

INTERNATIONAL



**KIN-BALL® SPORT
FEDERATION**

Official

KIN-BALL®

Rules

2012 edition

Official
KIN-BALL®
Rules

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In this document, the masculine form refers to both men and women.

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Article 1. General flow of the game

A KIN-BALL[®] sport game is played between three opposing teams of four players each on the playing area. The objective of this sport is for the team whose color is called to catch the ball with any part of the body before the ball touches the ground. The team that catches the ball hits it back to another team and the play continues as long as no faults are committed. When a team commits a fault, one point is given to each of the other two teams.

Consult the point 7.17 for detail about the IKBF rules regarding the course of the game.

The KIN-BALL[®] sport is played in mixed or not teams.

Facilities and Equipment

2.1 Boundaries and dimensions of the playing area

The playing area is bound by the walls, the floor, the ceiling and any fixed object in the gymnasium. The size of the playing area can vary according to the gymnasium's dimensions but it cannot exceed 20 meters by 20 meters (66 feet x 66 feet). If lines define the playing area, they must all be of the same color; they must be continuous and they must be at least five (5) centimeters wide (2 inches).

- a) In the case of official competitions, the IKBF requires that the court measure 20 meters by 20 meters (66 feet x 66 feet) from the lines or the walls limiting the playing area
- b) In the case of national competitions, the national federation has the power to determine the acceptable size of the playing area.
The IKBF recommends a minimum of 15.28 meters by 18.24 meters (50 feet by 60 feet).
- c) In the case of regional or local competitions, the clubs affiliated to their national Kin-Ball federation has the power to determine the acceptable size of the playing area.
The IKBF recommends a minimum of 15.28 meters by 12.22 meters (40 feet by 50 feet).

2.2 Physical Layout

Following is an example of physical layout of the playing area used for an official international KIN-BALL[®] sport game. Other layouts may be used but the organization must try, as much as possible, to following conditions must be respected:

- All team benches must be positioned as to see the official scorekeeper (scoreboard).
- All team benches must be positioned as to see the official timekeeper (chronometer).

Examples of physical layouts:

Figure 1.

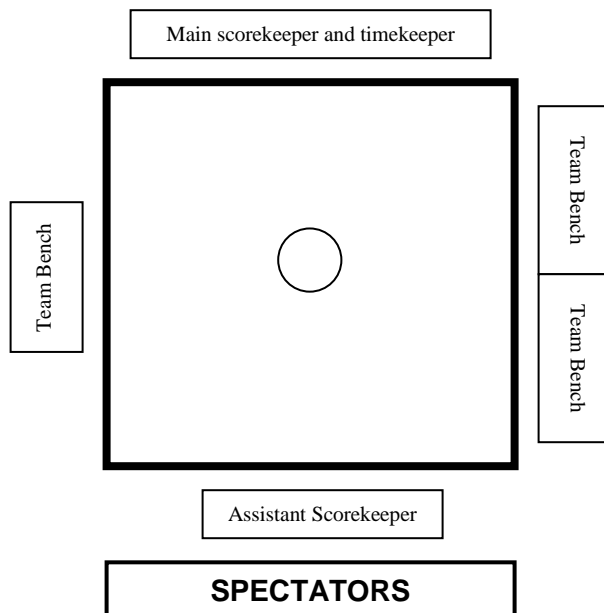
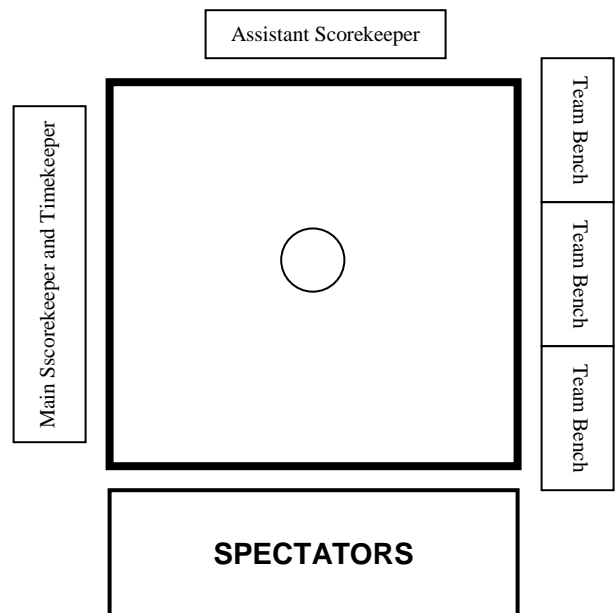


Figure 2.



2.3 Technical equipment

- a) Each court must be equipped with two (2) official 1.2 meter balls (48 inches) that meet IKBF standards;
- b) Bibs in three of the official colors (pink or blue, grey and black) that meet IKBF standards;.
- c) A scoreboard that meets IKBF standards which must remain visible to all participants and spectators;
- d) An inflator that meets IKBF standards;
- e) An official IKBF score sheet that must be filled out by the scorekeeper before, during and after the game.
- f) A timing clock which must remain visible to all the participants and spectators.
- g) A noise device that will be used to indicate the beginning and the end of the periods and games. This signal may be integrated in the timing clock or completely independent (ex: compressed air siren, trumpet).
- h) A six-faced die bearing the three official colors (two faces per color, on opposite sides of the die).

Article 3. Teams

Each team is made up of a minimum of four players and a maximum of eight, a head coach, an assistant coach and a therapist. There must be four players from each team at all times on the playing area.

The four players of a same team are called a "cell".

3.1 Roles and responsibilities of the head coach, the assistant coach and the therapist

- a) They must, along with their teams, comply with the rules and regulations of the game as well as to the sportsmanship charter. Consequently, their behavior falls under the referee's jurisdiction.
- b) They are responsible for the behavior of the members of their team on and off the playing area including the bench.
- c) They must adhere to a fair-play philosophy.
- d) Self-control must be maintained at all times.
- e) They must make sure the players respect the referee's decisions.
- f) They must supervise the captain's work.
- g) The Head Coach is allowed to take time-outs during which he may ask the referee to explain the application of some rules. This right must only be used sporadically and with courtesy.
- h) They cannot lodge a protest.
- i) Only the head coach and the assistant coach whose names are registered on the score sheet are allowed to remain standing during the game. They must remain in front of or behind their team's bench.

If the members of a team believe that they have been wrongfully penalized due to a misinterpretation of a game rule by an official or by the organization of an event, they may act according to the following procedure:

- As soon as possible following the incident, this is to say immediately if the ball is "dead", or the next time a fault is committed, the head coach of the team must request a timeout and present his point of view to the head referee. This must be done calmly and with courtesy.
- The referee may then take as much time as needed to explain his decision and correct the situation, if need be.

3.2 Roles and responsibilities of the team captain The Team captain's role

- a) He represents his team on the game. He is the only member of his team who may speak with the referee to obtain essential information on the application or interpretation of the rules. This must be done courteously, sporadically, and only when the ball is "dead".

The ball is considered "dead" when a fault has been committed or when the referee, for whatever reason, has requested a time-out or an interruption of the game.

If the team captain is on the bench, he may, at the appropriate time, step on the playing area to ask essential information from the referee.

- b) If, during a game the captain must stop playing (injury) and cannot assume his role, the coach will have to indicate to the head referee another player who will act as captain of the team for the remainder of the game.
- c) The captain is identified by a « C » on the left breast of his shirt.
- d) The team captain has to oversee the actions of the cell s on the playing area
- e) He must adhere to a fair-play philosophy
- f) He must make sure the players respect the referee's decisions.
- g) He can ask for a time-out.

3.3 Roles and responsibilities of the players

- a) They must know the rules of the game and abide by them.
- b) They must accept the referee's decisions and show good sportsmanship. If there is any doubt, the captain is the only one who may ask for clarification of the referee's decision.
- c) They must act in a sportsmanlike manner and base their actions on the following principles:
 - Be courteous with opponents and referees.
 - Avoid actions or attitudes aimed at influencing the referees' decisions.
 - Avoid actions or attitudes aimed at delaying the game.
 - Not ask the referee for explanations (only done by the captain).
 - Not contest the referee's decisions.
 - Not launch a protest (as they are not permitted to do so).

Article 4. The Officials

- a) He must comply with all the rules of the game.
- b) He is responsible for recording on the score sheet all the information necessary to the good running of the game.
- c) He is responsible for the verification of all the details regarding the court and must verify all the equipment that will be used during the game (scoreboard, time device, lines, balls, bibs, etc).
- d) He will issue and note on the official score sheet minor and major warnings.
- e) He must choose at random which team will start the game (see article 5.2 a).
- f) He has the last say on each and every play. His decision cannot be contested by any of the players or the coaches.
- g) He may ask for a time-out for any reason.
- h) He has the authority to decide on any point not specified in these regulations.

Comments:

The referee must report to the competition's organizer about any disputed issue that occurs during the game and that are not outlined in the regulations.

- i) The referees' equipment consists of:
 - A yellow vest or shirt, with the word "REFEREE" written in black on the back;
 - Sports shoes;
 - A whistle;
 - A badge identifying a level-three head referee;
 - Arm bands of the official colors.
- j) He has the power to disqualify a team or players if, after receiving a warning, the team or individual refuse to play or refuse to continue the game, or if, by their actions, prevent the game from proceeding.
- k) The referee has the authority to decide on any infringement of the rules committed on or off the playing area. However, once the head referee has

signed the game score sheet, the referees have no more input on the game.

This means that the head referee will note on the score sheet any incident involving players, coaches or attendants who adopt an unsportsmanlike conduct during the period between the end of the game and the signing of the score sheet. The warnings during this period of time will be considered as major ones and only the sportsmanship points will be deducted.

- l) The head referee may be replaced if he is injured during the game and is unable to continue fulfilling his duties.
- k) He must examine all the players' equipment and refuse any or all objects that may be dangerous to the players on the playing area (watches, jewelry, hats, etc.).

4.2 Assistant referee

- a) The assistant referee is present starting at games of high caliber that require a level-three refereeing caliber. He assists the head referee in effectively applying the rules.
- b) The assistant referee must be the one to throw the dice at the beginning of a game to decide which team is going to start with the ball.
- c) The assistant referee may be replaced if he is injured during the game and is unable to fulfill his duties.

4.3 Use of the referee's armbands

The signaling by the referee to his armbands is the official method of identifying the team at fault. The armbands must be worn the following way:

- The black armband is represented by the black sleeves of the referee's shirt
- The grey armband is worn on the right wrist,
- The pink or blue armband is worn on the left wrist.

4.4 Scorekeeper

- a) He is in charge of the scoreboard.
- b) He carries out his duties while sitting at the scorekeeper's table (see article 2.2).

4.5 Timekeeper

- a) He is in charge of timing the periods and the game.
- b) He is in charge of the timing between periods.
- c) He notifies the head referee about any time-related problem.
- d) He starts the timing device at the moment the referee starts the game.
- e) He announces the end of playing time for each period and for the game by using a powerful sound signal. The signal from the timekeeper makes the ball become “dead” and ends the period of play and the game.

Comments:

If the signal does not work, the timekeeper must use any other means possible to immediately alert the head referee.

The timing clock must be activated when the referee puts the ball into play with two short consecutive whistles.

- f) He carries out his duties while sitting at the timekeeper's table (see article 2.2).

Article 5. Duration and Course of the game

5.1 Duration of the game

- a) A KIN-BALL[®] sport game is made up of periods of 7 minutes. The duration of the periods is always the same for International Senior competitions. For International events the way of playing is described at the point 7.17.
- b) A two minutes break is allowed between each period. The team that starts with the ball is determined by a toss of the official dice.

Comments:

Depending on the tournament, the proper authorities may be called upon to modify the official duration of the game.

1. For international competitions of senior categories such as the World Cup or the European Championship, the decision will be taken by the IKBF.
2. For international competitions of junior categories, the decision will be taken by the hosting organization.
3. For any other competition, the decision will be taken by the country's national Kin-Ball Federation or by the hosting organization.

5.2 Course of the game

- a) The toss: the teams' captains and the referees meet in the centre of the playing area for the dice toss. The other members of each team have to remain on their respective bench. The assistant referee tosses the official dice and the color that ends on top determines which team starts with the ball.

After the toss, the head referee calls the players to the playing area with a long whistle blow.

- b) First hit-in: The first hit-in signals the beginning of match or period. This is done in the center of playing area.
- c) Once the first hit-in has been executed, the play will go on until a fault is committed by one of the participating team. The team in possession of the ball will then designate another team and hit the ball.
- d) The reception of the ball can be executed with any part of the body as long as the ball doesn't touch the playing area or any fixed obstacles inside or outside of the playing area.
- e) The ball is considered "inside" if it touches the line or the inner surface of the playing area. The ball will be considered "out of bound" if it comes in

contact with the floor outside the lines of the playing area or to any fixed obstacles.

- f) When a fault is committed, both other teams receive a point and the team who committed the fault will take possession of the ball.
- g) Substitutions are allowed only when the ball is “dead” following a fault or if an injury occurs.
- h) Hit-in: The hit-in occurs after the play has been stopped by the referee.

The hit-in point is the place where the ball was when the play has been stopped.

Once the ball has been repositioned by the referee, the team in possession of the ball has 10 seconds to take an appropriate hit-in position.

An appropriate hit-in position is reached when three different players of the team in possession touch the ball or when that team demonstrates a strategic offensive position. In either case, the ball must not touch the floor.

When performing a hit-in, the team has the right to move the ball within a two diameters or 2.4 meters radius from the hit-in point. This movement can be done before or after the hit-in has been whistled.

- i) End of the game or period: the end of the game (or period) is indicated by the sound of the timer and/or of the referee's signal. The ball is considered “dead” at the sound of the timer and/or of the referee's signal.

⇒ Interpretations:

- The ball is considered in play if the designated team drops the ball or commits a fault according to the game rules before the sound of the timer, even if the head referee did not have sufficient time to blow the whistle and signal the fault. One point will then be given to each of the other two teams who have not committed this fault.
- The ball is considered “dead” if it comes in contact with a boundary of the playing area or if a fault is committed according to the game rules at the same moment as the end of a period or a game is signaled or after.

Article 6. Definitions

6.1 . Designation: Action of designating the team that will have to recover the hit.

6.2 Hit: A hit occurs when all the players of the team in offense demonstrate an intention of sending the ball to the opposing team

- The player or players who want to hit the ball must make contact with the ball. The gesture that causes this contact is considered as being the initial move. The hit is considered finished when the initial gesture is completed.
- However, if a player in defence comes in contact with the ball after the beginning of the initial gesture but before the end of it, the ball is considered belonging to the defensive team. The hitter can always complete his motion.

6.3 Ball Displacement: a ball displacement is the action of moving the ball from one place to another while maintaining a body contact between at least one player and the ball. For a ball movement to be considered as a ball displacement the following criteria are: the gesture to move the ball must be done intentionally and the ball has to be controlled by the team in possession.

6.4 Pass: Action of moving the ball from at least one player to at least another one. To be considered a pass, the player executing it must be in control of the ball, the gesture that moves the ball has to be intentional, the physical contact with it must be interrupted and there must be one or more destination players. The referee has the authority to decide if a player is a destination player or not.

6.5 Distance of 1.8 meter (6 feet): The referee will calculate this distance from the extremity of the ball that is the closest to the player in defence.

6.6 Contact: When a player of the designated team touches the ball with any part of his body and regardless of the fact that his team is in control of the ball or not, this is considered a "contact".

6.7 Possession: A player or a team is considered being in possession of the ball if he came in contact with the ball after a hit has been executed.

6.8 Control: A team is considered as being in control of the ball when the referee judges that this team is able to immobilize it.

6.9 Body Axis: *The body axis is a vertical column of air located over the player holding the ball and which includes his shoulders of the player. This is the space the player would be occupying if he stood up.*

Article 7. Rules of the game

7.1 Designation Fault

- a) A hit must always be preceded by the word "Omnikin" followed by the receiving team's color (ex: Omnikin black). Furthermore, the pronunciation of the color must be short, which is to say that the designation must be completely finished at the moment when the ball is hit.

During the game, to be considered valid, the complete designation must be made **before** the hit and **after** one contact has been made with the ball. The designation must be repeated if it was done before one contact was made.

- b) To be considered valid, the complete designation must be spoken **after** the head referee has blown the whistle twice signaling the hit-in. The designation must be repeated if it is spoken before the whistle has been blown twice. The pronunciation of the designation must be exact. Each word must be clearly heard.

Comments:

Furthermore, in the moments preceding a hit, the players of the team in offense are authorized to communicate as long as they do not interfere with the designation or with the flow of the game.

- c) The designation composed of the words "Omnikin" always followed by the color of the chosen team, may be spoken by one or two players. However, only one player at a time must be heard.
- d) Only one color may be called **after** saying the word Omnikin.

The followings are **accepted** designations after one contact has been made with the ball or after the whistle has been blown twice, for first hit-in or subsequent hit-in:

- Omnikin-black-Omnikin-black (hit)
- Gray-Omnikin-gray (hit)
- Omnikin black-"any word" (hit)
- Blue-Omnikin-black (hit)
- Omnikin-grey-grey (hit)
- Omni-Omnikin-blue (hit)
- Omni-black-Omnikin-grey (hit)

The following examples are considered designation faults if called after one contact has been made with the ball or after the whistle has been blown twice on the first hit-in or a hit-in:

- Omnikin-blue-Omnikin-grey (hit)
- Omnikin-Omnikin-black (hit)
- Omnikin-grey-blue (hit)

- Omnikin-"player's name"-blue (hit)
- Omnikin-green (hit)
- Omnikin-"hum..."-pink (hit)
- Omnikin-black-Omnikin (hit)

Designation fault for an unjustified attack

A team cannot call a team that has a two point or more difference with them, unless the team that is called is in the lead.

If the team that calls is the only team in the lead, it is obligated to call the following team in rank.

If the team that calls is equally in the lead with another team, it is obligated to call the team sharing the lead, unless the third team is behind by no more than one point.

In order to grand a designation fault for an unjustified attack, the designation must be considered valid.

The referee will whistle a designation fault for unjustified attack right after designation. The designation fault for an unjustified attack cannot be called as a fault in the finale minute of the seventh period or during a three team's overtime for the first place being played after the seventh period.

Table 2

Examples of unjustified attacks:

Score			Examples of unjustified attacks
Pink	Grey	Black	
14	12	10	Or Or Grey attacks black Black attacks grey Pink attacks black
13	12	11	Pink attacks black
14	13	11	Or Or Pink attacks black Black attacks grey Grey attacks black
16	16	12	Or Pink attacks black Grey attacks black
14	13	13	No possibility of unjustified attack
16	12	12	No possibility of unjustified attack
15	15	14	No possibility of unjustified attack

7.2 Missing a contact

At the moment of the hit, all four players of the cell must be in contact with the ball.

- If the trajectory of the ball is modified by a body part (back, head, etc.) of an offensive player after the hit has been made, the referee will call that a missing a contact fault was committed because when the last contact with the ball was made, not all four team members were in corporal contact with the ball.
- To carry the ball is the action of accompanying the ball during the hit, when at least one of the four team members is no longer in physical contact with the ball (missing a contact).

7.3 Dropped ball

Following a hit, for the ball to be dropped it must touch the ground on the line identifying the playing area or inside of the boundaries identifying the playing area and one of the following conditions has to be met:

- The hit must clear a distance of at least 1.8 meter or 6 feet (see article 7.6 for further explanations on how this distance is calculated) and a portion of the ball trajectory must be parallel to the ground or have an upward angle. If the hit doesn't respect these conditions, the only reason this hit would be considered as dropped would be if a player of the designated team came in contact with the ball before it touched the floor on or inside the boundaries.
- If a team is in control of the ball and it touches the ground on or inside the boundaries before they were able to hit it, it will be considered a dropped ball.
- If the team in possession of the ball attempts to make a ball movement targeting a player of another team after which the ball touches the floor on or inside the boundaries it will be considered a dropped ball.

7.4 Out of bounds

For the ball to be considered as being out of bounds it must come in contact with the ground outside of the boundaries or with a fixed obstacle inside or outside of the boundaries. The team who will receive the out of bounds fault is the one who was in possession of the ball when it touched the ground outside of the playing area or a fixed obstacle.

The hit has to be executed from inside the court limit. Therefore, when a line is used as the limit for the court the "pre-hit" steps can be done from outside of the court limits. However, a part of the body of each team member of the cell in contact with the ball must as well be in contact with the playing area while touching the ball.

A player is considered out of bounds when no parts of his body is in contact with court or the boundaries except if his whole body is inside of the court.

If a player of the designated team is outside the boundaries and has no contact with the court's floor while recovering the ball, there will be an out of bounds fault whistled.

On a hit-in, the players of the offensive team who are in contact with the ball must make sure that at least one part of their body is inside the boundaries and in contact with the floor of the playing area.

If a player takes his impulsion (jump) from inside or on the boundaries toward the outside, he can come in contact with the ball. However this player must no longer be in contact with the ball at the moment when he lands on the floor outside the boundaries.

In the case of a pass, an out of bounds fault will be called if the team in possession of the ball throws it voluntarily onto a player of another team and the ball then lands on the floor out of the boundaries or touches a fixed obstacle.

When the boundaries are walls, a player can use these to take his impulsion and recover the ball.

If there has been an out of bounds fault, the hit-in point will be executed from line at the closest point from where the ball touched the floor outside of the boundaries or a fixed obstacle.

7.5 Downward angle hit

In order to be valid a portion of the ball trajectory must be upward or horizontal.

A hit is considered as being on a downward angle hit when no part of the trajectory of the ball is horizontal or an upward angle (see figures 2 & 3) and no player of the designated team touches the ball before it touches the ground on or inside the boundaries of the playing area.

Figure 2: Downward trajectory hits

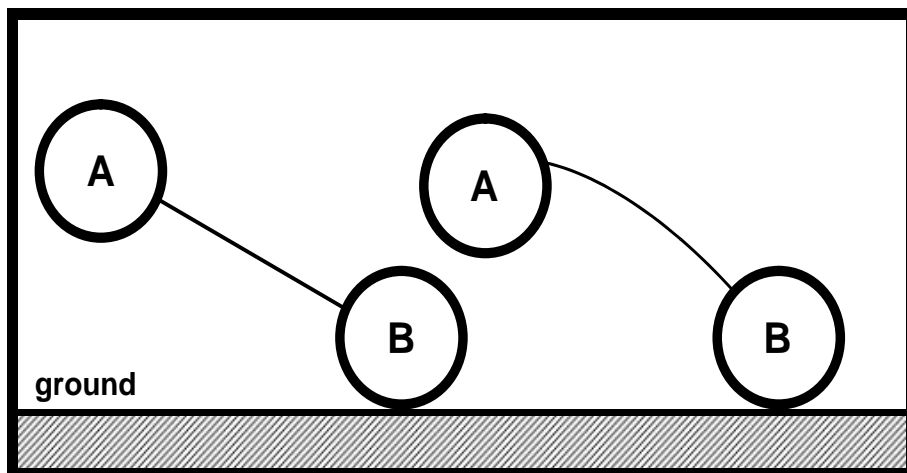
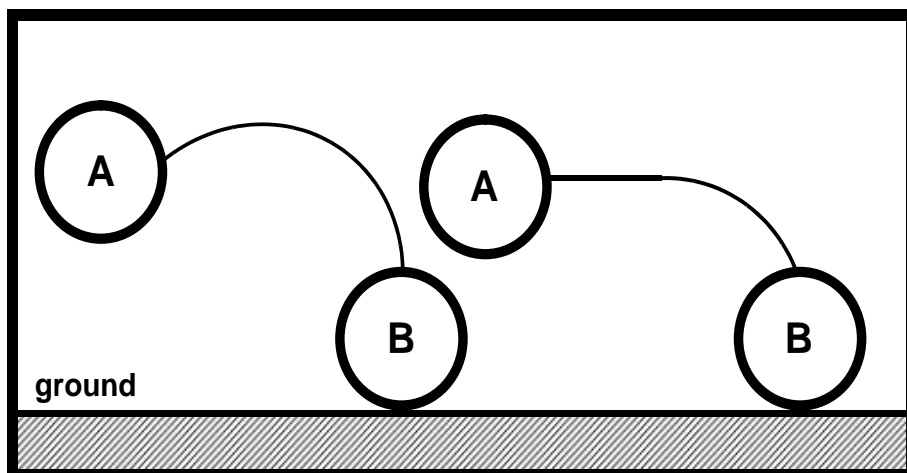
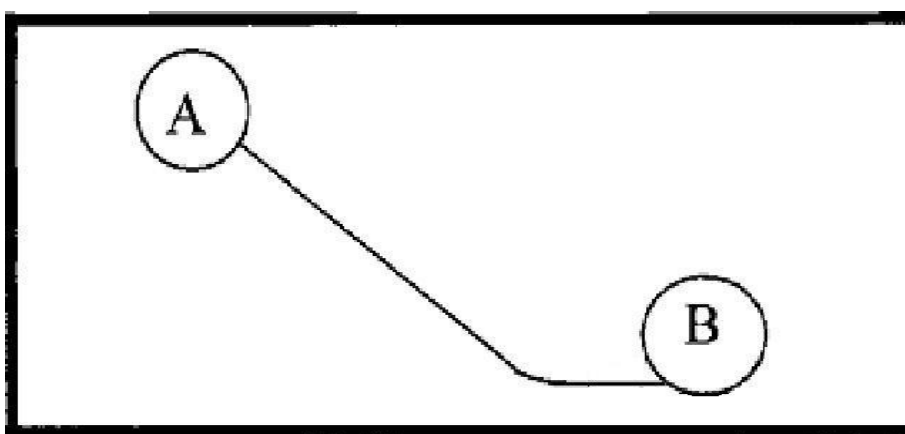


Figure 3: Accepted hits



A parabolic hit will be accepted only if a part of the trajectory of the ball is horizontal or has an upward angle before it touches the ground. (see figure 4)

Figure 4 : Accepted parabolic hit



If a hit is on a downward angle and a player located at more than 1.8 meter (6 feet) that was not designated touches it first, the possibilities are the followings:

- There will be a replay for involuntary obstruction if the ball trajectory is modified
- There will a fault for downward angle hit given to the hitting team if the trajectory of the ball is not modified
- There will be a minor warning for voluntary obstruction if the player who touched the ball did not try as hard as possible to avoid touching the ball.



Comment:

The trajectory of a hit is considered being modified when the initial line drawn by the course of the ball is changed.

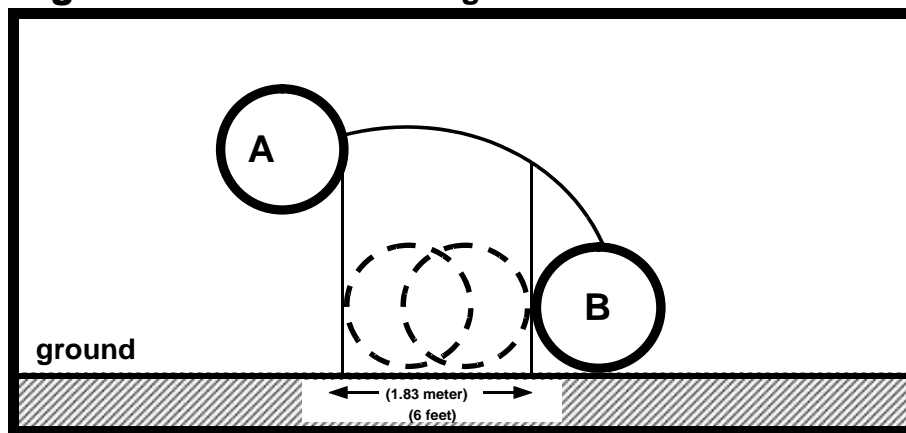
7.6 Throw too short

- a) Minimum distance the ball has to travel:

The hit has to clear at least 1.8 meter (6 feet) on the ground. To measure this distance, it must be possible to measure out a distance equivalent to the diameter of one ball and a half (1.8 meter or 6 feet) on the ground between the starting ball and the finishing ball (see figure 5).

A hit will be considered as a throw too short when the ball does not clear 1.8 meter (6 feet) (see figure 5) and if no player of the designated team touches the ball before it hits the ground on or inside the court's boundaries.

Figure 5: Minimum traveling distance of the ball



7.7 Replay

Description of a Replay:

A replay does not change the scores of the teams.

To determine the hit-in point and the team who will take possession of the ball, there are two possibilities:

- 1) If the incident that provoked a replay (see involuntary obstruction) happened before the designated team was able to take control of the ball, the team that was in offence stays in possession of the ball and will start over with it. The hit-in point stays the same.

Interpretation:

*Control: The team is considered in control of the ball when the referee judges that the team is able to immobilize it.

- 2) If the incident that provoked the replay happened after the designated team took control of the ball, this team will stay in offence and restart with the ball. The hit-in point will then be the place at which the ball was when the incident happened.

There can be no substitution of players on a replay (except for injuries)

Involuntary obstruction

If there is an involuntary contact between one and/or two players and/or a referee and/or the ball, the referee will cancel the play and announce a replay and the last team in possession of the ball will be the one to execute the hit-in.

An involuntary obstruction will be called and a replay will be granted if a player who has not been designated and who is standing outside of the 1.8 meter (6 feet) radius, or the referee, touches the ball first and modifies the ball's trajectory; and this whether the designated team catches the ball or not. However, the ball is considered in play if its trajectory is not modified.

The ball is considered in play if the designated team touches the ball first and it rebounds on a player from any other team or on the referee.

Interpretation:

This rule also applies if the player of the non-designated team or the referee is outside the playing area.

If a player of the non-designated team located outside of the 1,8 meter (6 feet) radius and outside of the playing area, or the referee, is touched by the ball before the first contact is established and changes the trajectory of the ball, the referee will call an involuntary obstruction or voluntary obstruction (depending on the situation).

There may be an involuntary obstruction and replay if, following a first contact, a player from the designated team is involuntarily obstructed by a player from an opposing team or the referee thus making him unable to reach the ball.

In the case of a pass there will be a replay if a player in defence located further away from the ball than 1.8 meter (6 feet) at the moment the pass is executed tries everything possible within his capacities and/or according to the referee's judgment but still enters in contact with the ball and modifying the pass trajectory.

In a pass situation, there will be a replay if the pass touches the referee first modifying the pass trajectory.

7.8 Time fault

- a) On a first hit-in or all subsequent hit-ins, the team in possession of the ball has five seconds after the whistle has been blown twice to hit the ball.



Comment:

This five seconds delay does not get erased after the designation is completed. The ball has to be hit within a five seconds delay.

- b) After the hit is executed and as soon as the first contact is made by a player in defence is done, the team has ten seconds to hit the ball.

7.9 Walking

A walking fault occurs when a player doesn't maintain one pivot foot.

The complete walking rule

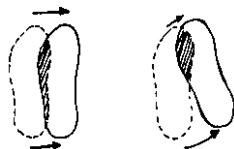
After catching the ball and establishing one or two contacts, the team in control is allowed to move the ball on the court until a third contact is established. After this third contact is established (from three different players) the players that are or that will come in contact with the ball will have to maintain pivot foot.

The players to enter in contact with the ball following the third contact and who have at least one foot on the ground have the right to a pivot. However the players who have taken other position such as lying down on their bellies or on their backs cannot move any part of their lower bodies (under their hips) once these are in contact with the ground. It is to say that they can add body parts in contact with the ground but cannot remove any that are below their hips.

The following image represents the movements of the pivot foot that are accepted.



The following image represents the movements of the pivot foot that are not accepted.



A *pivot* occurs when a player who is in physical contact with the ball moves the same foot once, or several times, in any direction while the other foot, called the

pivot foot, maintains the same part of its sole in continuous contact with the ground without moving (with or without rotation).

:

Choice of pivot foot: any player receiving the ball on or after the third contact may use either sole of his feet as a pivot. The moment one foot is moved, the other becomes the pivot foot.

If the third contact is established by player while he's not touching the ground, the first foot to touch the ground will be considered as the pivot foot.

7.10 Illegal ball displacement

If a team moves the ball after the two whistles on the first hit-in of the game or the period, the referee will give that team a fault for illegal ball displacement.

If the team in possession of the ball decides to move it after the two whistles of the hit-in, it can only move the ball within a two ball diameter radius of the hit-in point,

When an offensive displacement of the ball is executed by one or two players, if a defensive player positioned outside the 1.8 meter (6 feet) periphery of the ball, at the beginning of the displacement of the ball comes in contact with the ball or an offensive player, a foul will be given to the offensive team for an illegal displacement of the ball.

7.11 Trapping the ball

Trapping the ball: at no moment during the game can the ball be "trapped" within the arms of one player. Trapping the ball means a complete immobilization of the ball by clutching and closing the arms around it.

7.12 Twice the same hitter

This rule doesn't apply in International events for the senior category.

When considering the players of the same team, a player cannot hit the ball twice in a row. Please refer to the following table that indicates for each foul if the same player can hit again.

Fouls	May hit again		Explanation
	Yes	No	
<i>Outside</i>		X	A hit had to be carried out to announce this fault
<i>One missing contact</i>		X	A hit had to be carried out to announce this fault
<i>Short hit</i>		X	A hit had to be carried out to announce this fault
<i>Downward hit</i>		X	A hit had to be carried out to announce this fault
<i>Dropped ball</i>		X	A hit had to be carried out to announce this fault
<i>Illegal offense a)</i>		X	A hit had to be carried out to announce this fault
<i>Twice in a row by the same hitter</i>		X	A hit had to be carried out to announce this fault
<i>Illegal offense b), c) & d)</i>	x		
<i>Too many players on the playing area</i>	X		
<i>Bad call (designation foul)</i>	X		
<i>Dropped by the cell</i>	X		
<i>Timing foul</i>	X		
<i>Walking</i>	X		
<i>Minor or major warning</i>	X		
<i>Illegal displacement of the ball</i>	X		
<i>One player grabbing the ball</i>	X		
<i>Ball held by the opening or fabric</i>	X		

7.13 Ball held by the opening or the fabric

When in play, the ball cannot be caught or held by the fabric or by the opening.

7.14 Illegal Offence

An Illegal Offence is an action hindering the good course of the game. An Illegal Defence is called if:

- a) The ball is hit or pushed with any part of the body above the hips.
- b) A player in offence moves out of his body axis in order to slow down, block or come in contact with a player in defence.
- c) A player of the offensive team changes his running trajectory at the last minute in order to arrive behind a defensive player within the 1.8 meter (6 feet) radius, with the intention of making this trapped player receive the penalty, an illegal offensive fault will be given to the offensive team.
- d) The hitter provokes a contact with a defensive player with one arm while using the other to hit the ball.

7.15 Illegal Defence

A fault for Illegal Defence will be given if:

- a) A team in defense has more than one player within a periphery of 1.8 meter (6 feet) of the ball at the time of the hit. If both defensive teams have more than one player in the 1.8 meter (6 feet) radius, the team that was designated will be the one to receive the fault for Illegal Defence.
- b) A player in defence positioned at 1.8 meters (6 feet) or less from the ball blocks changes or slows down the execution of the initial gesture of the hitter.
- c) At the moment of the hit, a player of the non-designated team positions himself at 1.8 meters (6 feet) or less from the ball and touches the ball first thereby changing the trajectory of the ball before it touches the ground.
- d) In an offensive pass situation, a player in defense positioned at 1.8 meter (6 feet) from the ball or less blocks, changes or slows down the execution of the pass.
- e) In an offensive ball displacement situation executed by one or two players of the offensive team, a player in defense positioned inside the 1.8 meter (6 feet) radius or less from the ball, at the beginning of the displacement of the ball, blocks, changes or slows down the execution of the ball displacement or its course.
- f) A player in defence positioned at 1.8 meters (6 feet) or less from the ball blocks slows down or changes the run trajectory of a player in offence trying to get to the ball.

- g) Before the hit is executed, a player in defence positioned at 1.8 meters (6 feet) or less from the ball touches the ball and moves it.
- h) At the moment of the hit, a player in defence touches the ball.
- i) A player in defence does not respect the body axis of an offensive player and a contact happens.

7.16 Warnings

Any behavior contrary to the sportsmanship charter (see annex A) will cause the team to be issued a verbal, minor or major warning.

The first minor or major warning results in a point being granted to the other two teams. Moreover, the player involved in the warning receives a personal sanction.

Verbal Warning

A verbal warning from the referee will not influence the points on the scoreboard or the sportsmanship's points.

A team will receive a verbal warning for delaying the game if its players take more than 10 seconds to substitute players and to present an appropriate offensive positioning for the hit-in.

If after receiving a verbal warning a team commits the offence again and delays the game again, a team minor warning will be given to the team by the referee for unsportsmanlike conduct.

Minor Warning

- a) Unsportsmanlike conduct
The following conducts are considered as being unsportsmanlike:
 - To disrespect the referee's decisions
 - To disrespect one's teammates, the other teams, the coaches, the spectators etc
 - To use an inappropriate language (except Major Warning a) & b))
 - To purposely trying to or to commit a fault

- b) Voluntary obstruction between two players
A voluntary obstruction between two players consists of blocking, holding, pushing or to intentionally collide with another player.

The action of preventing the progress of a player and/or preventing the offensive team of taking the offensive position by reaching out with one's arms, shoulders, feet, body or by using brutality is also considered a Voluntary Obstruction between two players.

An offensive player which comes into contact with an opposing player in a deliberate manner, will be handed a minor warning for voluntary obstruction between two players. Furthermore, if the contact causes an injury or if the referee judges that there was a risk of injury, the players at fault will be handed a major warning for the action or verbal abuse with the intention to injure.

See Illegal Offence and Illegal Defence points for details regarding the 1.8 meter (6 feet) radius area surrounding the ball.

- c) Voluntary obstruction between a player and the ball
A player who voluntarily comes in contact with the ball even though his team was not designated, thereby hindering the progress of the game, commits a voluntary obstruction between a player and the ball.
Any player not doing everything possible within his capacity and/or according to the referees' judgment to avoid being touched by the ball also commits a voluntary obstruction.

See Illegal Defence points for details regarding the 1.8 meter (6 feet) radius surrounding the ball.

A player who receives a second minor warning in the same game is expelled and his teammates must continue on without him substituting in another player in order to maintain four (4) players on the court.

Major Warning

- a) Any vulgar* sign or comment from a player, a coach or an attendant which is directed at a player or a referee leads to a major warning.

* **Vulgar**: marked by lack of taste, culture, delicacy, manners; offensive in language.

- b) Actions or words that are used with the intent to hurt someone
- c) A warning given after the official game time is over but before the head referee has signed the official score sheet (see article 4.1k).
- d) The ball must not be hit with the intention to injure. In other words, the ball must not be hit directly at a player, above the shoulders, in a powerful way and over a short distance. The head referee is the one who must decide if there was intention to injure or not and if so hand out a major warning.

Comments:

If a defensive player voluntarily places himself close to the ball, that is within 1.8 meter (6 feet) of the ball, and is hit in the head by the ball in a powerful way, this player is not a victim of hit with intention to injure.

All other warnings will be considered as minor or verbal.

Two minor warnings to the same player = major warning.

One major warning to a player means the player is expelled from the game.

If a team ends up with less than four players available, the team is automatically disqualified for the current game.

Repeated warnings

When a second, third or fourth warning is given to a same team, the other teams receive five points on the scoreboard. The fourth warning leads to the disqualification of the team at fault and the game continues with two teams.

Note: With regards to the sportsmanship points, one major warning is the same as two minor warnings (see Appendix C).

7.17 Calculating the score

Each period lasts 7 minutes and the last minute is timed (meaning the time stops when a fault is committed).

To win the game a team must win three periods.

At the end of the period, if a team has more points than the two others, this team wins the period.

At the end of the period, if two teams are equal in points and are ahead of the third team, there will be 5 points overtime period between those two teams. The team who wins the overtime wins the period.

At the end of the period, if the three teams have the same amount of points, there will be a 5 points overtime period between the three teams. If one of the team gets to 5 points alone, this team wins the period. If two teams get to 5 points on the same fault, there will be a 5 points overtime period between those two teams. The team who wins the second overtime wins the period.

At the beginning of each period, the score is reset to 0 for the three teams.

When a team wins three periods, the team that finishes second is the one that has won the second greatest amount of periods. If both teams have the same amount, there will be a 5 points overtime of to determine who finishes second.

The team that finishes first will get 10 ranking points.

The team that finishes second will get 6 ranking points.

The team that finishes third will get 2 points.

Each team will also receive one ranking point for each period they have won.

Each team will also receive sportsmanship point according to the sportsmanship table (Appendix C).

Article 8. Timing Rules

8.1 Game time

The timing clock will only be stopped only for specific cases such as injuries, timeouts, in the last minute of each period or for any other cases where the referee decides to interrupt the game.

8.2 Timeout

- a) Each team is allowed a thirty (30) seconds timeout per period during which the timing clock is stopped.
- b) The timeout can only be asked for by the coach or the captain of a team currently on the game.
- c) A request for a time-out must only be presented to the referee when the ball is dead. Any team can request a timeout at this moment.
- d) During the timeout, the players can leave the playing area and sit on the team bench.
- e) When requested by the captain or the coach of a team, the duration of a timeout is always thirty (30) seconds.
- f) If the timeout is requested by the referee it can last for as long as necessary.
- g) The unused timeout in a period are not transferable to another later time in the game.

Comments:

In the event of a light injury, the referee will not request a timeout if the injured player is quickly able to play again (10 seconds) without needing the assistance of the therapist or if he can be replaced immediately. If this is not the case, the referee will request a timeout.

In the event of a serious injury, the referee must request a timeout and stop the timing clock.

Article 9. Interpretations

9.1 Summary of elements pertaining to the PASS

If the designated team takes possession of the ball and executes a pass

- 1) The ball is considered in play even though it touches the player of another team or the referee as long as its trajectory is not changed.
- 2) If the ball touches a player of another team and the trajectory of the ball is changed, there are 6 options:
 - A voluntary obstruction between a player and the ball will be called if the player of the other team who touches the ball was located outside of the 1.8 meter (6 feet) radius and did not do everything he could within the limits of his capacities and/or according to the referees' judgment, to avoid being touched by the ball.
 - There will be a replay if a player in defence who is located at more than 1.8 meter (6 feet) of the ball at the moment the pass is executed does everything he can to avoid contact with the ball within the limits of his capacities and/or according to the referee's judgment and touches it modifying the pass trajectory..
 - An Illegal Defence will be called if a player in defence positioned at 1.8 meter (6 feet) or less from the ball blocks, changes or slows down the execution of the pass.
 - A dropped ball will be called for the team in possession if that team deliberately throws the ball at a player of the opposing team after which the ball touches the floor on or inside the limits of the playing area.
 - An out of bounds will be called for the team in possession if that team deliberately throws the ball at a player of the opposing team after which the ball ends up out of bounds or touches a fixed obstacle.
 - There will be an automatic replay if the ball touches the referee first causing a change in its trajectory.

9.2 Summary of elements pertaining to BALL DISPLACEMENT

If the designated team takes possession of the ball and executes a Ball Displacement

- 1) An Illegal Defence will be called if a player in defense positioned at or inside the 1.8 meter (6 feet) radius from the ball, at the beginning of the displacement of the ball, blocks, changes or slows down the execution of the ball displacement or its trajectory.
- 2) A fault for Illegal Ball Displacement will be given to the team in possession if a player in defence who is positioned outside the 1.8 meter (6 feet) radius from the ball, at the beginning of the displacement of the ball touches the ball or an offensive player.
- 3) The play will go on if during a one or two player ball displacement a defensive player, who is located at or inside the 1.8 meter (6 feet) radius from the ball at the beginning of it touches it but doesn't slow down, block or change the execution of the ball displacement.

Article 10. Refereeing Procedures

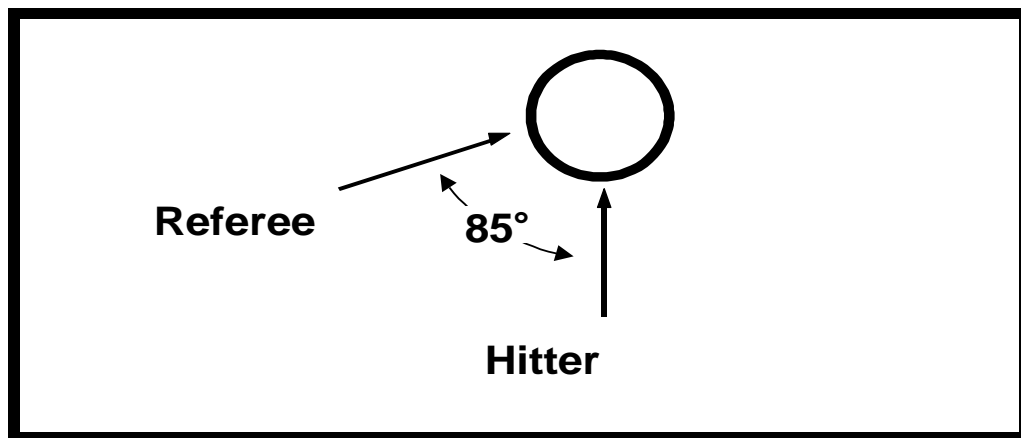
10.1 Single referee Intervention procedure

1. Be properly positioned, 2-3 meters from the ball (6-9 feet)
2. Whistle the hit-in.
3. Repeat the colour.
4. Whistle when a foul is committed.
5. Signal and announce the fault.
6. Control the ball.
7. Reposition the ball at the location where the hit-in must be executed.
8. Monitor the scorekeeper.



Commentaires :

Being properly positioned that the referee must be approximately 2 meters away from the ball at an 85 degree angle with to the hitter



10.2 Two referee Intervention procedures

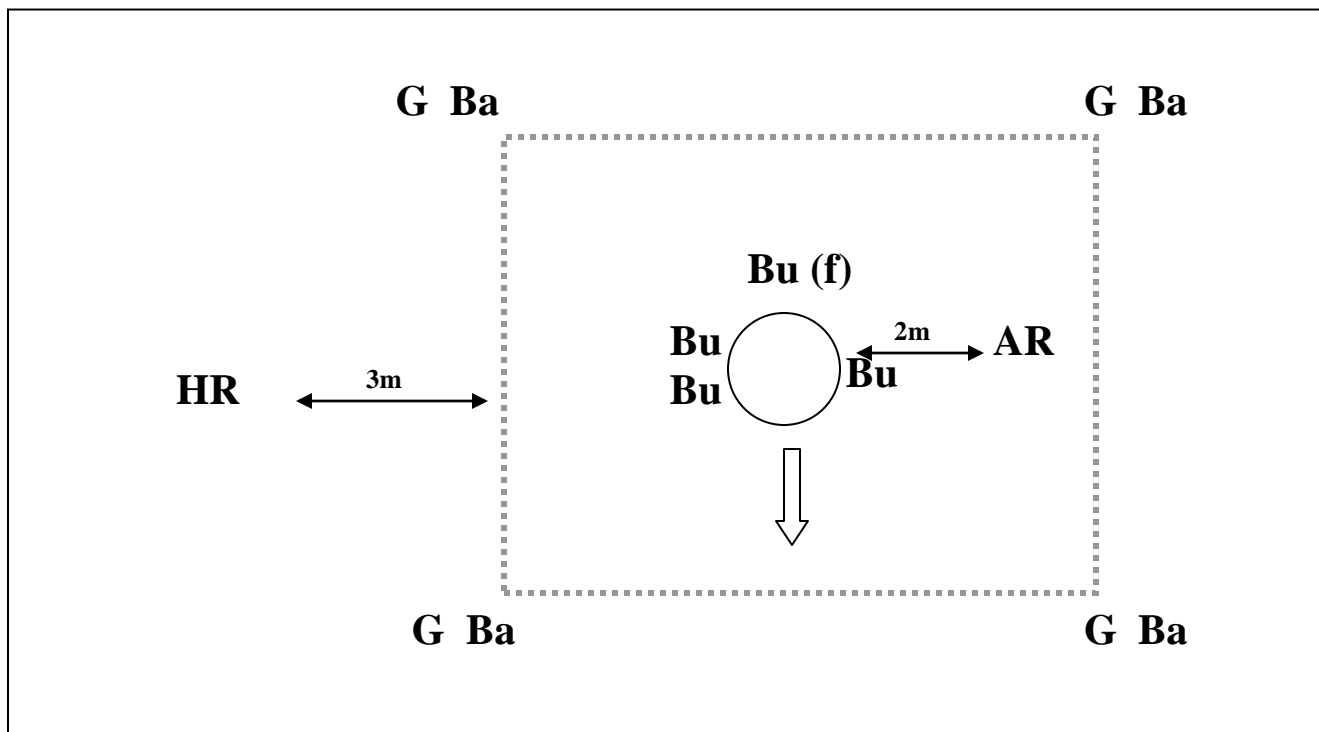
10.2.1 Intervention procedure for the head referee

- 1- He must be properly positioned (see positioning).
- 2- He authorizes the assistant with a hand sign (pointing at the ball) to whistle the hit-in.
- 3- He whistles the fault.
- 4- He signals and announces the fault identifying the team (pointing at his armbands) who committed it while facing the scorekeeper
- 5- He checks and confirms with a head motion, the score.

10.2.2 Intervention procedure for the assistant referee

- 1- He must be properly positioned (see positioning).
- 2- After the head referee gives him the signal, he whistles the hit-in.
- 3- He repeats the color.
- 4- He whistles the fault (if applicable).
- 5- He signals the fault and identifies the team who committed it (using armbands) (non verbal).
- 6- He places the ball back where it was when the fault was committed and controls the ball displacement (2 ball diameters).

Comment: See positioning



10.3 Referee procedures for Warnings

When a referee notices a situation in which a player commits a fault that deserves a warning, he has to apply the following procedure:

- 1) Whistle the fault
- 2) Signal and announce the fault facing the scorekeeper
- 3) Take a timeout
- 4) Ask the player to come up and stand in front of him
- 5) Show the card to the player who committed the fault
- 6) Register the warning on the official score sheet

A player who receives a second minor warning will also be shown a red card by the referee and will have to immediately leave the playing area.

When a referee notices a situation in which a team commits a fault that deserves a warning, he has to apply the following procedure:

- 1) Whistle the fault
- 2) Signal and announce the fault facing the scorekeeper
- 3) Take a timeout
- 4) Get in front of the team's bench and put the card on the wristband of the colour of the team who committed the fault
- 5) Register the warning on the official score sheet

10.4 Referee procedure for players' substitutions

After a fault is committed, the cell of the team who committed the fault as well as the other cells on the game are allowed to substitute their players. The team who committed the fault takes possession of the ball and the assistant referee will blow the hit-in as soon as this team has an appropriate offensive position. All this must be done in less than 10 seconds.

The priority is given to the team who committed the fault. The referee can proceed to the hit-in as soon as the team in possession has an appropriate offensive position even if the 10 seconds are not over.

On a replay, there can be no player substitutions (except for injuries).

10.5 Referee procedure for timeout

- 1) The referee will announce the beginning of the timeout with a continuous whistle, facing the scorekeeper and pointing the appropriate wristband (the one of the team demanding the timeout).
- 2) The head referee registers the timeout on the official game sheet.
- 3) After twenty (20) seconds, the assistant referee will blow the whistle to bring the teams back to the game.
- 4) Ten (10) seconds later, he blows the hit-in
- 5) If no player of the team is holding the ball after those thirty (30) seconds the referee will give a verbal warning to the team for delaying the game. If the same team does it again, this team will receive a minor warning.

Comment:

The referee doesn't have to wait for all the teams to have taken their place back on the court. When the thirty (30) seconds of the timeout are over, he must blow the hit-in. However, even if the team who has possession of the ball is ready to go before the end of the timeout, the referee must still wait the full thirty (30) seconds before whistling the hit-in.

When a timeout is requested by the referees one of the officials has to keep watching what is happening on the court at the same time. If the situation would require the referees to leave the court or to concentrate their attention elsewhere, the game supervisor (referee responsible) could assume this responsibility.

If at any time in this situation misconduct deserving a warning would happen, the supervisor can report it to the head referee who can decide to take appropriate measures.

APPENDIX A

Sportsmanship charter

Teachers, parents, coaches, athletes and all other participants are invited to adopt a sportsmanlike conduct by respecting the articles of the sportsmanship charter. Each and everyone must do his part to promote a more humane and formative sport practice.

- **To show sportsmanship**: is first and foremost to strictly observe and respect all the regulations; to try to never deliberately commit a fault;
- **To show sportsmanship**: is to respect the officials. The presence of officials or referees is essential to holding a competition. They deserve everybody's complete respect.
- **To show sportsmanship**: is to accept all the referee's decisions without ever questioning his integrity.
- **To show sportsmanship**: is to accept defeat with dignity and without spite.
- **To show sportsmanship**: is to accept victory with humility and without gloating.
- **To show sportsmanship**: is to praise your opponent's good plays and good performance.
- **To show sportsmanship**: is to refuse to cheat or use illegal means in order to win.
- **To show sportsmanship**: is to respect your opponent as an equal and to try to win by performing to the best of your ability and talent.
- **To show sportsmanship**: is to encourage your team-mates during poor play equally as during good plays.
- **To show sportsmanship**: is to remain dignified at all times, to maintain self-control, and to not indulge in physical or verbal violence.

SPORTSMANSHIP COUNTS!

APPENDIX B

These signals are the only official signals recognized by the International KIN-BALL sport Federation.

1. Start of game or period

With his arm, the referee makes 3 forward rotations at the shoulder level and then points to the bench of the starting team; the whistle is blown throughout this procedure.



2. End of period

While facing the timekeeper's table, the head referee raises his arms over his head, and with one of his hands, takes hold of his wrist; the whistle is blown throughout this procedure.



3. End of game

While facing the timekeeper's table, the head referee raises his arms over his head and claps his hands 3 times; the whistle is blown throughout this procedure.



4. Timeout

While facing the timekeeper's table, the head referee places the fingers of one hand in the middle of his other hand, at chest level, and points to the team asking for the time-out; the whistle is blown throughout this procedure.



For the first four signals, the whistle blow is continuous (one to three seconds).

5. Hit-in

The referee points to the ball with his hand and whistles two short blows.



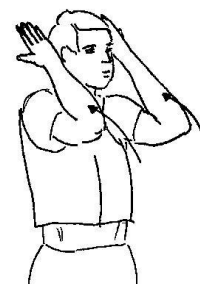
6. Replay

With his arms crossed at waist level, the referee uncrosses his arms in a single movement (twice) and points to the armband of the team that will start the replay with the ball. He whistles one blow followed by the replay.



7. Out of bounds

The referee whistles only once. He bends his elbows while bringing his palms back behind his shoulders and then points to the armband of the team at fault.



8. Too many players on the playing area

The referee whistles one blow, advance an arm in front of him with his five fingers outstretched and then points to the armband of the team at fault.



9. Illegal Defense

The referee whistles only one blow, advances an arm in front of him by presenting three fingers and then points to the armband of the team at fault.



10. One player not touching the ball (missing one contact)

The referee whistles one blow. He points an index finger upward and, in one single movement, he stretches out his arm forward and bends it up again. Then he points to the armband of the team at fault.



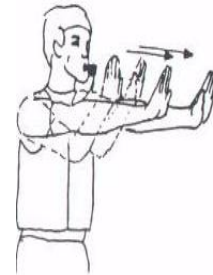
11. Confusion in the name (designation fault)

The referee whistles one blow. He stretches out his arm forward, then opens and closes his hand quickly. At the same time, he puts his other hand to his ear and then points to the armband of the team at fault.



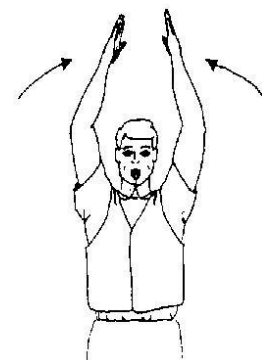
12. Same player hit twice

The referee whistles one blow, he extends his forearms forward and he flexes them twice while his hands are fully opened; with one hand, he points to the armband of the team at fault.



13. Throw too Short

The referee whistles one quick blow as he extends his arms along the sides of his body; bringing his arms over his head with palms facing each other but not touching, he uses one hand to point to the armband of the team at fault.



14. Downward angle hit

The referee whistles one short blow; as he takes one step forward, he points his arms energetically towards the ground and points to the armband of the team at fault.



15. Ball dropped

The referee whistles one short blow and rubs one hand on top of the other (palms together) and then points to the armband of the team at fault.



16. Time fault

The referee whistles one short blow and brings his arm at shoulder level to point to the watch on his wrist with one hand, and then he points to the armband of the offending team.



17. Walking

The referee whistles one short blow and with his forearms bent, he rotates one on top of the other; then with one hand, he points to the armband of the team at fault.



18.

a) Involuntary obstruction between two players

Use the replay signal in #6.

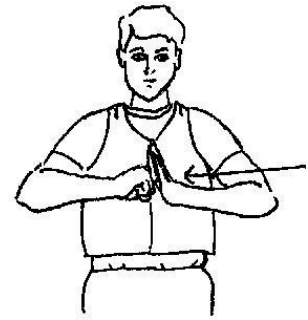
b) Involuntary obstruction between a player and the ball

Use the replay signal in #6.



c) Voluntary obstruction between two players

The referee whistles only one blow. One arm is parallel to the ground, elbow bent and hand closed in a fist in front of the chest. The other arm is perpendicular to the ground, open hand. The palm of the hand comes to join the fist. It points to the arm-band of the team at fault with one hand. This fault involves a minor warning for the player at fault.



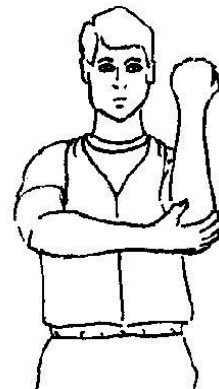
d) Voluntary obstruction between a player and the ball

The referee whistles one short blow. He places both his hands on his hips, and points to the armband of the team at fault. This fault leads into a minor warning to the player who committed the fault.



e) Unsportsmanlike conduct

The referee whistles only one blow. An arm bent, perpendicular to the ground in front of the chest and hand closed in an upwards fist. The other hand comes to take the front of the elbow. It then points to the arm-band of the team at fault with one hand. This fault involves a minor warning for the player at fault.



f) Derogatory word(s) or an action with the intent to injure someone.

The referee whistles one short blow. He hits the front of his shoulder with his fist and points to the armband of the team at fault. This fault leads into a major warning to the player who committed the fault.



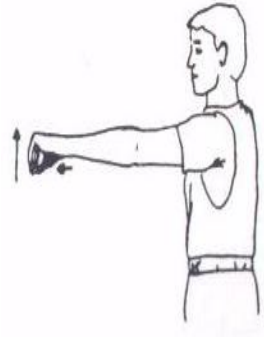
19. Illegal hit

The referee whistles one short blow. He crosses his forearms over his chest, fists clenched and pointing upward, and then he points to the armband of the team at fault.



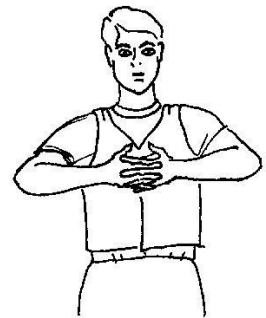
20. Ball held by the fabric or by the opening

The referee whistles one short blow. With his hand, he makes a gesture of picking up an object while opening and closing his hand; he then points to the armband of the team at fault.



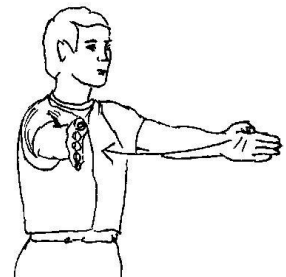
21. Trapping the ball

The referee whistles one short blow. He circles his arms in front of him and interlaces his fingers; then he points the armband of the team at fault.



22. Illegal displacement of the ball

The referee whistles only one blow. Two arms extended parallel to the ground in front of the chest. The palms are closed, one arm remains fixed and the other arm moves away parallel to the ground, it then points to the arm-band of the team at fault with one hand.



23. Players' substitution

No whistle blow. With both hands over his head, palms facing each other, he makes a lateral front-back flexion of the hands.



Appendix C

Allocation of accumulated points

Following the 3 out of 7 formula described at point 7.17 here are the details and some examples of how the ranking points will be attributed at the end of the game.

Period:

After each period, one point is given to the team who won it.

Game:

At the end of the game, 18 points are divided between the three teams according to the following:

First position gets 10 points
Second position gets 6 points
Third position gets 2 points

Sportsmanship Points:

According to this table, each team gets an amount of sportsmanship point depending on if they did receive or not warnings during the game.

Number of warnings during a game	Total sportsmanship points
0	5
1	4
2	1
3	0
4	0

Examples

Here are some examples of games with the points that would be attributed to each team:

EXAMPLE #1

	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6	Period 7	Tie break
TEAM A	12	8	10(5)	12(5-4)	10	10	12	-
TEAM B	10	10	10(3)	12(2)	14	12(5)	10	5
TEAM C	10	12	8	12(5-5)	10	12(1)	10	3

No warnings were given in this game

TEAM A will get 10 points for the 1st place + 3 points for periods + 5 points for sportsmanship for a total of 18 points

TEAM B will get 6 points for the 2nd place + 2 points for periods + 5 points for sportsmanship for a total of 13 points

TEAM C will get 2 points for the 3rd place + 2 points for periods + 5 points for sportsmanship for a total of 9 points

EXAMPLE #2

	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6	Period 7	Tie break
TEAM A	10	12(5-3)	14	12	-	-	-	-
TEAM B	12	12(5-5)	12	14(5)	-	-	-	-
TEAM C	10	12(4)	10	14(2)	-	-	-	-

TEAM A received 1 minor warning

TEAM B received 1 major warning

TEAM C received 0 warning

TEAM A will get 6 points for the 2nd place + 1 point for period + 4 points for sportsmanship for a total of 11 points

TEAM B will get 10 points for the 1st place + 3 points for periods + 1 point for sportsmanship for a total of 14 points

TEAM C will get 2 points for the 3rd place + 0 point for periods + 5 points for sportsmanship for a total of 7 points

Tie Break

If after playing all the preliminary games two teams or more have the same amount of ranking points, here are the criterion that will determine who finishes in front of the other team:

- 1st Amount of first places won. If the teams have the same amount;
- 2nd Amount of second places won. If the teams have the same amount;
- 3rd Amount of Fair-Play ranking points. If the teams have the same amount;
- 4th Amount of ranking points in the game(s) where the teams played against each other. If the teams have the same amount;
- 5th Total amount of won periods. If the teams have the same amount;
- 6th Amount of periods won by each teams during the game(s) they played one against the other. If teams have the same amount;
- 7th Total amount of lost periods during preliminaries. If the teams have the same amount;
- 8th The IKBK will determine if it is appropriate to run a 5 points period or to play a complete game.

Appendix D

Rules related to the participation in international events

Rules related to the participation of a country

A country will not be allowed to participate in an international event if not a member of the IKBF. To be considered a member, the affiliation document must have been sent and approved and the affiliation fee must have been paid at least a month before the event.

Exception:

A country can request to participate to an international event even if not a member of the IKBF. This written request must be sent at least three months before the event.

The IKBF will be looking at the state of development of the country as well as the history behind the federation to take a decision.

Rules related to members of participating teams

A player can participate in an international event in the Senior Category if aged of 16 years old and over on the day of the first games of the competition.

Exception:

A 15 years old player will be allowed to participate to an international event in the Senior Category if its National Federation has obtained derogation. To get this derogation the National Federation has to send a written request and support it with the following documents:

- Written authorization from the holders of the parental authority mentioning that they understand the inherent risks for their children to play in the Senior Category.
- A pedigree of the player including measurements such as height and weight as well as its experience in Kin-Ball competition.
- A picture of the player

Following the reception of the document, the IKBF will study it and determine if it's safe and desirable to allow the player to participate in the event or not. The IKBF will also include the laws of the hosting country in the process leading to the decision.

A player can only represent the country for which he or she has nationality or where he or she has been living continuously for 6 months or more.