



FEDERACIÓN INTERNACIONAL
DE PELOTA VASCA

SPORTING REGULATIONS OF THE MODALITY OF FRONTBALL FIPV



TITLE I

TECHNICAL RULES OF THE SPORT OF PELOTA

Chapter I

GENERAL PROVISIONS

- Art. 1.** The sport of pelota is played on sports facilities called '*frontón*', '*trinquete*' and '*plaza*'. The different sporting modes of pelota are played on these facilities. Therefore, "modality" is considered to be the type of court where the play takes place, and "speciality" is what is played on that court.

Chapter II

GAME FACILITIES

- Art. 2.** The modality of Frontball mode is played in a facility with similar features to those called '*plaza*'.
- Art. 3.** The Frontball facility only has a frontal wall - *frontis* - and the plane of the floor.

The game court includes the plane of the floor, where the player stands, and the wall in front of the pelota player, called the '*frontis*'. The speciality of Frontball is played within this geometric space, marked off with corresponding lines that are either painted or marked with metal plates or a material that differs from the floor.

Contracancha is the strip of court on both sides of the court, and is used by the pelota players to return the ball to the *frontis* using diverse game throws. In all facilities the *contracancha* will have a minimum thickness of 2 metres, which should be completely clear and obstacle-free.

- Art. 4.** The floor plane indicates the perimeter of the game court with a minimum of 5-cm thick lines, thus establishing a parallel line to the *frontis* (called the '*mid-line*') which determines the minimum distance that the ball must reach after being put into play (called '*serve*'). The serve in the male senior category is made from the designated serving zone, located behind the back part of the court. In the other categories the serve is made from the mid-line.

The colours of the floor lines should be easily distinguishable.

Art. 5. There are four painted metal strips or stripes on the *frontis*:
On the top part of the *frontis* there is a horizontal line/metal strip that marks off its height, and establishes the top limit to which balls are still considered in play when hit by the players.

There is a metal strip, also horizontal and parallel to the previous one, called 'penalty', which marks the lower limit, which the ball cannot fall below to be considered in.

Finally, two vertical lines/metal strips, one on each side of the *frontis*, outline the width of the court.

All balls that hit the *frontis* outside of the rectangle formed by the formerly described lines/metal strips, are considered to be out.

Art. 6. The distance of the lower *frontis* strip, to be measured from its top part to the ground, will be 0.55 metres for all courts.

The strip or line will be at least 15 cm wide. The strip must be made of metal so that when it is hit by the ball it emits a clear sound that marks the impact.

Art. 7. The construction of Frontball facilities must be made with suitable materials to take the impact of the ball, made with concrete, stone blocks or similar materials.

The floor should be built using suitable materials such as concrete or similar elements, so as to facilitate the game and the integrity of the athlete.

The *frontis* and the floor must not have borders, edges, protruding or abnormal elements, rather they should be completely flat and smooth. The angle between the *frontis* and the floor should be a perfect right-angle.

The Frontball facilities may be painted, preferably in blue (RAL 5015). The *frontis* and floor should be the same colour, though they may differ in accordance with different tones.

The *contracancha* must be the same material and colour as the court, but painted a tone lighter.

Likewise, Frontball courts can be made using one of the walls and the floor of *frontón* courts or similar facilities.

Art. 8. In official competitions, facilities that combine all the technical features indicated in the preceding articles and appendices of this regulation should be used.

In all facilities there should be a marker for the match scores, handled by a person designated by the organisation. In the event that the marker cannot be used, the referee will be responsible for orally announcing the score to the public.

The International Federation of Basque Pelota (FIPV) will have a project type of this facility. This regulation proposes the standardisation of Frontball sporting facilities and regulates the general measurements and characteristics so as to guarantee the practice of the sport under identical conditions, regardless of the location of the sports infrastructure where it is constructed.

Newly constructed facilities should comply with the indicated technical features (Appendix I).

Chapter III

FRONTBALL MODALITY

Art. 9. Only Frontball shall be played in specific Frontball facilities, in individual competitions in both male and female categories.

Frontball players are classified by age, in accordance with the different categories shared with other pelota modalities.

Pelota players can play in a higher category than the one that corresponds by age, as long as their physical condition is permitting. Having played in a higher category does not prevent players from participating in a lower category.

Chapter IV

FRONTBALL GAME MATERIAL

SECTION 1 THE BALLS

- Art. 10.** The regulation ball for the speciality of Frontball varies depending on the category. Various balls are provided specifically for the practice of Frontball, depending on the different stages of development. From the initiation ball (light and gentle on the hand of the player) to those designed for high-level competition.

For senior and sub-22 category male competitions, the ball is made of a nucleus or knotted rubber ball that may have a small ball inside of a different material, depending on the end purpose, covered by a layer of cotton or wool and coated with leather in the form of two eights that close over themselves.

The ball designed for senior and sub-22 category female competitions is characterised by its rubber structure, covered with a layer of leather.

For competitions of both sexes in lower categories, the ball must be completely made of rubber.

- Art. 11.** In official competitions, the balls will be those determined by the International Federation of Basque Pelota, and will be provided by the official supplier. The balls can be new, renewed (only leather ones), used, and with a high or low bounce.

New balls are those that have never been used before. Renewed balls are those that have been used and the coating has been changed (external layer of leather) and restored. Used balls are those that despite having been used before, still comply with the minimum conditions of use for another match. Live balls are those that bounce high off the floor. Dead balls are those with a low bounce.

The colour of the leather balls will be that of the coating, or, if possible, of the distinctive colour established for the speciality.

In the case of rubber balls, they will all be a different colour depending on the speciality.

Art. 12. The characteristics of official balls for competitions in the different categories are indicated in appendix II.

Art. 13. In all the official competitions the material to use for each match will be agreed upon and provided by the official supplier of the International Federation of Basque Pelota, in accordance with that stipulated below.

In official competitions in all categories, regardless of whether a leather or mainly rubber ball is used: in the classification phase, before starting each match the referee will present 2 new or previously used balls. In the final phase of the championship, before starting each match, the referee will present 2 balls, one of them new and the other previously used.

All the material should be presented in its original format and colour.

If the ball cannot be used during the point rally, the game will be stopped and the point will be restarted with a new ball.

In the case of leather balls, all damaged balls will not be used for the match, rather removed by the main referee under his/her criteria. Any ball that is removed in a match may only be used in another match if it has since been repaired.

In the event that there are batches of balls, the first batch will consist of 2 balls with which the match is started, and the other reserve batch of 2 balls will only be used if the 2 balls from the initial batch are damaged.

Art. 14. The serving player (server) can change the ball. In this case, the server should verbally notify his/her opponent that the ball will be changed. The player that will try to return the ball to the *frontis* (receiver) is not allowed to request a ball inspection. The main referee has the decision to remove it in the event of damage, breakage or uselessness.

The right to change the ball does not mean that the serving player can bounce it or test it, rather it should be delivered directly to the main referee, if requested, so that he/she can decide whether or not it falls within regulatory conditions.

The main referee can inspect material at any given time during the match, whether through his/her own initiative, through notification from other assistants or any of the players. Indications from coaches and spectators will not be taken into account.

The main referee can remove any ball that he/she feels cannot be used, for whatever reason so as to maintain the normal development of the game.

Referees will pay particular attention to the balls between points, to ensure that actions such as wetting or intentionally spoiling the ball, or any other similar actions do not occur. The assistant referee(s) will notify the main referee of any anomalies that occur, regarding the balls, protections, uniforms or similar.

SECTION 2 CLOTHING

Art. 15. The name of the competing teams will be “local” for those that appear first on the competition calendar, and “visitor” for those that appear second on this calendar.

Art. 16. The players’ uniform will always be:

T-shirts, in the colour deemed suitable by each country. There will always be two (the main t-shirt is recommended to be in the country’s national colours). Shorts for men. Skirt or dress for women.

In the event of a colour match, the visiting team, or the team featuring in the second place of the calendar, should use a different colour.

Advertisements can appear on the t-shirt, as long as they are in the format stipulated by the International Federation of Basque Pelota and the competition Organising Committee, and under the conditions established by them.

Each player must appear on the court for the warm-up, matches, award ceremonies, etc. in correct uniform.

The International Federation of Basque Pelota can approve any kind of clothing, as well as disallow any that is deemed unsuitable for the competition.

SECTION 3 PUBLICITY

Art. 17. General rules:

1. Publicity and promotional advertisements are authorised in all the competitions organised under the initiative and responsibility of the FIPV, and should comply with the established regulations in this matter.
2. As a general criteria, only commercial or charity publicity is permitted. The publicity may not have any political objective, or interests from any pressure groups, whether local or international.
3. In the game setting, no publicity deemed poor taste by the FIPV may be positioned or displayed, nor any that contend morality or good customs, that is defamatory or unsuitable, considering the nature of our sport.
4. The positioning of publicity advertisements on the game setting must not hinder the good running of the competition, nor obstruct the normal view of the ball in play. To safeguard compliance with this general precept, the designation of the specific location for the positioning of advertisements on the game setting should receive the prior conformity of the FIPV.

Art. 18. Publicity

The publicity brands on the clothing or equipment of the players during matches should keep to the following rules; they must be within the maximum limits set by the FIPV, which, in each case, may be adjusted to the regulations in each country, following authorisation from the FIPV.

- On the game t-shirt or polo-shirt:

Chest:

- On the left or right part the badges, emblems, country names or professional pelota company logos that they represent may appear, as long as they do not exceed 80 cm². Likewise, an advertising brand may appear (including the manufacturer's logo), as long as none of them exceed the measurements of 80 cm².
- In the centre an advertising brand may appear as long as it does not exceed the measurements of 700 cm² under any circumstances. (35 x 20). This is reserved for the FIPV.

Back:

- At the top the name of the country, club, player or professional pelota company that the player represents can appear, either in a semi-circle or straight, with the following maximum measurements. Length: 40 cm; Width: 10 cm.
- In the central or lower back an advertising brand may appear as long as it does not exceed the measurements of 700 cm² under any circumstances. (35 x 20). This will be reserved for the team.

Sleeves:

- An advertising brand may appear as long as it does not exceed the maximum measurements of 120 cm² (15 x 8).
- The right sleeve is reserved for the competition organisers.
- The left sleeve is reserved for the player's Federation or Company.

On the shorts:

- On the shorts, or where applicable skirt or dress, both the front and back can feature the manufacturer's logo or an advertising brand, as long as it does not exceed the maximum measurements of 120 cm² (15 x 8).

On bags, towels, tracksuits and other equipment:

- Both the logo of the manufacturer and advertising brands can appear.

Art. 19. Final clause about publicity.

The FIPV Executive Committee is responsible for the authorisation and specific definition of the issues regulated in these Rules for each of the competitions governed by the FIPV as well as the resolution of interpretive doubts that may arise in their application within the limits established in this chapter.

Chapter V

FORM OF THE MATCHES

Art. 20. All Frontball matches will be individual, i.e. one player against another player.

Chapter VI

GAME RULES

SECTION 1 THE WARM-UP

Art. 21. Once the players have entered the court to perform the warm-up, after 5 minutes maximum, the match will start. The warm-up material will be provided by the Organisation.

When it is the first match of the day, the court must be free ten minutes before the scheduled match start time. If the warm-up is started by just one player due to the failure to appear in the book or the absence of the opposing player, in the event that this player does appear for the match, he/she will not be given additional warm-up time.

The warm-up will always be performed in the presence of a referee. During the warm-up the balls provided for play may be tested by both pelota players.

Art. 22. A player is deemed to have not shown up after 10 minutes, i.e. the player does not appear after 5 minutes of warm-up and 5 minutes of courtesy time. The match will be considered lost by this player, and the rival player that turned up is considered to be the winner.

The referee must record these events in the corresponding book.

Notwithstanding that expressed in this article, the player that is recorded in the book must wait for the ruling of the sole FIPV judge if he/she considers that the failure to appear was due to circumstances outside of the absent player's control.

SECTION 2 INTRODUCTION AND INITIAL TOSS-UP

Art. 23. Both competitors must appear at the facility at least half an hour before the scheduled time in the official competition calendar.

Prior to the start of the match, where appropriate, the competing players and the main referee will be introduced. To introduce the players and the referee, they will walk from the back of the court to the *frontis*, ending facing the public, and once they have all been introduced - the players and the referee - when the main referee signals to do so, will all wave to the audience. The following act will be for the players and referees to greet each other and the toss for the serve will be made.

At all times and in each of their acts, the pelota players and referees will display the utmost respect towards their fellow players, sporting rivals, referees and the audience.

SECTION 3 THE SERVE

Art. 24. The first serve will be decided via a toss. The main referee will toss a coin or metal disk into the air, and its fall will determine who will serve first. If it lands red-side up, the team that features first will serve, and if it lands blue-side up, the opposing team will serve.

Whoever wins the serve, according to the previous paragraph, will start the match with the first serve. The first serve of the second game will be taken by the team that did not perform the initial serve. If a third game is necessary, the serve will be decided with another coin toss.

When the ball bounces either before or after the established receiving area after hitting the *frontis* in a serve, it is a fault.

Art. 25. In the serves made by both teams, the ball must always bounce before the serving line - the limit before the so-called serve zone (male senior) or before the mid-line (other male categories and all female categories).

To serve, male senior players must stand with both feet inside the serve zone. Next, if the server wishes, he/she may take gain momentum and pass the line in front of the serve zone with his/her body but the ball must be hit before one of his/her feet touches the floor outside of the serve zone.

The players from the other male categories, and all the female categories, take serving position with one foot in front of the other, positioned just in front of the serving line, established for these categories in a central position 50 cm behind the mid-line. Next, if the server wishes, he/she may take gain momentum with the back foot and pass the line in front of the serve zone with his/her body, as long as the front foot does not lose contact at any time with the serving line, and the ball must be hit before the back foot touches the floor outside of the serve zone.

After being hit by the server, the ball should hit the *frontis* in the valid area and then bounce on the floor behind the established mid-line and in front of the line that marks the back part of the court.

When the serving player loses a point, the serve is also lost and passes over to the rival player.

Art. 26. The serves are the reason for which the play is qualified as “in” or “out”.

A serve is considered in when the player serves, having previously bounced the ball behind the serving line, then the ball hits the *frontis*, bounces for the first time on the court between the mid-line and before the line that marks the back part of the court, within the space of play.

A serve is out if the player serves, bouncing the ball on or in front of the serving line, or if, after hitting the *frontis*, it bounces for the first time on the court over the perimeter lines or outside of the space established between the mid-line and the line that marks the back part of the court.

The ball must be bounced before serving, and it is considered a fault or loss of a point when it is done on the serving line itself or closer to the *frontis*.

The receiving player must be positioned behind or at the side of the so-called serve zone (male senior), or behind the mid-line (other male categories and all female categories) until the rival hits the ball.

The receiving player must never bother the server. If the server feels that the closeness of the rival is preventing a correct serve, the server must tell the referee, who will decide what to do.

If the opponent returns the serve before the ball hits the court (air return), the serve is considered to be in, no matter where the ball was heading, as until it hits the floor no fault occurs.

Art. 27. With the aim of upholding the essence and dynamism of the game, the referee will not allow intentional time-wasting between the end of a point and the start of another. The player that has won the last point is responsible for serving promptly. In the event that the referee observes intentional time-wasting, he/she is able to caution the player and even, if repeated, penalise the player with the loss of a point, in which case the serve passes to the rival player.

SECTIONS 4 THE SCORECARD

Art. 28. In the speciality of Frontball, the male and female matches in the senior and sub-22 categories are played to the best of 3 games. Initially 2 games of 10 points each are played, and, in the case of a draw, a third game of 5 points is played.

Each score is worth one point, which is marked down for the player that wins it. The player to first reach the number of points indicated for that game wins the game. The player to first win the two games wins the match.

SECTION 5 THE GAME AND ITS INCIDENTS

Art. 29. Frontball is speciality of pelota in which both hands can be used to hit the ball (either with the open hand or clenched fist), thus putting it in play and/or returning it to the *frontis*. As with the other pelota modalities, it is an indirect game speciality. For this, every time the balls hit by a player, whether in the serve or during the game, the ball must touch the *frontis* in the established valid area, before it can be hit (with or without a previous bounce on the floor) by the rival player. This area is established between the lower strip of the *frontis* (established at 0.55 m from the floor) and the line that marks the upper limit of the *frontis*.

Art. 30. The ball must be hit alternatively between the two players. A player may not hit the ball twice consecutively without the rival player hitting it in-between. Once the ball is in play, the game lasts until one of the two players is no longer able to return the ball correctly within the valid area marked on the *frontis* or on the floor.

During the game, if the ball touches one of the lines (apart from the mid-line), it is considered to be a fault.

The points or scores may be won by both the serving player or the opposing player, and can be achieved through a direct serve or during the game.

The aim is to win each point, putting the ball into play or returning it in such a way that the rival is not able to return it.

Art. 31. As with all pelota specialities in which the ball is hit with the hand, players are not allowed to retain the ball in their hands when serving or returning the ball to the *frontis*. As a result, once the ball has made contact with the hand, the wrist or the arm cannot be operated and their position or posture cannot be changed.

However, the pelota player can use all available resources to direct the ball or to the effects considered appropriate, as long as they do not constitute a fault indicated in the previous paragraph. Among other resources, given their long tradition in the sport of *pelota a mano* (Hand Pelota), the following are expressly allowed:

- a) When the pelota player performs a hit without a previous bounce, volley or upwards hit, a drop-shot, pushing the ball gently towards the *frontis* with the hand.
- b) When the ball is hit after a bounce, the hand can be slowed to perform a drop-shot or to spin it.

Art. 32. If, once a point has begun, the ball hits a player, the referee will distinguish the following cases:

- a) If the ball, upon its return from the *frontis*, touches any of the players, the referee will call a fault against the team the ball touches.
- b) If the ball, once hit, touches a player on the opposite team, the referee will decide whether to perform the following actions:
 - i. Repeat the point: If the referee considers that given the direction and speed of the ball, it would have remained in play.

- ii. Loss of the point or fault: If the referee considers that given the direction and speed of the ball, it would not have remained in play.
- iii. If the ball is in after touching the opposing player, the referee will sanction the rally in accordance with that stipulated in points i and ii of this section b.

Art. 33. In any case, whenever the ball direction is forwards (*frontis*), it is considered in play, and if it is intercepted by any of the competitors before it bounces on the court floor, the referee will give a fault against the player that committed this fault.

Regardless of that described in the previous paragraph, if the ball, in its forward trajectory before bouncing, touches the court floor outside the game limits considered in, it can be intercepted by any player and is not considered to be a fault.

In the event that the ball, once hit by the corresponding player, goes backwards (not towards the *frontis*), it is considered a fault.

Art. 34. If during the match a pelota player loses any part of his/her clothing on the court and during the point the ball touches the clothing, the owner of the garment will lose the point.

If the referee perceives intentionality on the part of the player to lose one of his/her garments, the act will be penalised with a fault called against the owner of the garment and a consequent point given to the opposing player.

Clothing is also considered to be: Wristbands, hair-bands and any other accessory used by the player during the match, as long as it is authorised by the FIPV.

SECTIONS 6 FAULTS AND HINDRANCES

Art. 35. In Frontball, a fault has occurred if:

- a) A started serve is not finished.
- b) The serve bounce is made outside of the floor limits, above or in front of the serve bounce line.
- c) In the serve, after the ball makes contact with the *frontis*, the ball does not pass the mid-line on the first bounce.
- d) The ball touches any line or metal strip that marks the limit of the game court (apart from the mid-line during the play).
- e) The ball hits any element outside the game play area or leaves the regulation space limits (below the lower strip of the *frontis*, over any upper limit, outside of the side limits). If this occurs before the ball touches the *frontis* and the floor within the regulation space limits, it will be a fault against the last player to touch the ball. If this occurs after the bounce on the floor, it will be a fault against the player that should intervene.
- f) The ball is not returned before the second bounce on the floor.

Art. 36. A hindrance has occurred:

- a) When a pelota player has been hindered by the opposing player, the main referee will decide whether the point should be replayed or not.
- b) If a pelota player unwittingly gets in the way of the opponent, preventing the player from returning the serve or the ball, only the affected pelota player can ask for the point to be replayed, and the main referee will have the decision to allow the point to be repeated or not.

Art. 37. The decision to repeat a point (known as '*vuelta*') is not conditioned by the development of the point after a hindrance has occurred, but the main referee may let the point continue if he/she feels that stopping the rally would prejudice the hindered pelota player.

If hindrance is clearly perceived by the referee, and it is considered to be intentional, the game will be stopped and the offending player will lose the point in the game and be cautioned.

When a pelota player has been disadvantaged by the hindrance of any referee, spectator, journalist, photographer, camera operator or any other element external to the game, the point will always be played again. Any other possible hindrance will be subject to the criteria of the main referee.

SECTION 7 REST PERIODS

Art. 38. During each game, each pelota player has the right to one minute of rest, which can be requested as long as that player has the serve. Between each game there will be a compulsory 2-minute time-out.

To these effects, the player interested will request the main referee, either directly or via his/her coach, for the corresponding time-out period. The coach request will take precedence over the indications of the pelota player.

Once the maximum time-out period is up, there will be absolutely no interruptions.

Art. 39. If any of the pelota players do not return to the game once the requested time-out period is up, regardless of who asked for it, the main referee will require him/her to appear, following a caution, and if the player does not appear, the time passed will be noted as interruption time caused by the offending pelota player, up to a maximum of 5 minutes, which will be finalised with the loss of the match by the cautioned player. This will be noted in the book and the player will be given a disciplinary record.

However, and for exceptional reasons recognised as such by the main referee, such as broken clothing, temporary injury of a player, the match may be interrupted for the time considered appropriate by the referee, even if the affected pelota player has used up all the time established in the previous paragraphs.

Art. 40. The time-out location for pelota players between points will be provided at the back of the court, behind the so-called serve zone.

Art. 41. The pelota player that requests the time-out or interruption established in the previous paragraph cannot leave the facility unless via express consent of the main referee, who will limit this to essential situations. Likewise, the pelota player cannot return to the court without the specific authorisation of the main referee, limited to unavoidable circumstances.

In this case, the assistant referee will accompany the player, so as to ascertain the reason behind the authorisation request. If these reasons are not the real reasons, the main referee will order the immediate recommencement of the match, and if this does not occur, it will be noted in the book.

Art. 42. In cases in which the weather requires longer time-out periods, the referee will be the person that authorises them, whenever requested by the serving player. Time-outs may not exceed the maximum time of one minute under any circumstances.

In the event that the player without the serve takes an unauthorised time-out, the referee will request the serve to be taken by the server and will continue the game. The player that does this will be cautioned once the point is over.

As a general rule, coaches will remain off the court during the match, in the space established for players during time-out periods, in a location near the audience.

SECTION 8 INJURIES

Art. 43. Player injuries will be checked by the doctor delegated by the International Federation of Basque Pelota or by the doctor designated by the Organising country, in accordance with the International Federation.

The injury referred to is that caused by the rival, whether directly or indirectly, by a fellow player, or personally, and which, following medical inspection, prevents the player from finishing the match.

Art. 44. The doctor will have no more than 7 minutes to reach a conclusion about the injury. This time will begin the moment the doctor reaches the injured player.

Art. 45. In the event that the player is injured (during the warm-up or the match), and if a medical certification or a decision from the main referee states that these injuries impede the continuation of the match, the player cannot be substituted.

In this case, the match will be considered finished through injury, with the opposing player obtaining all the points from the meeting and the non-substituted injured player receiving those obtained until the time of the suspension. The injured player will not be considered to have not appeared.

The public should be notified of any modification, suspension or substitution of the matches announced.

SECTION 9 THE REFEREES

Art. 46. In official competitions there should be a minimum of two referees: the main referee and an assistant line referee. A second assistant referee may be used. In the case of a disagreement regarding a point or score, the decision of the main referee will take precedence.

The main referee will take position behind one of the back sides of the court.

The assistant referee will take position at the outside limit of the *contracancha* on the opposite side to the main referee, perpendicular to the *frontis*, in front of the mid-line, and in the serve this is the only referee to establish the validity of the play.

In the event that there are 2 assistant referees, they will take position perpendicular to the *frontis*, one on the far left side of the *contracancha* and the other on the far right side of the *contracancha*.

Art. 47. During the point, assistant referees cannot call any balls in or out, or stop the game, but they can make a gesture or signal to that effect, with the aim of advising the main referee, as they wish or through their own initiative.

Assistant referees can be in charge of the balls, controlling time-outs or other tasks given to them by the main referee.

Art. 48. Faults or errors will be indicated exclusively by the main referee with the use of a whistle.

The players, delegates, coaches and the audience are voluntarily subject to the decision of the referees.

Art. 49. The referees' decisions cannot be disputed and cannot be subject to coercion or influence of any kind.

Art. 50. The referees will ensure that during the match there is no relationship between the players and external people, including spectators.

SECTION 10 GLOVES AND PROTECTIONS

- Art. 51.** The speciality of Frontball can be played with bare hands. If the player deems it necessary, he/she can use gloves or some kind of protection for joints, under the previous supervision of the referee.
- Art. 52.** Under no circumstances may players use a protection of a thickness or texture that enables the player to hit the ball with greater force.
- Art. 53.** The use of protective glasses is optional, in accordance with player criteria.

SECTION 11 TECHNICIANS OR COACHES

- Art. 54.** Only those appearing in the official registration file can perform the technicians' or coaches' role.

Throughout the development of a match, only the coach of each player may remain in the part behind the court, within or just behind the players' time-out area.

In official matches their mission will be to counsel players during their official resting periods, refraining from speaking to the player between points or as they come off the court, talking to referees or the public during the course of the meeting.

Chapter VII

COMPETITION REGISTRATION

- Art. 55.** The participating Nations in the different competitions must subscribe the players and speciality within the time frames established for that purpose by the International Federation of Basque Pelota.
- Art. 56.** The players must be of the nationality of the country they represent, unless with justified authorisation from the FIPV Executive Committee (Article 9 of the World Championships and World Cup Regulations). A passport check will be undertaken when players subscribe.

Chapter VIII

COMPETITION FORMATS

Art. 57. The competition systems will be established by the International Federation of Basque Pelota, in accordance with the number and sporting level of those subscribed.

1 - Possible Systems:

- a) Qualifying, to one or two matches.
- b) Everyone against everyone, league system, to one or various rounds, in one or various groups.
- c) Combining the two previous systems.
- d) Concentration, with any of the previous systems in a short space of time.

Chapter IX

COMPETITION CALENDAR

Art. 58. The official calendar for matches and training sessions in official international competitions will be determined by the International Federation of Basque Pelota and shall be issued to each participating delegations with sufficient notice.

Once the corresponding calendar has been produced for the competition in question, and given that it has been provided to all participating delegations, when it comes to the competitions the following regulations shall be applicable:

1. The timetable that features on the calendar shall be upheld as a general rule. If a match finishes before the starting time of the next one, the time established on the calendar shall be maintained for the next match. If the match runs over and exceeds the time indicated for the next match, this match will start the moment it finishes, following the warm-up of the competitors.
2. The matches, despite that established in the previous paragraph and in the general competition calendar, may take place one after another, i.e.: Once a match has ended and players have warmed up, the following match will take place immediately after. If this is the case, the different delegations will be notified.

3. If the TV intervenes to broadcast the matches, in the event that the matches finish before the time established for the next one, they must wait until the scheduled time to those effects, understanding that the players may enter the court to warm-up, with the aim of ensuring a punctual start to the match.

Chapter X

EFFECTS OF CLASSIFICATION

Art. 59. When leagues are played, classification will be established just as in the other competitions organised by the FIPV:

- The winner of the match in 2 or 3 games will get 3 points.
- The loser of 2 or 3 games will get 1 point.
- Failure to show up: 0 points.

Art. 60. Classification in competitions with league format will be performed as follows:

Within the group(s), when they are made up of the same number of players, it will be performed as such:

1. Depending on the number of points obtained in the matches played.
2. If there is a draw between various players, depending on the greatest number of points won in the matches played between the players involved. If there is still a draw between the two players, the player that beats the other one shall win.
3. If there is still a draw between three or more players the classification will be made:
 - a. Depending on the greatest difference between sets won and lost.
 - b. Depending on the difference between points won and lost (goal average) in the matches played between the players in question.
 - c. The youngest player.

If the groups are composed of a different number of players, the following sequential criteria shall be applied, i.e. in the following order, until the draw has been resolved:

1. For the best coefficient between points obtained and number of matches. (Points/No. of matches).
2. For the best coefficient between the difference of games and the number of matches. (No. of games for - No. of games against)/ No. of matches.
3. For the best coefficient between the points and the number of matches. (No. of points for - No. of points against)/ No. of matches.
4. If there is still a draw, the classification will be established in favour of the youngest of the players involved.

Chapter XI

ANTI-DOPING CHECKS

Art. 61. The FIPV can perform anti-doping checks throughout the competitions.

All those taking medication and that may give a positive result in a check should send an Authorisation for Therapeutic Use form prior to their incorporation.

Sporting doping penalties will align with that stipulated in the World Anti-Doping Agency and the provisions to the effect of the WADA/AMA.

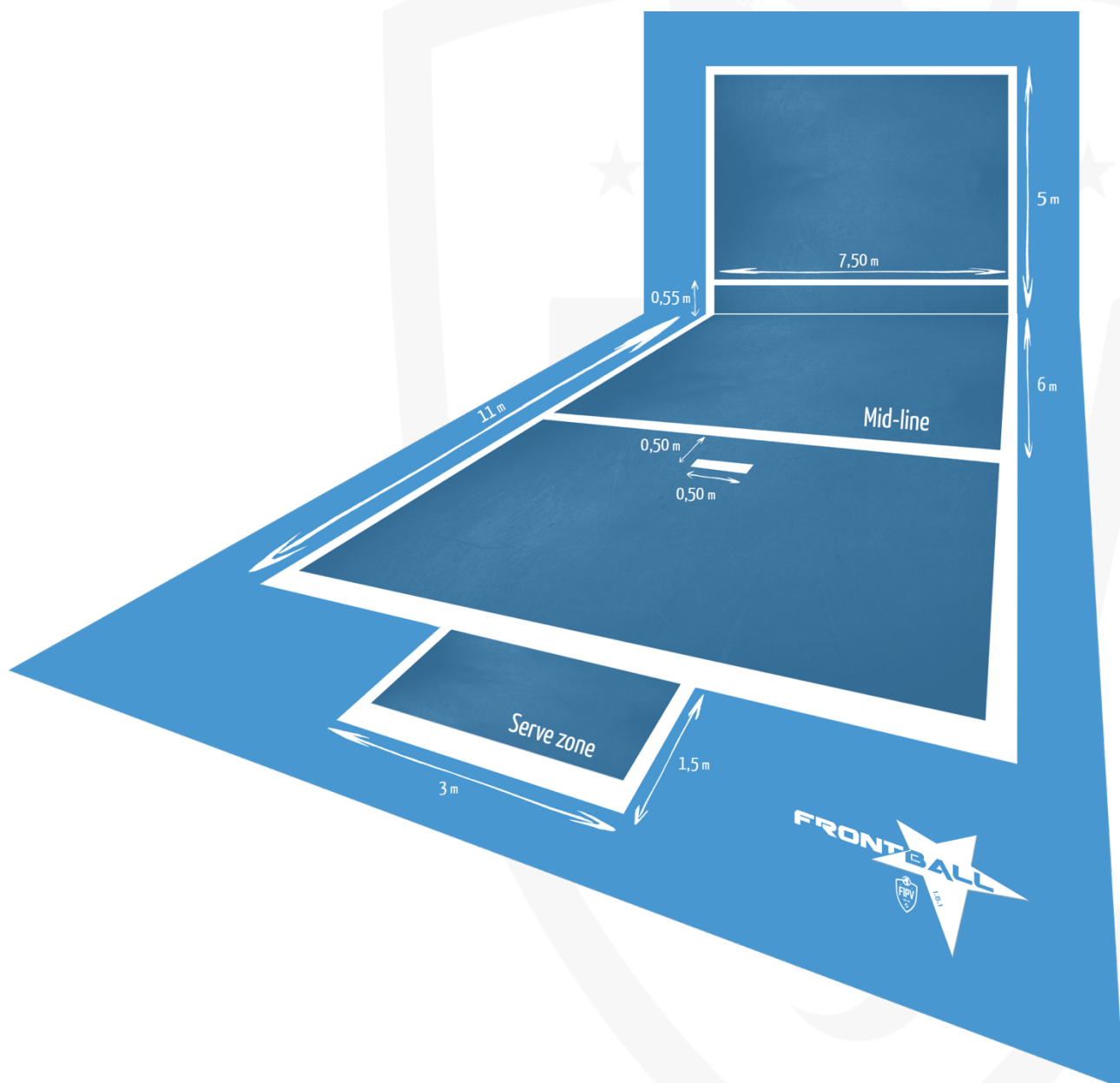
Chapter XII

FINAL PROVISION

Art. 62. The Sole Competition Judge, designated by the FIPV, has the power to resolve any circumstances that arise throughout the competition that are not included in these Regulations.

REGULATORY APPENDIX MODALITY OF FRONTBALL

I. GAME FACILITIES



REGULATORY APPENDIX MODALITY OF FRONTBALL

II. GAME MATERIAL

- BALL

SPECIALITY AND CATEGORY	BALL MATERIAL	TOTAL WEIGHT g.	DIAMETER mm
Male Senior hand	Leather	74 - 79	59 - 63
Female Senior hand	Rubber covered with Leather	48 - 52	58 - 62
Male Sub-22 hand	Leather	58 - 62	46 - 49
Lower categories	Rubber	47 - 51	47 - 50