



ROCKET BALL

RULE BOOK

THE LAWS OF ROCKETBALL



Rocket Ball Federation of India

Reg No : 116/2022

OFFICIAL PLAYING GAME BASIC RULE BOOK IN ENGLISH (C)

Written on behalf of the Rocket Ball by

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CHAPTER - I

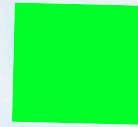
LAW OF CLOTHING



Logo Area

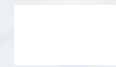


Jersey Number



Game Name

MEN & WOMEN



Advertisement Area



Player Name



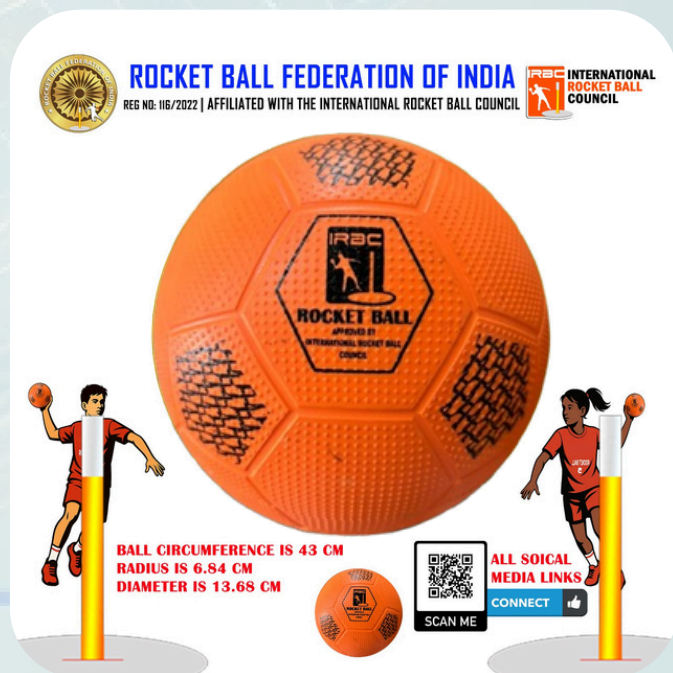
Team Name

- The players are allowed have only two digits numbers on t-shirt eg: 1-99
- Same number should not be repeated and not allowed in same team

FACILITIES & EQUIPMENT'S

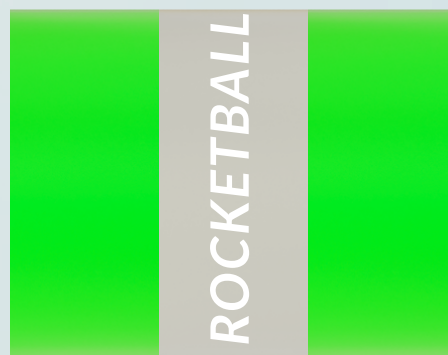
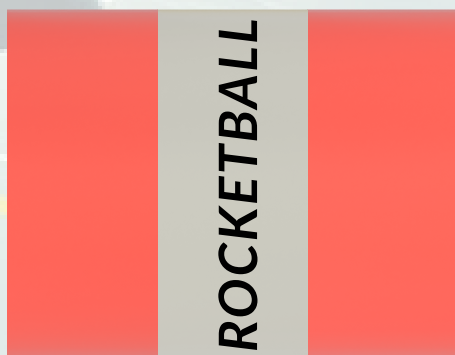
Ball keg

The equipment is used to check the shape of the ball and the pressure. on the equipment, the Rocket ball should be placed inside the hole. it should not be moved comfortably, the edges should be covered the hole.it is consider as playable ball.



ARM BAND:

It is very important equipment used to denote the player is out or active player on the play field. It must be used during the play.it should be removed when the player gets out.Red and Green color is used in band.



Law of Wrist Band

- The toss winning team will have the chance of selecting the colour of the wrist band.
- Both team player should wear the wrist band before the match starts . Each team will have either red or green color wrist band.
- If the player is out then he/she should remove the band and table officials will collect the wrist band.
- And the out player will also have one minute suspension.

FACILITIES & EQUIPMENT'S

GOAL POST

GOAL POST IS MADE UP OF IRON METAL WITH THE CIRCUMFERENCE OF 24 CM . ROCKET BALL GOAL POST IS THE HEIGHT OF 7 FEET ABOVE THE SURFACE. GOAL POST DIVIED BY TWO PARTITION. ONE IS YELLOW (5.5 FEET) AND WHITE (1.5 FEET).POST SHOULD BE IMPLANTED BELOW THE GROUND MINIMUM OF 1 FEET

1) YELLOW UN POINT AREA

GOAL POST YELLOW UN POINT AREA SIZE IS 5.5 FEET. IF A PLAYER HIT THE BALL IN YELLOW UN POINTAREA MEANS THE BALL IS HAND OVER TO OPPOSITE TEAM CENTER LINE PLAYER.

2) WHITE POINT AREA

GOAL POST WHITE POINT AREA SIZE IS 1.5 FEET. IF A PLAYER HIT THE BALL IN WHITE POINT AREA MEANS THROWER GET CHANCE TO MAKE A POINT.

3) 3 METER C CIRCLE

IN ROCKET BALL, THE 3-METER C CIRCLE IS A CRUCIAL ELEMENT OF THE GAME, SERVING AS THE RESTRICTED AREA FOR BOTH TEAMS. HERE ARE THE SPECIFIC RULES REGARDING THE C CIRCLE, EMPHASIZING THE ABSENCE OF A GOALKEEPER

1. SHOOTING RESTRICTIONS
2. DEFENSIVE RESTRICTIONS

SHOOTING RESTRICTIONS

OFFENSIVE PLAYERS ARE NOT ALLOWED TO SHOOT THE BALL WHILE STANDING INSIDE THE C CIRCLE. PLAYERS MUST TAKE THEIR SHOTS FROM OUTSIDE THE C CIRCLE TO ATTEMPT A GOAL.

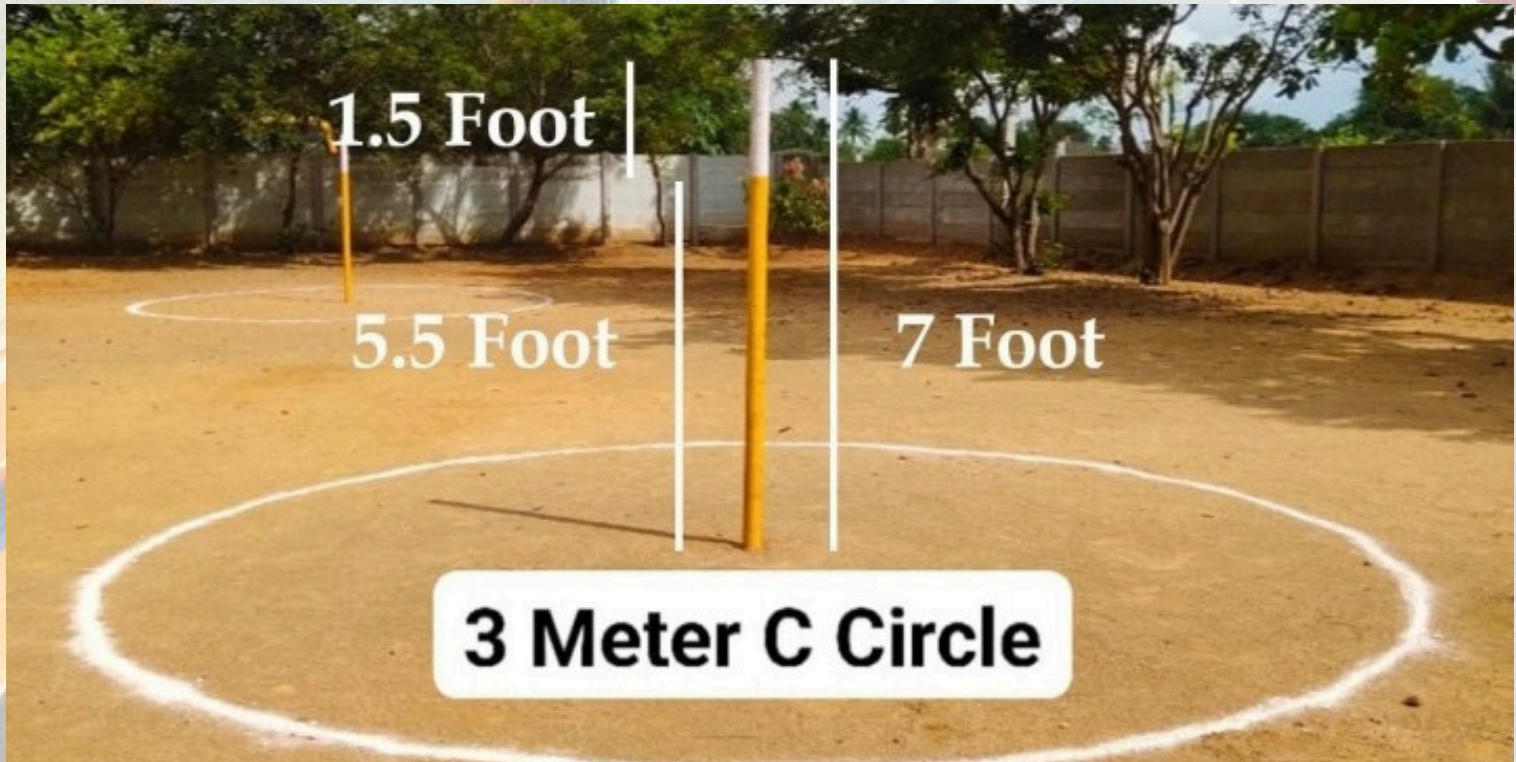
DEFENSIVE RESTRICTIONS

DEFENSIVE PLAYERS ARE PROHIBITED FROM ENTERING THE C CIRCLE TO BLOCK OR PROTECT THE GOALPOST (WHILE THE OPPONENT IS ATTEMPTING A GOAL). IN THIS SITUATION, THE REFEREE WILL SHOW THE FREE THROW SIGNAL, AND THE OPPOSING TEAM IS AWARDED A FREE THROW.

ARM BAND:

IT IS VERY IMPORTANT EQUIPMENT USED TO DENOTE THE PLAYER IS OUT OR ACTIVE PLAYER ON THE PLAY FIELD. IT MUST BE USED DURING THE PLAY.IT SHOULD BE REMOVED WHEN THE PLAYER GETS OUT.

FACILITIES & EQUIPMENT'S



Play field Specifications

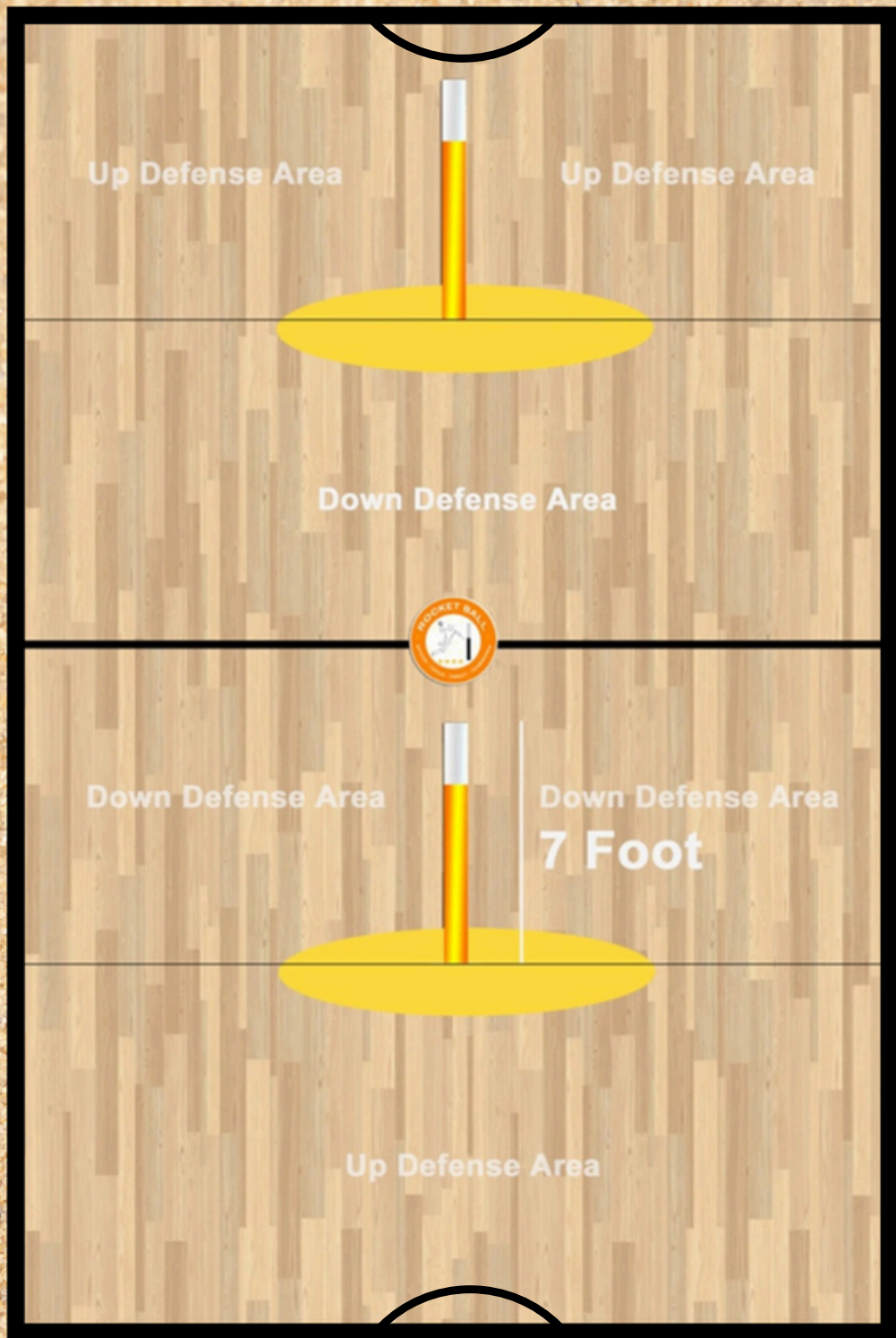
- The Rocket Ball playing court is 40m long and 20m wide.
- The playing court of 40m Length is divided in to two portions of 20 meters.
- The first 20 meters are called F20, and the Second 20 meters are called S20.
- F20 playing court is divided into two portions of 10 Meters.
- Top 10 Meter is Up Defence Area (UDA) and Down 10 Meter is Down Defence Area (DDA).
- Goal Post is Fixed to center of F20 Playing Area. Same should be followed to S20 also.

20 meter
End line



Substitution
table &
Coach zone

40 meter
Side line



5m

2m

5m

Substitution
table &
Coach zone

3 meter

3 meter

FACILITIES & EQUIPMENT'S

Ball

- The Rocket Ball is a round ball, made from rubber material and PVC .
- The surface must not be shiny or slippery, since the players need to throw the ball with one hand.
- The size of the ball is a circumference of 43cm
- Weight 130-150gms
- Ball has the color of orange and black

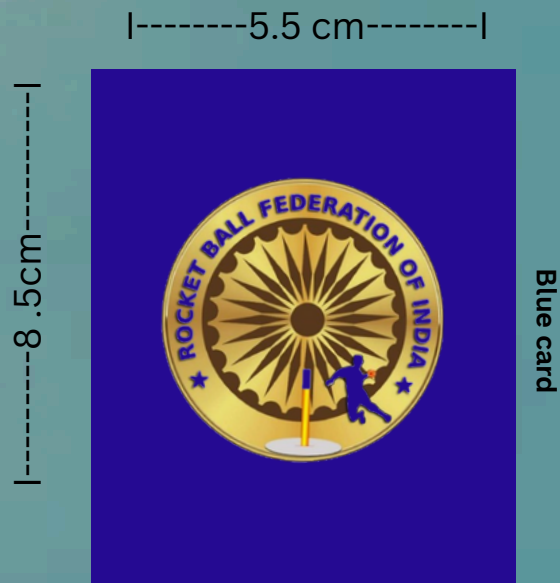
Play field surface

- Wooden surface, Cement surface ,bounceable grass surface, mud surface.

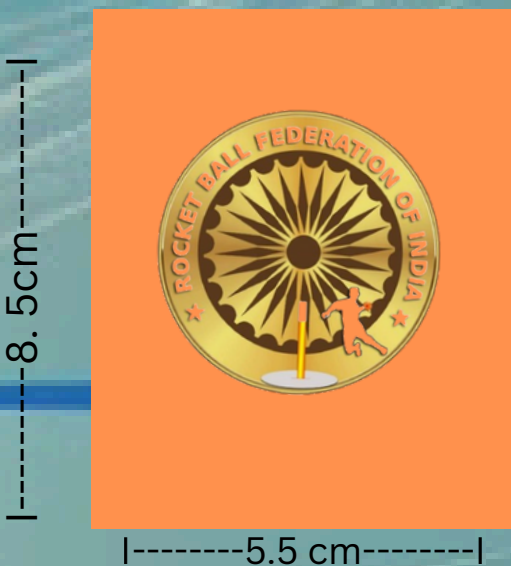
CARDS



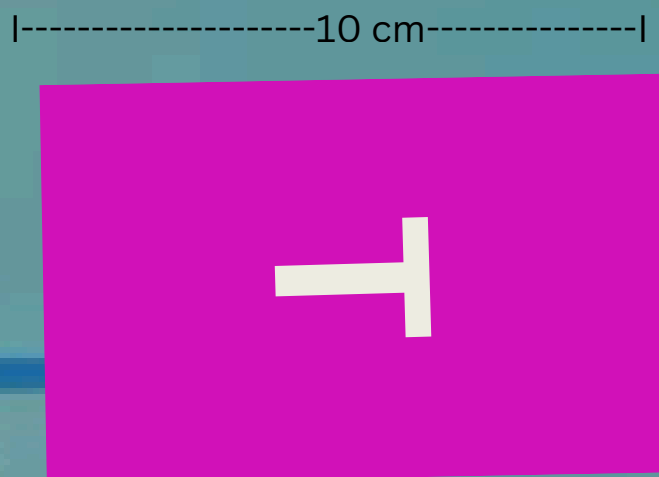
Yellow card



Blue card



Orange card



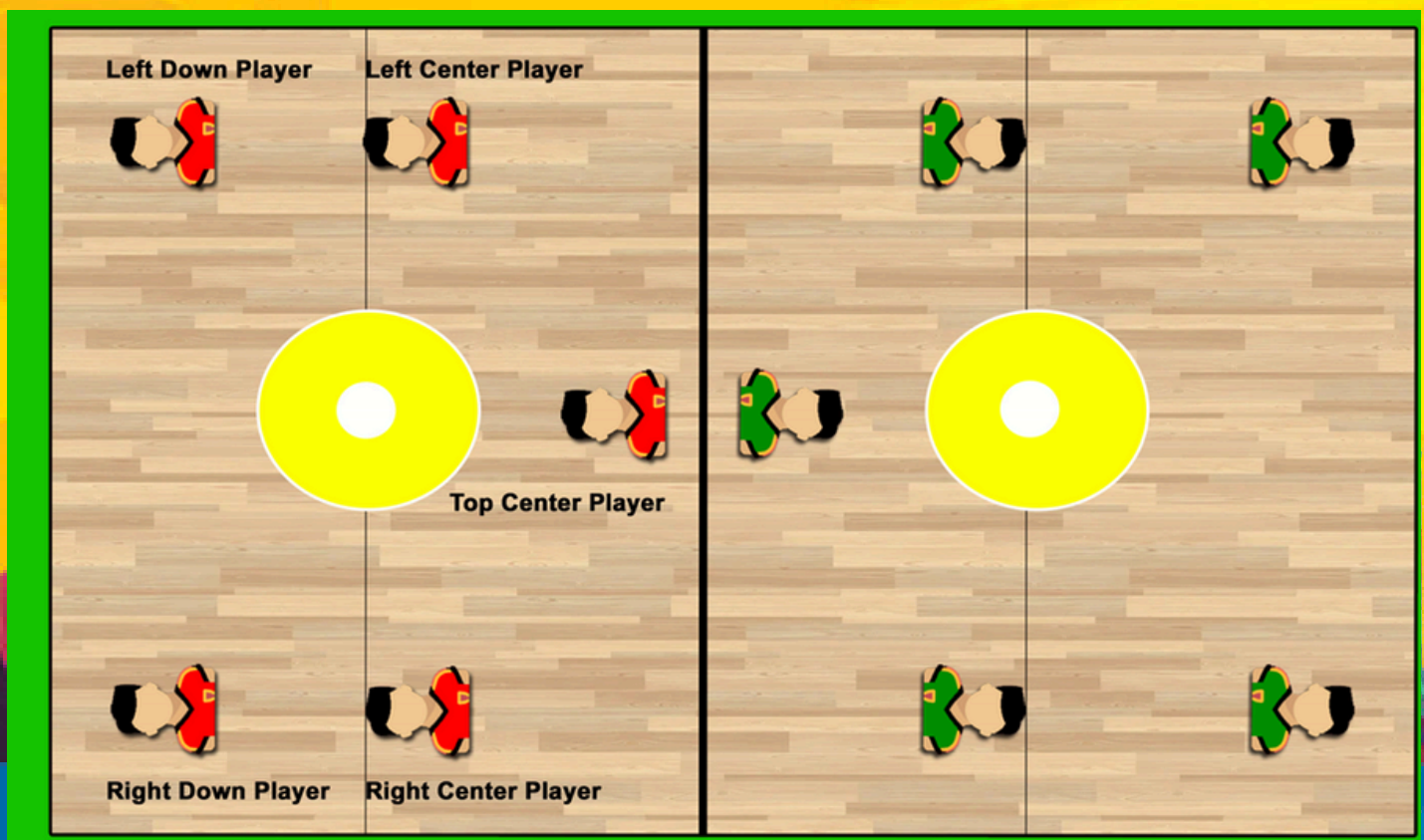
Time-out card

CHAPTER - III

PARTICIPANTS & PLAYING FORMAT

Players

- EACH TEAM HAS TOTAL OF 10 PLAYERS INCLUDING 1 CAPTAIN AND 1 VICE CAPTAIN.
 - THE MAIN PLAY INVOLVES THE USE OF 5 PLAYERS.
 - THE REMAINING 5 PLAYERS ARE UTILIZED AS SUBSTITUTES.
 - THE PLAYER CAN BE CALLED AS LISTED BELOW DEPENDING ON THE AREA WHERE THEY ARE PLAYING.
 - IT IS NECESSARY TO HAVE A MINIMUM OF 8 PLAYERS PRESENT BEFORE THE GAME.
- 1) TOP CENTER PLAYER (TCP)
 - 2) LEFT CENTER PLAYER (LCP)
 - 3) RIGHT CENTER PLAYER (RCP)
 - 4) LEFT DOWN PLAYER (LDP)
 - 5) RIGHT DOWN PLAYER (RDP)



PARTICIPANTS & PLAYING FORMAT

Officials

- Total officials: 7
- Scorer - 1
- Time Keeper - 1
- Line In Referee - 2
- Line Out Referee - 2
- Chief Referee-1

Game Time

- The game's Rocket ball has a duration of 30 minutes. (15*2)
- The first half takes 15 minutes and the second half takes 15 minutes.
- There is always a 5-minute break between two half-hour sessions.
- The two times out are given to a single team.
- The duration of the time out is one minute.
- 1st time out should be taken on 1st half of the play, it can't be Carry on to the 2nd half.

Participant law

- [law 1.1]It is necessary to have a minimum of 8 players present before the game. The game commences with the jump-ball technique.
- [law 1.2]The jump ball technique allows players to catch the ball directly when it's thrown by officials. Or else the player can tap, and the same team player can gather the ball with one bounce. If the ball drops on the second bounce without any contact from any player, any team member can pick it up and carry on playing.

Law of passing

- [law 1.3]The ball should be passed by the player with a single bounce to another player on the same team. If the ball gets double bounced, it is considered as double bounce foul.
- [law 1.4] During the one Bounce pass, the player should not receive the ball with contact of the leg or below the hip.
- If you are blocked by players within a 3 meter radius, the passer can raise their hand by closing their fingers and the other players must move out of the 3 meter radius.
- If the ball is reflected by hitting the upper body of the player while passing, they should not move or gather it. It will be considered as moving foul.

- [law 1.5] Players are not allowed to pass the ball by tapping or dribbling. While passing the opponent player can receive the ball directly With or without pitching.
- [law 1.6] While passing both the legs of the players should be in contact with the playfield.
- [law 1.7] The ball should be bounced within the distance of 3 m of the passing radius.
- [law 1.8]The same team player should maintain a distance of 3 feet.

Law of Receiving

- [law 1.9]The ball must be received by the same team player with a single bounce.
- [law 1.10]Once the player receives the ball, the receiver's legs should not be moved or lifted from the playfield,their heel or the toe should be in contact with the ground.
- [law 1.11]Players are supposed to move after the ball is released from the hand.
- [law 1.12]The receiver can hold the ball maximum of 6 seconds.
- [law 1.13]It is possible for the player to bounce and catch the ball three times on the ground.

- [law 1.14] If the player is uncontrolled position and receives the ball sliding may happen in the situation. The player are not to be supposed to lift their leg while in a stationary position.
- [law 1.15] If the ball hits the receiver's body, the same team player should not receive it directly. They can receive with a single bounce.

Law of shoot and hit

- [law 1.16] While shooting the players both legs should be contacted on the ground.
- [law 1.17] After shooting, the player should not be supposed to enter the circle or touch the circle line.
- [law 1.18] While shooting, if the player gets into the shooting position, the other player should not hit, tap, push, Or pull the shooter if it happens, then the free shoot is given.
- [law 1.19] 3 feet distance should be maintained.
- [law 1.20] Player should not hit the ball on unpoint area.



Law of tide break.

- [law 1.20]If the match gets tied with equal points, extra 5 minutes time will be given to get the result. Again, if the match ties each team will get the chances of four shoots. The highest scoring team will be considered as winner. During this time opponent should stand on the down defence area.
- If again match tied, 2 shoots will be given for both teams. The highest scoring team will be considered as winner.
- If the tie persists in both shoots, a Rocket shoot will be given to the team that won the Toss.
- Name of the shooter should be given before shooting. Same shooter should not be allowed to shoot again. The Rocket shooter is prohibited from shooting in 4 shoot and 2 shoots of tie.

Law of substitution

- The substitution change should be done 5 meters away from the center line .
- Active player should come outside totally from play field and than substitute player should enter into the play field.
- Substitutions cannot be used to replace players, those who are already out.

Law of warning cards

Yellow card .

- This card will be given during vulgar speech on the ground, charging the opponent players, interpreting the officials and wrong substitution.

Blue card

- This is the second warning for the players who has yellow card. If this blue card is given that player will be considered as technically out.

Orange card

- If this continues again and again that player will get disqualified from the game. The committee will take the decision depend on their activities and actions.

Time delay

- Time delay due improper co- operation on starting the match. Captain and coacher will get the cards based on thier action

Laws of interpretation:

If it rained during the match play

- Situation 1: if the rain stops within 1 hour, the match can be continued with the same points and the same duration when the match stop.
- Situation 2: If the rain continued for more than one hour then stop the match. Once rain over, depends on the ground conditions the match can be started from beginning.
- If the animals were crossed during the play. The ball should be restarted where it is stopped.
- If the ball is punctured while hitting the post. The free shot is given.
- If there are light failures due to climate and the player appeals, the match will have to be restarted the next day from the beginning on an outdoor field.
- If the lights fail in the indoor stadium for more than one hour, and when the lights are ready, the match can be restarted as per the technical committee's decision. If the lights are ready with in one hour the match can be restarted with the same points where the match stops.

Rocket ball have below type of points

1) 4 Points (UDA)

IF THE PLAYER IS SHOOTING THE BALL FROM THE UPPER DEFENSE AREA AND CONSIDER THE BALL IS HITTING THE WHITE POINT AREA OPPONENT TEAM'S GOAL POST. WHEN THE BALL IS RETURNING IF THE BALL IS CAUGHT BY THE SAME TEAM THAT TEAM WILL GET 4 POINTS.

2) 2 Points (UDA)

IF THE PLAYER IS SHOOTING THE BALL FROM THE UPPER DEFENSE AREA AND CONSIDER THE BALL IS HITTING THE WHITE POINT AREA OF THE OPPONENT TEAM'S GOAL POST AND THE BALL CAN HIT ANY WHERE ON THE GROUND OUTSIDE THE 3METER CIRCLE. IN THIS CASE THAT TEAM CAN GET 2 POINTS.

3) 2 Points (DDA)

IF THE PLAYER IS SHOOTING THE BALL FROM THE DOWN DEFENSE AREA AND CONSIDER THE BALL IS HITTING THE WHITE POINT AREA OF THE OPPONENT TEAM'S GOAL POST. WHEN THE BALL IS RETURNING IF THE BALL IS CAUGHT BY THE SAME TEAM THAT TEAM WILL GET 2 POINTS

4) 1 POINTS (DDA)

IF THE PLAYER IS SHOOTING THE BALL FROM THE DOWN DEFENSE AREA AND CONSIDER THE BALL IS HITTING THE WHITE POINT AREA OF THE OPPONENT TEAM'S GOAL POST AND THE BALL CAN HIT ANYWHERE ON THE GROUND OUTSIDE THE 3METER CIRCLE. IN THIS CASE THAT TEAM CAN GET 1 POINT.

5) 5 Points (UDA)

- IF THE PLAYER IS SHOOTING THE BALL FROM THE UP DEFENSE AREA AND CONSIDER THE BALL IS HITTING THE WHITE POINT AREA OF THE OPPONENT TEAM'S GOAL POST AND THE BALL RETURN AND HIT ANYWHERE ON OUTSIDE OF THE GROUND DIRECTLY .THEN THAT TEAM WILL GET 5 POINTS.

6) CREDIT POINTS

- IF ANY ONE OF THE TEAM HAS LOST ALL WICKETS, THEN OPPONENT TEAM WILL GET CREDIT POINT BASED ON THE BALANCE WICKETS IN HAND.
- IF THE OPPONENT TEAM LOST ALL WICKETS BEFORE SEVEN AND HALF MINUTES CREDIT POINT WILL BE GIVEN TO THAT TEAM.
- IF IT HAPPENS AFTER SEVEN AND HALF MINUTES BONUS POINT WILL BE GIVEN(CREDIT POINT = 2 / BONUS POINT = 1) .

CHAPTER - IV

Law of officials

- Official should not do favour to any team.
- Official are not allowed to be coach or team manager while appointed as official.
- On field official are not allowed to use electronic gadget except digital watch.
- Official should follow rules of game.
- Officials should not be blood relationship, if technical committee permit they can do their official.
- Officials must prioritize player safety by monitoring for dangerous play, stopping the game when necessary to address injuries, and sanctioning aggressive or reckless behavior.
- During the play time, if the field official gives two different signals, the decision will go to the chief official.

Duties of officials

Before the match

- To check the ground surface.
- To check the Post.
- To check the ball's air pressure & weight.
- To check the equipment
- To check the table equipment like sports watch score sheets, fix timeout card warning card.
- To Check the climate
- To check the Jersey cloth
- To check the place reliability
- To check the medical equipment
- To check the player's ornaments.
- To check the nails
- To check the drugs
- To test the ball bounce.
- To check their Player t-shirt name
- To check the two teams were in different colors

Duties during the match (One line in refer)

Toss

- To call both the team captains give a handshake. And greet them with the words that "all the best" referee should hide the coin beside them and exchange a coin and show both hands to the captain by closing the captain should choose a hand. The winner in a team captain can call the toss.
- The captain should choose after the toss. The winning team captain should choose a goalpost. This toss is also used for the tie breakers situation.
- To watch the fouls during the playtime.
- It includes double-bounce fouls, contact fouls, throwing on a 3-meter circle, bouncing the ball more than 3 meter distance, 6 seconds foul, 4 consecutive passes, ball out foul, shooting points, warning cards, to start the play and restart the play, footfault, Move, charging the player, violation, breaking of rules.

Duties of line out referee.

- To check the foot of the players while shooting.
- To check the players, whether they are running inside the circle following the players playing near the circle.

Duties of timers

- The timer has full responsibility for the time of play when to stop and when to start .
- The timer has to start the time when the match starts. After the hearing officials whistle sound on jumb ball.
- And off or pause the time . if the ball goes out of the court, then the timer should stop the time after the game restarts, then the time should start the time.
- The timer has the responsibility of time control by giving the time out during the play.

Duties of the scores

- To note the score to get the signature from the official's captains and check the substitution .

Duties after the match

- To make both the team's players handshake, and to report the score sheets to the referee. And to organize a Referees meeting.

Termination law of officials

- if it is confirmed with the proper evidence, one black mark will be given to that official. Officials who got one blackmark, he is not allowed to do officials in that tournament. But he can do table duty (Ex. Timer, scores)
- Black mark 2 , if same official done favour and unfair duties on next tournament. The balck mark 2 is given.if it happens national referee grade will be degraded by technical committe.
- Black mark 3,if same scenario happens again ,than official will be terminated.

Referee signals



The referee gives this signal when two players from the same team make more than three continuous passes between themselves without attempting a shot.

3 Consecutive pass



This signal is used when a player taps or deflects the ball instead of cleanly catching it while passing or receiving .

Taping Foul



This signal is given when both the first half and second half have completed

Match done



This signal is used when the ball bounces more than once before being caught by a player.

Double bounce



This signal is used at the end of the first 15 minutes of play to indicate the completion of the first half in match.

Half Time



This signal is used when a player scores a point by shooting from the down defensive area.

1 point



This signal is used when a player scores a point by shooting from the up defense area , and when a shot from the down defensive area is legally caught by the same player or same teammate .

2 points



This signal is used when a player shoots Rocketball hits the post and ball went out of the ground

5 points



Referee signals



This signal is used when the Rocketball hits/touches a player's leg during active play.

Leg foul



This signal is used when a player shoots from the up defense area and the ball is legally caught by the same teammate

4 points



The referee gives this signal when a player shoots the ball on unpointed (yellow) area of the Rocketball post

Low ball



This signal is used when a player takes steps, walks, runs, or moves the feet after receiving or holding the ball during play

Moving foul



The referee gives this signal when a shot is properly executed and the goal is confirmed

Goal



The referee gives this signal when a defensive player fails to maintain a minimum three-foot free space from the offensive player holding the ball.

3 Feet



The referee gives this signal when a player enters or crosses the 3-meter circle line. and also used when a team commits an Advance Move violation during the restart of play

Penalty



The referee gives this signal when a player bounces the ball beyond the 3-meter limit .

Long pass

Referee signals



This signal is used when a player lifts one or both legs while holding the Rocketball during passing or shooting



Leg raise



This signal is used when a team officially requests a time-out during the match



Time out



The referee gives this signal when a player shoots the ball and an opponent player catches the ball legally without any foul or violation. A clean, legal catch by the opposing team results in the shooter being declared out (Wicket Out)



Wicket [out]



The referee gives this signal when four players of a team are declared Wicket Out. Since a team consists of five players, once four players are out, the entire team is declared Team Out and cannot continue play.



Team out



The referee gives this signal when a player holds the ball for more than six seconds without attempting a pass or a shoot



Ball holding



The referee gives this signal when the ball crosses the boundary line of rocketball court either after a bounce, pass, or touch



Line foul



This signal is used in the restart situation where the defensive player crosses the half court or enters the playing area before the referee's whistle.



Advance move



This signal is used when the ball lands inside the 3-metre circle after a shoot .



Down ball

Updated rule of 2026

1 Minutes Suspension

- If the player gets out the one minute suspension is given the 1 minute suspension is not taken from running time it is taken from plane time
- If the player gets yellow card then the one i min suspension is given

Advanced move

If the red team gets a point. Then restart will be done by be green team from the s-point. Then the red team should get back to their position, which mean they should stand were they starting place before the umpires whistle or signal they should not enter into the green team court. if it is done the penalty is given.

case one penalty

On the situation two green team player and two ret team player should stand for penalty other place should stand beyond the half court . The green team player can take over the penalty after the referee is whistle The Other players can enter into the half Court or penalty Court case to if the player cross the half quote line before the referee signals or whistle.

then Case two penalties given on this only one player from Green team and one player from red teams are allowed for the penalty shoot if it is done again then the one minute suspension is given for the advance moved player.

Officials Page

Match won by _____ team against _____ team with
the points _____/_____

Manager(w):

Captain :

Inline official 1 :



Chief official:

Manager(l):

Captain :

Inline official 2 :

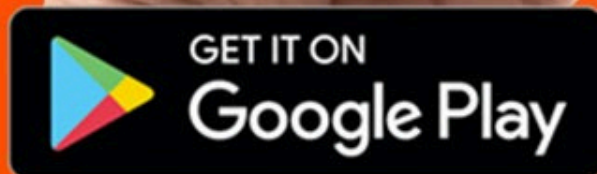


Seal



ROCKET BALL FEDERATION OF INDIA

REG NO : 116/2022



Laws of Rocket Ball
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