire in any international tournament for 2 years.

Inactive Level A referees will automatically return to Level B. To return to Level A he/she has to umpire 5 tournaments in 2 years.

Recruitment of new International Referees

A National referee, to appoint to participate to his/her first international tournament, shall:

- be proposed to the Showdown Sport Committee by his/her National Federation.
The name of the aspiring international referee will be communicated to ISRC for the evaluation, candidacy approval/denial and for the update of the international referees list;
or
- be invited by the Organizer with Showdown Sport Committee and ISRC approval;
or
- be invited by ISRC, communicating his/her name to the Sport Committee.

The candidate has to fit these standards:

- he/she must have been a national referee for, at least, one year of proved experience,
- he/she must provide his/her curriculum for the approval/denial of his/her candidacy,
- he/she must speak English well.

Once his/her candidacy has been accepted, he/she has to pass the exam at the beginning of the tournament.

TERMINOLOGY

- 1) Good morning/afternoon/evening I'm the referee "Name and Nationality"
- 2) To my right "Name of the Player" and to my left we have "Name of the Player"
- 3) "Name of the Player" let me check the mask, the bat, and hand protection
- 4) Players you have a minute for the warm up, when you are ready you can start
- 5) (After one minute) "Time"
- 6) "Name of the Player" for the service you choose head or tail
- 7) "Name of the Player" serves
- 8) Players ready? (Wait for the answer of the two players, then whistle)
- 9) (During the set and change serve) first/second serve
- 10)(When starting the match, set, time-outs and unusually long breaks) score $x - x$ (ex.1 - 1);
"Name of the Player" first/second serve; Players are you ready? (Wait for the answer of the two players, then whistle)
- 11)(Time-out request) Time out for "Name of the Player"
- 12)(After 45 seconds of time-out request) Fifteen seconds
- 13)(After 60 seconds of time-out request) Time
- 14)(Toilet visit request) "Name of the Player" asks toilet visits
- 15)(After 5 minutes) Time

16) "Name of the Player" loses the match because fails the return to the table in 5 minutes

17)(Medical time-out request) Medical time-out

18)(After 5 minutes) Time

19)"Name of the Player" loses the match because is injured and not ready to play in 5 minutes

20) (After time-out) First/second serve "Name of the Player" the score is x- x, players are you ready? (Wait for the answer of the two players, then whistle)

21)Dead ball

22)(At the end of the set, after the long whistle) Set won by "Name of the Player" for "score"

23)(In the 3rd set, after the 6th point) Change side

24)(End of the match) Set won by "Name of the Player" for "score", game won by "Name of the Player" for "score"

Goal and faults:

25)"Name of the Player" touched her/his mask without the referee's permission, the next set will start with the score of 1-0 for "Name of the Player"

26) "Name of the Player" touched her/his mask without the referee's permission, one point to "Name of the Player"

27)Goal for "Name of the Player"

28)Centreboard screen touched from "Name of the Player", one point "Name of the Player"

29)Ball touched with the body "Name of the Player", one point "Name of the Player"

- 30) Ball pulled over the centreboard screen from “Name of the Player”, one point for “Name of the Player”
- 31) Ball out, one point for “Name of the Player”
- 32) Ball trapped for more than two seconds, one point for “Name of the Player”
- 33) Irregular serve, because the shot was delayed more than two seconds, one point for “Name of the Player”
- 34) Irregular serve, because the shot start before the referee whistled, one point for “Name of the Player”
- 35) Irregular serve, because the ball is not placed on the surface before serving, one point for “Name of the Player”
- 36) Irregular serve, because the ball has been touched twice, a point for “Name of the Player”
- 37) Irregular serve, because the ball has not touched the side wall, a point for “Name of the Player”
- 38) Irregular serve, because the ball touched the side twice in the same half, a point for “Name of the Player”
- 39) Irregular serve, because the ball slides along one side, and make multiple bounces, one point for “Name of the Player”
- 40) “Name of the Player” put her/his fingers down under the line of the contact board, one point for “Name of the Player”
- 41) “Name of the Player” grips the contact board with her/his fingers, one point for “Name of the Player”
- 42) “Name of the Player” is holding the bat with two hands, one point for “Name of the Player”

- 43) "Name of the Player" the hand not holding the bat is in the playing area, one point for "Name of the Player"
- 44) "Name of the Player" loses the bat, one point for "Name of the Player"
- 45) "Name of the Player" hit the ball that has touched the top of the contact board, one point for "Name of the Player"
- 46) Illegal touch, one point for "Name of the Player"
- 47) The phone, watch or similar devices of "Name of the Player" rings during the game, two points for "Name of the Player"
- 48) The phone, watch or similar devices of "Name of the Coach" rings during the game, two points for "Name of the Player"

The following misconducts are penalized **based on the number of infringements** (1st infraction warning, 2nd and subsequent infractions penalty):

- 49) Warning for "Name of the Player" because shakes the table in a disturbing way
- 50) Warning for "Name of the Player" because scrapes the racket in a disturbing way
- 51) Warning for "Name of the Player" because speaks during play or pause the game
- 52) Warning for "Name of the Player" because his/her Coach didn't cheer in the official language of the tournament when the ball was not in play
- 53) Warning for "Name of the Player" non-batting hand holding outside the curve of the table
- 54) Warning for "Name of the Player" hooked/held ball with a finger

55) Warning for “Name of the Player” pushed inside the goal area a part of the body (ex. arms, breast etc...)

56) Warning for “Name of the Player” because is delaying/disturbing the game

57) Penalty for “Name of the Player” because shakes the table in a disturbing way, two points for “Name of the Player”

58) Penalty for “Name of the Player” because scrapes the racket in a disturbing way, two points for “Name of the Player”

59) Penalty for “Name of the Player” because speaks during play or pause the game, two points for “Name of the Player”

60) Penalty for “Name of the Player” because his/her Coach didn’t cheer in the official language of the tournament when the ball was not in play, two points for “Name of the Player”

61) Penalty for “Name of the Player” non-batting hand holding outside the curve of the table, two points for “Name of the Player”

62) Penalty for “Name of the Player” hooked/held ball with a finger, two points for “Name of the Player”

63) Penalty for “Name of the Player” pushed inside the goal area a part of the body (ex. arms, breast etc...) , two points for “Name of the Player”

64) Warning for “Name of the Player” because is delaying/disturbing the game, two points for “Name of the Player”

The following misconducts are **directly** penalized:

65) Penalty for “Name of the Player” his/her phone/device rang, two points for “Name of the Player”

66)Penalty for "Name of the Player" his/her coach's phone/device rang, two points for "Name of the Player"

67)Penalty for "Name of the Player" his/her coach is giving him/her secret signs, two points for "Name of the Player". The Coach of "Name of the Player" must go out.

Other situations:

68) "Name of the Player" loses the game 11-0, 11-0 because of a serious misconduct

69)"Name of the Player" loses the game 11-x, 11-x because he/she is resigning voluntarily

70)"Name of the Player" loses the game 11-0, 11-0 because he/she was more than five (5) minutes late.

IBSA SHOWDOWN RULES 2018 – 2021 ***with Editors' Notes (*)***

The rules have been negotiated and approved by the IBSA Showdown Sub-Committee, Handen October 2017. The rules are valid starting from January 1st 2018.

These rules shall govern the Showdown play at all IBSA World Championships, IBSA Continental Championships and all other IBSA sanctioned events.

1. PREAMBLE

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

1.1 The rules of the game are set out below.

1.2 The IBSA Showdown Sub-Committee, in consultation with the event organizer shall determine the playing system of the tournament. The competition must follow the guidelines approved by the IBSA Showdown Sub-Committee to be considered an officially recognized tournament by the IBSA Showdown Sub-Committee, offering points for the international ranking system.

1.3 Countries who are organizing national championships approved by their federations must follow international IBSA Showdown rules. If not, participating players will not get points for the official ranking system.

1.4 Should there be any misunderstanding of the IBSA Showdown Rules the English version shall prevail.

These regulations consist of four parts:

A: DEFINITIONS

B: RULES OF PLAY

C: EQUIPMENT SPECIFICATIONS

D: TEAM PLAY RULES

A: DEFINITIONS

- **Batting hand:**
The hand (up to and including 6 cm past the wrist joint) that is holding the bat. The batting hand includes hand protection as described in rule 10.2.

- **Centerboard screen:**
The rectangular board dividing the playing area in two sides. The centerboard screen rests on the sidewalls above the playing area.
- **Contact board:**
The narrow wooden cap that rests on the top of both end-walls.
- **Giving up a match:**
When a player is “giving up a match” he is voluntarily resigning, for example because of an injury.
The player who gives up a match will keep all ball and set points he/she has already won. He/she loses by the lowest possible result.
Example: Player A has won the first set 11:5 and is leading in the second set 7:2, then he/she gives up the match because of injury. Player B wins this match 11:5, 7:11,0:11.
- **Goal:**
A goal is scored when the ball passes fully into the goal pocket or the player who conceded a goal pushes the ball intentionally out of the goal pocket with any part of his/her body and the referee is aware of it.
- **Goal area:**
The space between the goal pocket and (including) the tactile boundary line.
- **Goal pocket:**
The opening in the horizontal playing deck and the vertical end-wall.
- **Language:**
The player and his/her coach are allowed to speak in any language, with these exceptions:
 - If the coach wants to cheer or support his player when the ball is not in play only the official language of tournament is permitted (Rule 9.1 or 9.2 applies in case of infraction).
- **Losing by default:**
A player is “losing a match by default” when he/she is infringing on some rule.
The player who loses a match by default will lose all sets without any ball point. Ball and set points already won by that player will be annulled.
Example: 11:0, 11:0, 11:0.
- **Match:**
Any combination of sets, e.g. best of three (2-1) or in the knock-out stage within the EC/WC: best of five (3-2).
- **Non-batting hand:**
The hand that currently is not holding the bat. Can also be called “free hand”.
- **Playing area:**
Is defined as follows:
 - At the sides, by side walls and end walls without vertical limits.
 - At the bottom, by the surface of the playing deck.
 - The top of the sidewalls.

- The top of the contact board is excluded. The downside of the contact board and the front of the contact board are part of the playing area.
- Penalty:
Heavy sanction for serious infraction of the rules or misconduct by the player or coach during the match (including all breaks). A penalty can be issued either with or without giving a warning first. The issuing of a penalty will not change the order of service.
 - If the match was stopped by the referee to issue a penalty it will continue with a re-serve.
 - If the penalty was given when the ball was not in play the match will continue with the next regular service.
- Playing mistake:
Failure caused by technical or unintentional mistakes during play, usually causing the loss of one (1) point.
- Playing deck:
The surface of the horizontal board.
- Serve turn:
A series of two (2) serves.
- Set:
A set is a part of a match where a player shall win when he/she reaches a minimum of eleven (11) points with a margin of two (2) points over his/her opponent.
Team matches are played to a minimum of 31 points with a margin of (2) points over the opposing team.
- Stop time:
The total accumulated playing time.
- Warm-up
Applies to single and team competition.
The time that two or more players can freely practice with each other and get used to the table. The amount of time for warm-up is usually 60 seconds but can be changed by the referee if he/she deems appropriate. Also, warm up can be omitted completely.
During warm-up the players must wear all required Showdown equipment.
During warm-up talking between player and his/her coach is not permitted (Rule 9.1 or 9.2 applies in case of infraction).
Warm-up is started and stopped by the referee by either blowing the whistle or giving verbal a command.
- Warning:
Issued warnings are valid for the whole match.
A warning issued in team play is valid for the whole team and the whole match.
The referee can issue a warning when the ball is in play or in breaks.
 - If the match was stopped by the referee to issue a warning it will continue with a re-serve.

- If the warning was given when the ball was not in play the match will continue with the next regular service.

B: RULES OF PLAY

2. GENERAL RULES

2.1 Officials for each table during tournament play shall be:

- Referee (fully sighted)
- Second referee (also fully sighted, elapsed time, time out, score and number of serves)

The referee can also assume all tasks of the second referee. This rule must not be applied to play-off matches within Continental / World Championships where there have to be two officials.

2.2 If the referee is injured, he/she stops the match and he/she must be replaced by another referee.

2.3 The referee must conduct the match at Continental / World Championships in English. Players who cannot understand the official language can use an interpreter, but he/she must announce him/her prior to the match.

2.4 The referee will ensure that the rules of the game are observed in all cases. The referee has the option to use assistance of the second referee (if he/she is present) before making a decision or to call "let" and thereby designate a re-serve if he/she has not been able to properly assess a situation with certainty. The decision of the referee is final.

2.5 After checking out the equipment, play will be started and stopped by the referee sounding a whistle, one blast to start or stop, a double-whistle for goal and a long whistle when the set/match is over.

2.6 The winner is the player to reach a minimum of eleven (11) points having a margin of two points (2) over the opponent.

(* If one player reaches 11 point but not the 2 points margin, the set will continue until one of the player reaches 2 points margin over the opponent ex.: 13-15

2.7 No time limit is allowed for National / Continental / World Championships. Organizers of any other tournament may introduce time limit play. The organizer should inform the participants about time limit prior to the tournament.

(* Before the tournament starts, the head referee must ask the Organization if there's time limit for that specific competition.

2.8 If the match is played with a time limit, the player who is ahead when time allotted for the set has expired will be declared the winner. If, when time has expired there is a draw, a coin will be tossed to determine which player will serve, and the next point wins.

2.9 The players will change sides after each set. In the last set of the match the players will change sides after six (6) points are scored by one (1) player or after half of stop time has expired.

2.10 If only one (1) set is being played rule 2.9 applies.

(*) *Players will change sides after six (6) points are scored by one player or after half of stop time has expired.*

2.11 The time limit for changing sides is one (1) minute (60 seconds). The referee gives an audible warning 15 seconds before the time-out or changing sides is finished. The referee calls out: 15 seconds.

2.12 When changing sides players will move to their right.

2.13 While changing sides timeout rules apply (see 3.1).

(*) *During change sides any discussion can occur between player and coach.*

2.14 Before the match the player must announce the name of his/her coach to the referee. The player can announce his/her coach even if the coach is not present. The coach can enter/leave the room only when the set is over and the referee must open the door between sets. The player can change the announced coach until the referee has started the match.

2.15 During the change of sides the player can refresh himself/herself or with the assistance of the coach. The player must stay in the playing room.

(*) *If it is necessary, the referee should help players without coach.*

2.16 Spectators must be quiet during play. After the referee whistles, spectators and coaches can cheer. The referee ensures silence before play is resumed and while the ball is in play. The audience must come in and go out when the set is over. The referee must open the door between sets.

(*) *The door must be opened only at the end of every set, not during time-outs or in the 3rd set when one player has scored 6 points.*

(*) *If the coach wants to cheer or support her/his player when the ball is not in play only the Official Language of the Tournament is permitted.*

2.17 The coach must remain on the side of table of his player.

3. TIME OUTS

3.1 Each player will be entitled to one (1) time-out of one (1) minute (60 seconds) during a set. Time-out requests must be made to the referee during a break in play. Time-out can be called either by the player or the coach. Only during a time-out and side changes any discussion can occur between the coach and the player (see also 2.12, 2.13).

(* Considering that the audience is very close to the table and in order to make possible the communication between players and coaches, the spectators should keep a low tone of voice.

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

If the referee gives a player permission to visit the toilet the time limit to return to the table is five (5) minutes. If the player fails to return within this time limit he/she loses the match by default.

3.3 The referee can call a medical time-out if the player is injured. The player must be ready to play by 5 minutes otherwise he/she loses the match by default.

3.4 The match clock will be stopped during a timeout or break in play.

4. SCORING

4.1 Two (2) points are awarded for a goal. When a goal has been scored the referee gives a double-whistle signal.

4.2 Players may score points regardless of which player is serving.

4.3 One (1) point is awarded to the opponent of the player who hits the ball into the centerboard screen and stops its forward motion. The ball is considered in "forward motion" **if the ball hits the bottom of the centerboard screen and directly passes** onto the other side of the table.

4.4 One (1) point is awarded to the opponent of the player who hits the ball over the centerboard screen.

4.5. One (1) point is awarded to the opponent of the player who touches the ball with any part of his/her body, other than the bat or batting hand, within the playing area.

4.6 One (1) point is awarded to the opponent of the player whose bat or batting hand causes the ball to leave the playing area of the table.

4.7 One (1) point is awarded to the opponent of the player who traps or stops the ball for more than two (2) seconds, so that the ball is inaudible for the opponent. The measuring of the "two seconds" is not being done by stop watch, but is in the judgment of the referee.

(* To measure 2 seconds, you have to count mentally twenty-one, twenty-two.

4.8 One (1) point shall be awarded to the opponent of the player who hits the ball and it touches the top of the contact board..

4.9 No contact is allowed within the goal area with the ball. If that happens, one (1) point will be awarded to the opponent of that player. That means like this: If the ball touches the bat or batting-hand in the goal area and moves **directly** into the goal, there is a goal and two (2) points are awarded to the opponent. If the ball touches the bat or batting-hand, and after that touches any other part of the body, there is an illegal touch and one (1) point is awarded to the opponent. If the ball touches the bat or the batting-hand, and goes anywhere else, in or out of

the table, there is an illegal defense and one (1) point is awarded to the opponent because of the first sentence in this rule: No contact is allowed within the goal area with the ball.

5. BEGINNING PLAY

5.1 Before the match begins, the referee, the second referee, the players and the coaches will be introduced by the referee.

5.2 Before the match begins, the referee will inspect the opaque eye protection, the bats, any hand protection and the attire worn by the players.

5.3 Prior to the start of play, the referee will toss a coin. The player first on the list will be asked to choose head or tail. The player winning the coin toss will be given the choice of taking or giving away the first serve to his/her opponent.

5.4 The eye protection must be worn during the whole match. Warm-up, time-outs and side/ends changes are part of the match. The players are not allowed to touch his/her eye protection. He/she must ask the referee for permission to do so, even in breaks. If permission is given, he/she must turn away from the table. Before play resumes the referee checks the eye protection so it is correctly put on the face and properly darkened with no gaps to be seen through.

If the player breaks this rule, one (1) point will be awarded to the opponent.

If a player touches his/her mask without the referee's permit before the set has begun the set will start with the score of 1:0 for the player who received the point. The set will start with the regular serving order.

If a player touches his/her mask during play the referee will stop the match and will award one (1) point to his/her opponent. The match continues with a re-serve.

5.5 The referee will roll the ball to the player serving and ask both players, first the returner and then the server, if they are ready to play. When the referee receives positive acknowledgement from both players answering YES, the referee announces the score and then the number of the serve. Then the referee will signal the commencement of play by blowing the whistle once. This should be used by starting the match, set, after time-outs and unusually long breaks. (For example: A is the server. B is the opponent. "Is B ready? - Yes! - Is A ready? - Yes! - Let's start, the score is zero zero. A's first serve. - Whistle.")

6. SERVES

6.1 After a whistle signal from the referee, the player serving the ball must do so within two (2) seconds. If he/she does not, one (1) point is awarded to the opponent. The same will happen if the player starts to serve before the referee has whistled.

(* To measure 2 seconds, you have to count mentally twenty-one, twenty-two.

6.2 The ball must be placed on the surface before serving. If this doesn't occur the player loses one (1) point immediately.

6.3 Rolling the ball intentionally before hitting it is not allowed and will resolve in an illegal serve. The opponent will be awarded one (1) point.

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

The player can place the ball to a different location on the playing surface even after the referee has started the game by blowing the whistle (Rule 6.1 still applies).

6.4 When serving, each touch of the ball with bat counts as one (1) serve.

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

- if there was no audible sound (for the referee) the player can swing at the ball multiple times (until he/she reaches the 2 second limit for serves).
- if there was an audible sound (for the referee) the swing counts as one service.

6.6 Each player will serve two (2) times consecutively.

6.7 A served ball must bounce off the sidewall exactly once prior to passing under the centerboard screen. If this does not occur, the referee must stop the play and one (1) point will be awarded to the opponent. If the served ball "slides" along one side of the table wall it is considered as multiple bounces and one (1) point is awarded to the opponent. When, during the serve, **the ball hits the bottom of the centerboard screen and directly passes** onto the other side of the table, no playing mistake will be called.

6.8 After the referee announced the service, the player must be ready to serve without delaying the game. The player shows that she/he is ready to serve by placing the ball on the table.

7. PLAY

7.1 One (1) point shall be awarded to the opponent of a player who holds his/her non-batting hand within the playing area except when switching hands. Referee shall tolerate a non-batting hand over the playing area as long as it is part of a natural movement when swinging the bat for shooting the ball. The non-batting hand can overreach the contact board. The player is not allowed to put his/her fingers/hand down under the line of the contact board or grip the contact board with his/her fingers. It is tolerated to lean the upper body into the playing area. In each case rule 4.5 still applies.

7.2 The bat must be held in one hand at all times, except when switching hands. An infraction of this rule will result in the loss of one (1) point.

7.3 If the player drops the bat, he/she loses one (1) point immediately.

7.4 When a bat is broken and play cannot be continued the referee shall order a re-serve immediately. Any point(s) scored after a bat is broken are not counted even if the referee has not blown the whistle yet. The bat is considered broken when it is badly damaged or if one or more major parts of the bat broke off and are not attached to each other anymore.

8. DEAD BALL

8.1 The referee will call a "dead ball" and a re-serve when, in his/her opinion, the ball is moving so slowly that it not will reach the point, where the player can take care of the ball and go on with the game, or a player has lost track of the ball.

8.2 If the ball is inaudible for more than two (2) seconds the referee calls a dead ball. **The ball is inaudible when the referee is not able to hear it move on the table.**

9. PENALTIES

9.1 Penalties with warnings.

Each of the listed incidents under 9.1 will be sanctioned with

- 1st infraction: Warning
- 2nd and subsequent infractions: a two (2) point penalty will be issued by the referee.

9.1.1 Not playing from behind the table.

- Play must be from the end of the table. A player must not play from the side of the table. It's not allowed to hold on to any part of the table with the non-batting hand, except at the end of the table. "The end" is defined by the curve of the table, including the whole curve.

9.1.2 Hooking the ball with a finger.

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

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

9.1.4 Scraping the bat in a disturbing way.

9.1.5 Talking during play or break in play (except 2.12, 2.13, 3.1, 3.2, 3.3).

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

9.1.7 Any other activities judged by the referee to be disturbing for the opponent or are purposely delaying the game.

(* The first infraction (Rules 9.1.1, 9.1.2, 9.1.3, 9.1.4, 9.1.5, 9.1.6, 9.1.7) is penalized with a warning. Issued warnings are valid for the whole match.

The referee can issue a warning when the ball is in play or in breaks.

- ***If the match was stopped by the referee to issue a warning it will continue with a re-serve.***
- ***If the warning was given when the ball was not in play the match will continue with the next regular service.***

The second and subsequent (Rules 9.1.1, 9.1.2, 9.1.3, 9.1.4, 9.1.5, 9.1.6, 9.1.7) infraction will be penalized with a two (2) points penalty.

- ***If the match was stopped by the referee to issue a penalty it will continue with a re-serve.***

- ***If the penalty was given when the ball was not in play the match will continue with the next regular service.***

9.2 Penalties without warnings.

Each of the listed incidents under 9.2 will be immediately cause a two (2) point penalty.

9.2.1 The mobile phone or any other electronic device of a player or his/her coach is making any kind of noise during the match.

9.2.2 Any attempt of the coach to give secret signs to his/her player between services.

This will at once be considered serious misconduct. The referee will directly send the coach out of the playing room.

9.3 Other sanctions

9.3.1 Very serious misconduct by the player.

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

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

9.3.3 The player must be at the playing room at the specified time. If the referee waits for five (5) minutes and the player does not appear, he/she loses the match by default. If a player repeatedly appears late he/she can be excluded from the tournament.

10. ATTIRE

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

10.2. The players must wear hand protection.

- The hand protection must not cover more than six (6) cm of the arm measured from the wrist.
- The thickness of the hand protection may be maximum 2,5 cm in the front part (all fingers) up to the wrist
- The hand protection must not enlarge the hand by more than two (2) cm (on each side).
- When measuring the hand, the thumb is excluded.

10.3. Players may wear protection above six (6) cm upon the arm, but it must be a different color from the glove (e.g. sweat bands, bandages etc.). This part of the protection is not considered to be part of the batting hand.

12. BALLS

Balls are to be made audible. Balls are to be six (6) cm in diameter with a hard, smooth surface. The balls must be approved by the IBSA Showdown Sub-Committee to be used during IBSA tournaments. IBSA tournaments are all official championships and tournaments where you can receive points for IBSA ranking list.

13. TABLE

Dimensions:

- Interior length: 366 cm (5 mm tolerance)
- Interior width: 122 cm (5 mm tolerance)
- Height (Playing deck from floor): 78 cm
- Sidewall: 14 cm
- Corners (interior radius): 23 cm
- Goal pocket (semi-circle): 30 cm diameter
- Rectangular vertical hole: 30 cm x 10 cm (in the end-wall)
- Tactile boundary line for goal area: 40 cm diameter
- Contact board: 5 cm overhang to the inside of the table, an overhang back outside the table is allowed.
- Centerboard screen: 42 cm from top of the sidewalls, 10 cm opening from playing deck.

Blueprints available on IBSA website - <http://www.ibsasport.org/sports/showdown/rules>

D: TEAM PLAY RULES

14. GENERAL RULES FOR TEAM PLAY

14.1 Team competition is played according to the IBSA Showdown rules for single play as laid out above if not otherwise noted.

15. TEAMS

15.1 A team must be mixed, i.e. the line-up consists of two (2) men players and one (1) women players and/or vice-versa.

15.2 It is possible to change one (1) player up to the complete team for a new match during the competition (team consists of five (5) players). Players must not be signed under the squad list of a different national team, e.g. a player from national team A cannot play for national team B during the tournament.

16. ADDITIONAL RULES

16.1 Winner of the match is a team which reaches a minimum of thirty-one (31) points with the margin of two (2) points, e.g.: 31:29.

16.2 Each player has three (3) serves after which he/she goes away and leaves the serves to his team-mate who must first catch three (3) serves by the opponent player.

16.3 Before the play starts, coaches must announce the line-up to the referee and assign the numbers by which the players go to serve and return. The line-up should be announced secretly before the coin toss.

16.4 Players must stay in the room for they must be ready to change his/her team-mate.

16.5 Prior to the start of play, the referee will toss a coin. The team (a player or coach) first on the list will be asked to choose head or tail. The team winning the coin toss will be given the choice, **after knowing the opponent team's playing order**, of taking or giving away the first serve to the opposing team.

16.6 In team matches side changes shall be done when one (1) team has reached the score of sixteen (16). **The referee must open the door.**

16.7 Each team can take one (1) time-out during each match.

17. SYSTEM OF PLAY

1. Player 1 from team A (A1) serves 3 times against player 1 from team B (B1).
2. After 3 serves player A1 leaves, and player B1 serves 3 times against player A2.
3. After 3 serves player B1 leaves, and player A2 serves 3 times against player B2.
4. After 3 serves player A2 leaves, and player B2 serves 3 times against player A3.
5. After 3 serves player B2 leaves, and player A3 serves 3 times against player B3.
6. After 3 serves player A3 leaves, and player B3 serves 3 times against player A1.
7. After 3 serves player B3 leaves, and player A1 serves 3 times against player B1.

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