

SPORTS FEDERATION OF JORKYBALL®

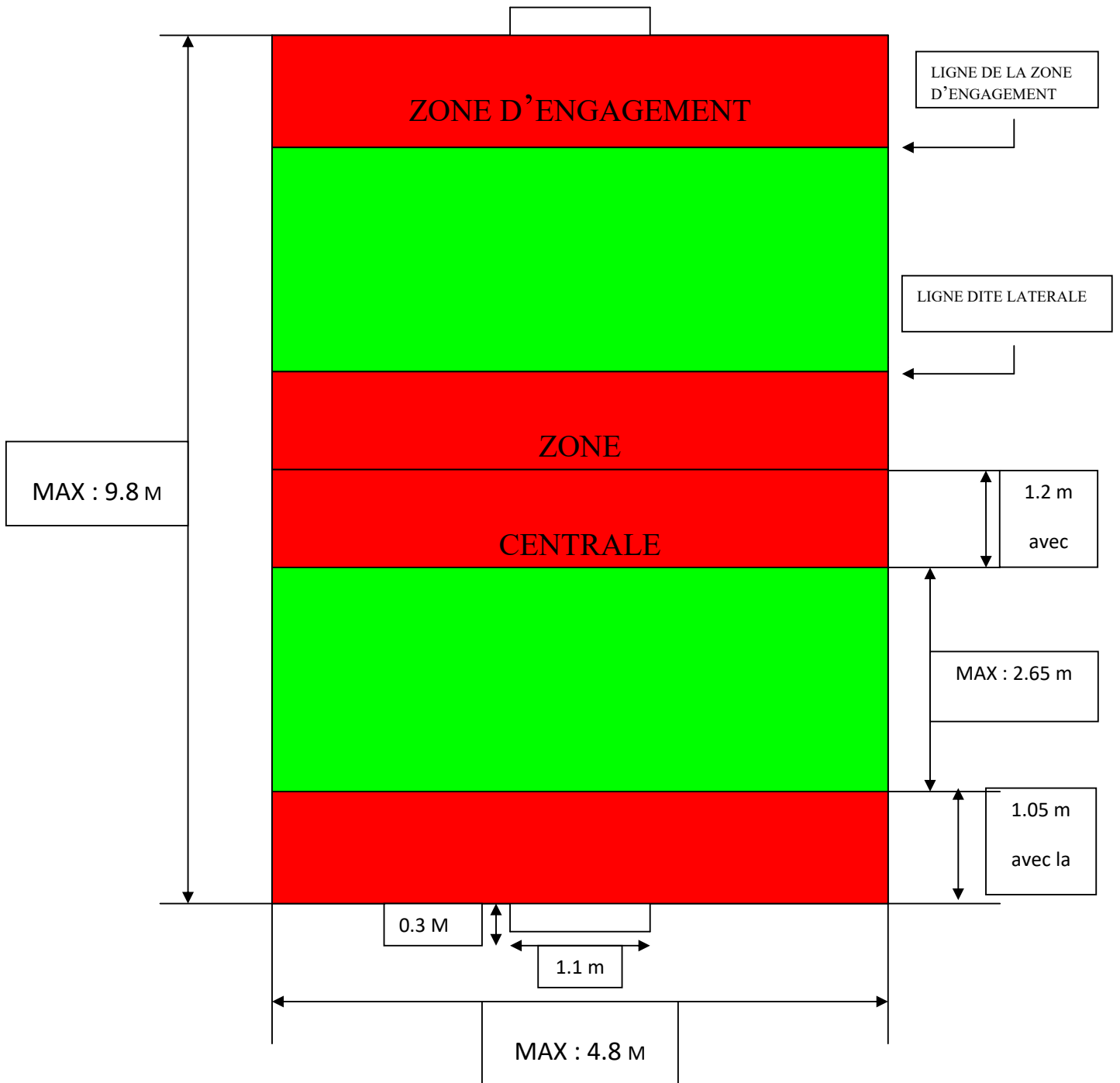
OFFICIAL RULES

SEPTEMBER 2001

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LAW I

The Field



1. Dimensions

The playing field is a parallelepiped consisting of four walls (two front and two side walls) that define the perimeter, a ceiling net, synthetic turf with markings, and two goals carved into each front wall.

The field must have the following dimensions:

- Length: Maximum 9.80m; Minimum 9.50m
- Width: Maximum 4.80m; Minimum 4.50m
- Height: Maximum 3.10m; Minimum 2.70m

2. The Goals

Goals are embedded at the base of each of the two front walls defining the shorter sides of the field.

A net fixed behind the court collects the ball in each goal.

It must be placed to avoid obstructing players.

The goals are square-shaped with 1.10m sides.

3. Markings

The playing field is marked with visible lines, as illustrated in the above diagram.

- A continuous straight line, 10 cm wide, called the centerline, runs from one side wall to the other, dividing the field into two equal halves.
- Within each half, two additional lines, 5 cm wide, run from one side wall to the other:
 - One line is placed 1.10m from the centerline.
 - The other is placed 1m from the front wall containing the goal.
- A free-kick point is located at the center of the centerline.
- Penalty points are located at the center of the lateral lines.

The playing lines belong to the red zones.

4. Kickoff Zone

Kickoff zones are located in front of each goal and measure 1.05m in length across the entire width.

5. Lighting

Article 1 - Lighting Regulations for Jorkyball Courts:

Lighting installations must:

- Allow the game to proceed normally.
- Provide players with excellent visibility.
- Enable referees to monitor game actions and coordinate with line judges.
- Ensure spectators have a clear view.

The quality of lighting is characterized by:

- Horizontal and vertical illumination levels.
- Uniformity of these illuminations.
- The level of glare caused by light sources.
- The visual appearance of the field (brightness of the playing area).

Article 2 - Horizontal Illumination Levels:

The average horizontal illumination level to be considered is the arithmetic mean of the values measured at ground level at specified points (to be determined) on the standard field layout annexed to these regulations (Figure 1).

Article 3 - Installation Conditions:

To be determined by the Federation upon opening.

Article 4 - Protective Ratings for Projectors:

To be determined in accordance with current regulations.

Article 5 - Approval Conditions:

Before starting construction, clubs must submit a complete application to the Federation, including:

- A general layout of the installations, scaled at 2 cm/m.
- A plan of the truss and mast (with exact heights) if approved by the Federation.
- A note specifying the planned average horizontal illumination level and the maximum inclination of the projector's optical axis if approved by the Federation.

LAW II

THE BALL

The ball is spherical. The outer surface is made of felt or another approved material. It must be hand-stitched. Only balls approved and labeled as JORKYBALL® may be used for playing Jorkyball®. No materials that could pose a danger to players may be used in its construction.

The ball must have a circumference of no more than 49 cm and no less than 48 cm. At the start of the game, it must weigh no more than 180 g and no less than 160 g. The pressure must be between 0.6 and 1.1 atmospheres (600–1,100 g/cm²) at sea level. The ball may only be replaced during the match with the referee's permission.

LAW III

Number of Players

1. Team Composition

A team consists of 5 players.

The composition is as follows:

- Two players play the first set, designated as one attacker and one defender.
- They must remain in these roles throughout the first set (positions cannot be changed during the set for any reason).
- For the second set, they must switch roles, with the attacker becoming the defender and vice versa.
- A substitute player may enter the game at the beginning of any set but must take the position of the player they are replacing for that set.

The competition is played between two teams, each consisting of a maximum of two players on the field at any given time. The match cannot start or continue if one (or both) teams are reduced to only one player.

Each team must appoint a captain for the entire competition.

A team member (either the captain or a representative) must report to the referee at least 15 minutes before the scheduled start of the match.

Additionally, they must provide a list of players, officials (if any), and the coach participating in the competition, along with their licenses.

For the third set (in women's competitions) or the fifth set (in men's competitions), the team composition is flexible.

In case of an injury verified by the referee, a substitute player who did not participate in the previous set may enter the game.

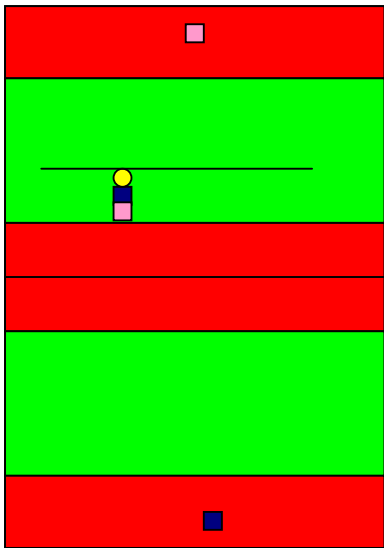
2. Player Roles

The Defender:

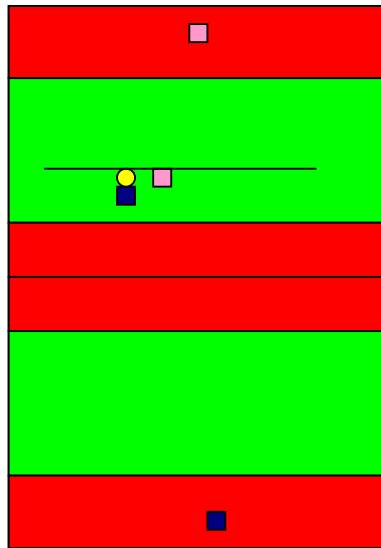
- When not in possession of the ball, their playing area extends from their kickoff zone (inclusive) to the centerline.
- When in possession of the ball (or anywhere on the field), their playing area extends from their kickoff zone (inclusive) to the opponent's penalty line (see **LAW IX**).
- They take the kickoffs (see **LAW VIII**).
- They can score at any time and from anywhere, using the walls and the net in accordance with the rules.
- They are not allowed to use their hands to play (except to protect themselves from the ball or an opponent).
- They cannot play the ball when it is behind an opponent's back.

The Attacker:

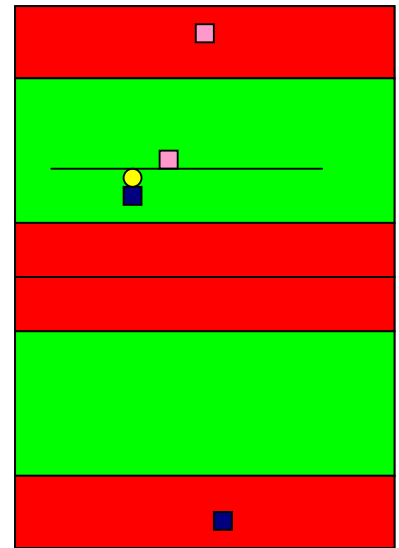
- They may move freely from their own kickoff zone (inclusive) to the opponent's kickoff zone (non-inclusive).
- They take free kicks and penalties (see **LAW XII** and **LAW XIII**).
- They are not allowed to use their hands to play (except to protect themselves from the ball or an opponent).
- They cannot play the ball when it is behind an opponent's back.



Fault



No fault



No fault

LAW IV

Player Equipment

The mandatory basic equipment for a player includes a jersey, shorts, socks, shoes, and a protective cup.

1. The Jersey

- Each player's jersey must feature a unique number or letter, and both teams must wear jerseys of different colors.
- All players on the same team must wear identical equipment (jerseys, shorts, and socks of the same color).
- The number or letter must be indicated next to the player's name, signed by the player, on the list provided to the referee before the match begins.

2. Shoes

- Only indoor sports shoes (e.g., handball, volleyball shoes), running shoes, and indoor soccer shoes are allowed.
- Football cleats, stabilized shoes, and casual shoes are prohibited.
- A player wearing unauthorized shoes will not be allowed to participate in the game.

3. **The Protective Cup**

- Male players are required to wear a protective cup similar to those used by handball goalkeepers.
- The referee must ensure that all players on the field are equipped with a cup before the match begins.
- Any player without a cup will not be allowed to participate in the match.

4. **Other Restrictions**

- Players must not wear items that could pose a danger to themselves or others (e.g., watches, rings, bracelets, earrings, glasses).
- Game attire that is distracting or has political or religious messages is prohibited.
- Players wearing glasses or contact lenses are allowed to play only if they have protective coverings.

The referee must enforce this rule to ensure the safety of all participants.

5. **Sanctions**

- Any player violating this rule must leave the field at the referee's instruction to adjust their equipment or retrieve any missing items when the game is stopped.
- If the player does not comply, the referee cannot allow them to resume playing.

6. **In-Game Incidents**

- If a player loses part (or all) of their equipment during gameplay, the referee will stop the game to allow the player to regain proper attire.
- If this occurs during a goal-scoring action (e.g., the loss of a shoe), the referee has sole discretion to decide whether to award the goal, depending on whether the loss of equipment influenced the course of play.

LAW V

The Referee

A referee is appointed to officiate each match. Their authority and the exercise of the powers granted to them by the Laws of the Game begin upon their appointment and entry into the venue where the competition is held.

The referee's right to impose penalties extends to infractions committed during temporary suspensions of play and throughout the entire duration of the competition. Their decisions on matters of fact that occur during the match are final, provided they concern the result of the match.

The referee:

- Ensures the application of the Laws of the Game.
- Refrains from penalizing if doing so would benefit the team that committed the infraction.
- Records events, acts as a timekeeper during timeouts and between sets, and makes necessary rulings.
- Has the discretionary power to stop play for any infraction of the Laws, suspend or permanently terminate the match if deemed necessary due to circumstances, spectator interference, or other reasons. In such cases, they must submit a detailed report to the relevant authority.
- From the moment they enter the competition venue, they can issue warnings and show a yellow card to any player displaying inappropriate conduct or poor attire. A detailed report must also be sent to the relevant authority.
- Does not permit anyone other than players to enter the field of play without their authorization.
- Stops the match if they deem a player to be seriously injured.
- Can permanently exclude a player from the match by issuing a red card for violent behavior, brutality, abusive or offensive language, or repeated misconduct following a warning.
- Signals the resumption of play after any stoppage (kickoff, free kick, penalty).
- Determines if the ball used for the match meets the requirements of **LAW II**.

Absence of the Referee

If the designated referee is not present at the scheduled start time of the match, teams must wait for 30 minutes. If the absence persists beyond this period, the two teams may jointly appoint any available referee who can arrive promptly.

In case of disagreement, each team must propose a referee, and a coin toss will determine who will officiate. This agreement must be formalized in a document written and signed by the substitute referee and both team captains.

Any team refusing to accept the referee appointed under these terms will forfeit the match.

Referee Accident

If the referee cannot continue officiating due to an accident, they can be replaced by another referee or a licensed individual, following the rules outlined in the preceding article, as applicable.

The match resumes with a restart (kickoff) performed by the team that last scored. The game will restart at the score and conditions that were in place before the incident (including disciplinary measures and cards).

Clubs are responsible for ensuring respect for the referee from their players, officials, and spectators and must guarantee their safety during and after the match to allow the referee to perform their duties under the best conditions.

Necessary Equipment for Officiating

Before the start of each match, the referee must have the following items:

- Two cards, one red and one yellow.

- A coin or any object suitable for determining the kickoff by coin toss.
- An official match sheet and a pen to record significant events during the match.
- A whistle for signaling match events.
- A watch or stopwatch to manage team presentation times, match halves, timeouts, and stoppages.

Unplayable Field Conditions

The referee may interrupt or postpone a match if they believe the safety of the players is compromised (e.g., flooded or snowy field) or if conditions prevent the referee from performing their duties effectively (e.g., poor visibility).

They may also stop a match if strong winds make it impossible for the ball to remain stable during play restarts.

Complaints and Technical Objections

COMPLAINTS REGARDING THE IDENTITY AND ELIGIBILITY OF PLAYERS

Before the Match

- Complaints may concern any players listed on the match sheet.
- They must be written on the match sheet by the complaining team's captain or the club delegate.
- They must be signed by the complaining captain.
- The referee will inform the opposing team of the complaint.

After the Match

- Objections can still be made after the match for cases of fraud or false licenses.
- The referee will retain the contested license(s) and attach them to the match sheet.
- The referee must not oppose any complaint but must include in their report the time and circumstances under which the complaint was made.

TECHNICAL OBJECTIONS

Before the Match

- These obviously cannot concern the referee's technical or administrative interventions.
- They must be recorded by the complaining team's captain.

Procedure for Filing Technical Objections

- **Who?**
The complaint must be submitted by the complaining captain.
- **When?**
During the stoppage of play that prompted the contested decision.

If the objection concerns an incident the referee did not address, it must be submitted at the first stoppage of play.

- **How?**

The objection must be made in the presence of both team captains.

The referee will record the details of the objection on their official match report, noting the time and the score at the time of the complaint.

Notes on Technical Objections

- Technical objections must never be recorded on the match sheet at halftime.
- The referee will record them at the conclusion of the match in the presence of both captains.
- If one or more individuals refuse to sign (all concerned parties must sign), the referee will indicate this on the match sheet.

LAW VI

Line Judges

Two line judges may be designated. Their responsibilities, subject to the referee's decisions, include:

- Indicating when an attacker enters the kickoff zone.
- Identifying foot faults by the defender during a kickoff.
- Confirming whether the ball has completely crossed the goal line.

Line judges must position themselves along the respective kickoff lines.

Three-Person Officiating

The Central Referee Commission emphasizes to referees and line judges that officiating a match is not the sole responsibility of one person but a collaborative effort by a team of three. While the central referee has the final authority over decisions made on the field, line judges serve as essential assistants who must work closely with the referee.

Before the match, the referee must provide the line judges with the necessary instructions for effective collaboration.

The referee must consider the signals given by the line judges. These signals should be justified and not made insistently if the referee decides not to intervene.

Line judges are particularly encouraged to immediately notify the referee of any significant events that might have escaped their attention, such as:

- Attacker encroachments when the ball has already moved to the opposite side.
- Acts of misconduct or aggression committed without the referee's knowledge.

In such cases, the referee should not hesitate to consult the line judges and impose the penalties required by the Laws of the Game.

Commentary

Proper use of the whistle and hand signals approved by the referee and line judges is sufficient to clearly indicate decisions.

The referee is not required (and it is also unnecessary) to explain decisions to players or spectators. Attempts to do so can create confusion, uncertainty, and delays.

All signals used by the referee should be simple, clear, and intuitive. They aim to ensure effective match management and maintain continuous gameplay as much as possible. The goal is to indicate the next action in the game, not to justify it.

Referee Signals

The referee should extend one arm in the direction where the "kick" should be taken and use the other arm to indicate the spot from which the "kick" should be executed.

Line Judge Signals

The line judge raises one arm to signal any fouls they observe and uses the other arm to indicate the nature of the foul:

- They extend their arm in front and move it up and down to indicate an attacker's encroachment into the kickoff zone.
- They extend their arm in front and move it in a small arc from right to left to signal a return to the zone.

LAW VII

Match Duration

A match ends when a team wins three sets (in men's competitions) or two sets (in women's competitions).

- Each set is played to seven goals, without requiring a two-goal margin (the first team to reach seven goals wins the set), except in the fifth set, where a two-goal margin is required (e.g., 7–5).
- If the two-goal margin is not achieved by the 21st goal (e.g., 11–10), the set is decided by a penalty shootout. Each team's attackers (from the last set) take turns shooting five penalties, with the team scoring the most goals winning the set.
- The team that scores the 21st goal initiates the penalty shootout.
- If there is still a tie after the penalty shootout, the first team to miss a penalty during equal turns will lose the match.

Each set includes a two-minute halftime break.

- Each team is allowed one timeout per set, lasting one minute and taken in a single instance.
- During timeouts, only the coach of each team is permitted to enter the court.

- Players must remain on the court during the set and timeouts. They may only leave with the referee's permission.

LAW VIII

Kickoff

At the Start of the Match

- The choice of sides and the kickoff is determined by a coin toss.
- The team winning the toss has the right to choose either their side or the kickoff.
- If the winning team chooses the kickoff, the opposing team can select their side.
- At the referee's signal, the match begins with the kickoff.

After a Goal is Scored

- Play resumes as described above, with the kickoff being taken by the defender of the team that scored the goal.

At the Start of Each Set (Except the First)

- Teams switch sides, and the kickoff is taken by the team that received the kickoff in the previous set.

After Temporary Stoppages (Including Timeouts)

- To resume play after a stoppage, the referee returns the ball to the team that scored the last goal, even if they were no longer in possession at the time of the stoppage.

Kickoff Procedure

- The kickoff is performed by the defender, who kicks the ball in the direction of the opposing team's half. The ball must be placed on the kickoff line or within the kickoff zone.
- For the kickoff to be valid, the defender's supporting foot must remain within the kickoff zone (line included), and the ball must cross the centerline without touching the ground.
- During the kickoff, all four players must be within their respective kickoff zones. They can leave these zones only after the ball has crossed the centerline.
- The defender may only execute the kickoff at the referee's invitation (e.g., via a whistle or other signal).
- A goal can be scored directly from a kickoff.

Penalty for Infractions

- In the event of an infraction, the kickoff is awarded to the opposing team.

LAW IX

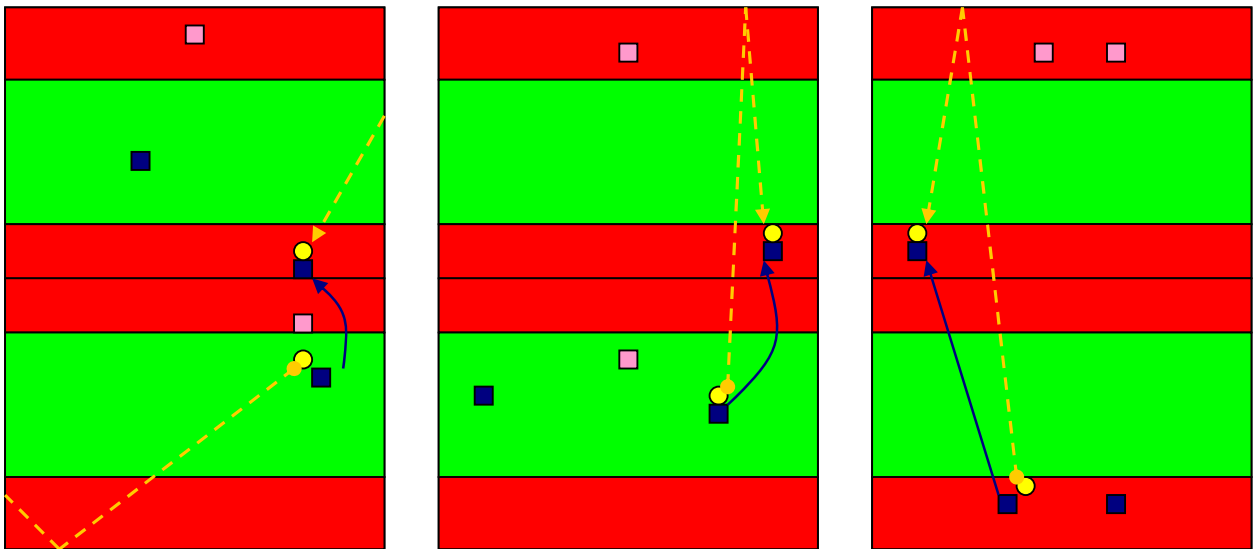
The Central Zone

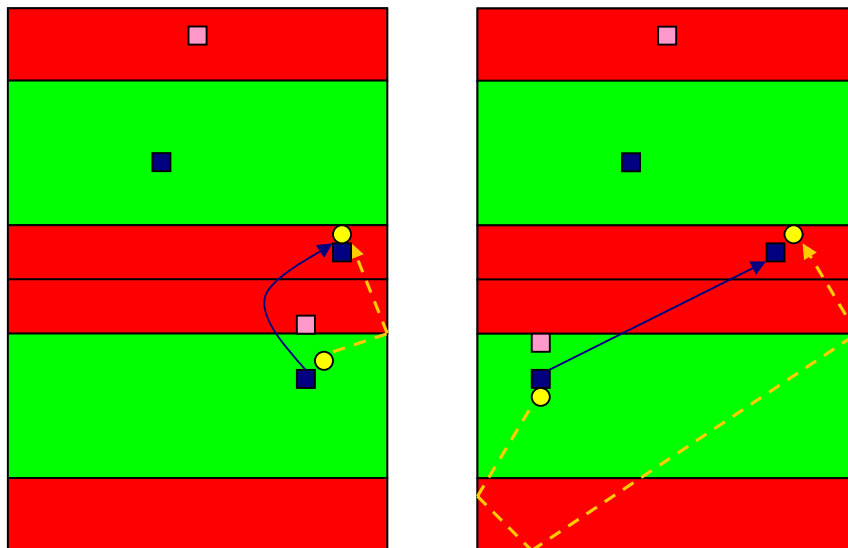
The central zone is defined on either side by a lateral line. The key question is under what circumstances the defender may or may not cross the centerline and move to the far end of this central zone.

- **Under no circumstances may the defender enter the opponent's "free" zone (the green zone).**
- When in possession of the ball, the defender may play freely up to the opposing lateral line. Without possession, the defender cannot cross the centerline.
- The restriction on crossing a line does not only apply to placing a foot in the restricted area; it also includes crossing an imaginary vertical plane extending from the line with any part of the body.

Instances Where the Defender May Cross the Centerline

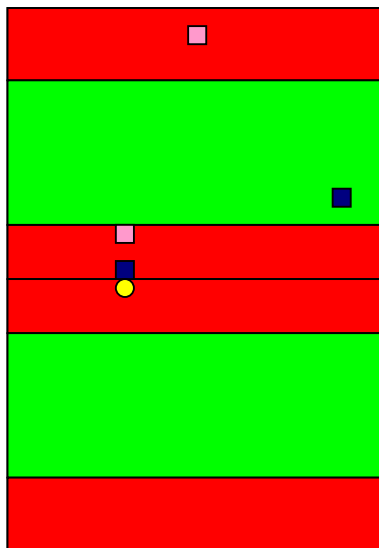
(Details or diagrams typically follow this statement, which need to be provided for a complete explanation of these cases.)





These scenarios are only possible if no other player touches the ball.

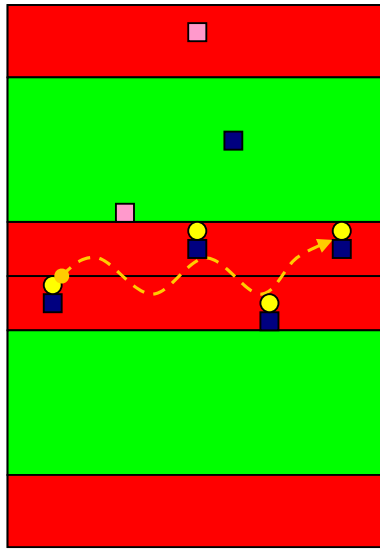
Since the defender, when in possession of the ball, can play freely up to the opposing lateral line, they may find themselves in the situation depicted in Figure 9-6 without committing a foul.



This means that the ball is still in the defender's half of the field, but the defender has crossed the centerline. Since they are in possession of the ball, the centerline no longer restricts their area of play. They can move freely up to the opposing lateral line.

As they can move freely up to the lateral line while in possession of the ball, the defender may go back and forth at will (see Figure 9-7).

Fig.9-7



When the defender has released the ball behind the centerline, they must immediately return to their half of the field (a reaction time of approximately 2 seconds is allowed).

Situations Where the Defender Cannot Cross the Centerline

Fig.9-8
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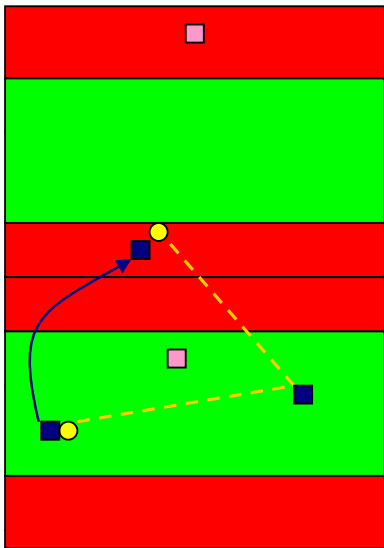


Fig.9-9

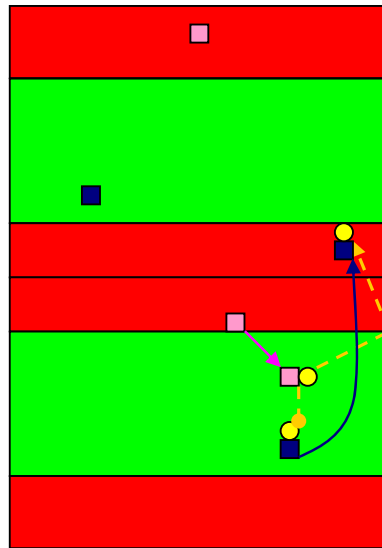
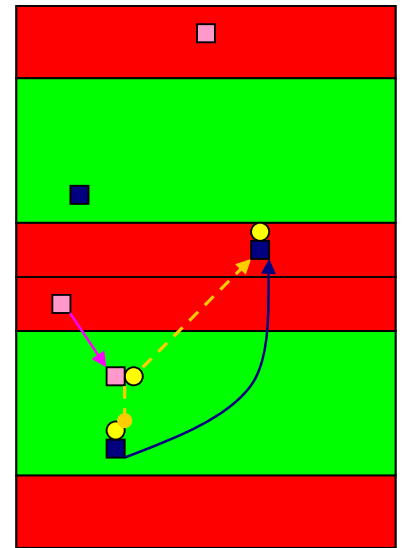


Fig.9-10



From the moment the ball is intercepted, whether intentionally or unintentionally, by another player, the defender may only cross the centerline if they regain possession of the ball before crossing the centerline.

LAW X

Scored Goal

Unless specified otherwise by the Laws of the Game, a goal is awarded when the ball has entirely crossed the goal line, which is situated between the goalposts and beneath the crossbar, without being carried, thrown, or intentionally struck by the hand or arm of a player from the opposing team. A goal is also valid if a player accidentally or intentionally directs the ball into their own goal, regardless of which part of the body (including the hand) was involved.

The goal line serves as the boundary between the kickoff zone and the inside of the goal and is located 1 meter from the kickoff zone line.

If, as the ball is about to cross the goal line, but before it fully does so, a foreign object contacts the ball and alters its trajectory (e.g., a hand or foot passing through the net), the referee must disregard this interference and award the goal if the ball would have entered the goal anyway. Otherwise, the referee will award a kickoff to the team that scored the last valid goal.

If, during play, the ball deflates and enters the goal (having been properly inflated before crossing the goal line), the goal will not be awarded. This is because the ball is no longer considered in play from the moment the referee deems it noncompliant with the specifications of **LAW II**. In such cases, the referee will return the ball to the team that scored the last valid goal.

If a ball heading into the net is deliberately stopped by a defender's hand but does not fully cross the goal line, the goal will not be counted. Instead, the handball will be penalized with three penalty attempts (see **LAW XIV**).

If, during play, a defending player touches the ball with their hand but the ball still enters the goal, the referee will award the goal rather than a penalty, applying the advantage rule.

A defender may score a goal directly from a kickoff in accordance with **LAW VIII**.

The referee may seek the opinion of the line judge to determine whether the ball has completely crossed the goal line.

LAW XI

Return to the Zone

The rule concerning a return to the zone applies to the ball, not to the player, and is only enforced within the kickoff zone. (A return to the zone can only be called in this specific area.)

Once the ball is in play, it is not allowed to return to the kickoff zone. However, using the front wall to clear the ball is permitted.

Cases Where a Return to the Zone Occurs

Fig.11-1

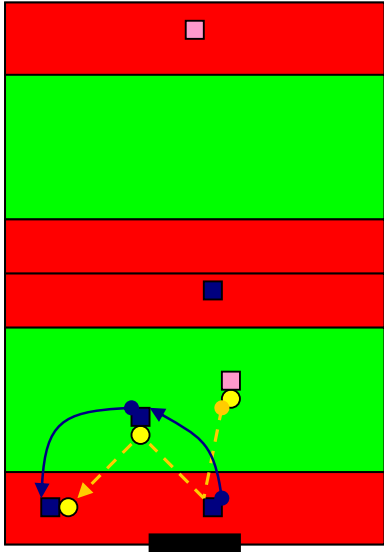


Fig.11-2

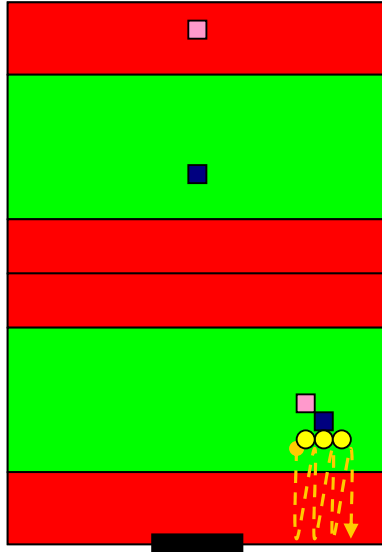


Fig.11-3

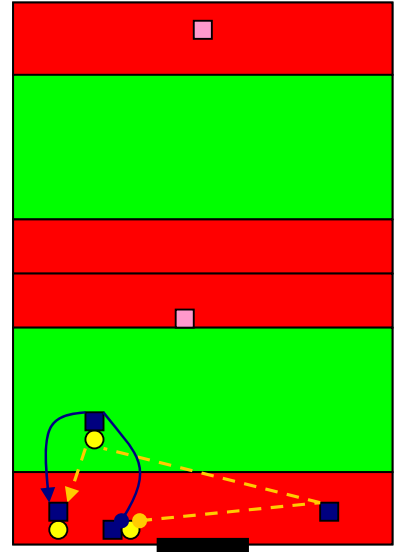
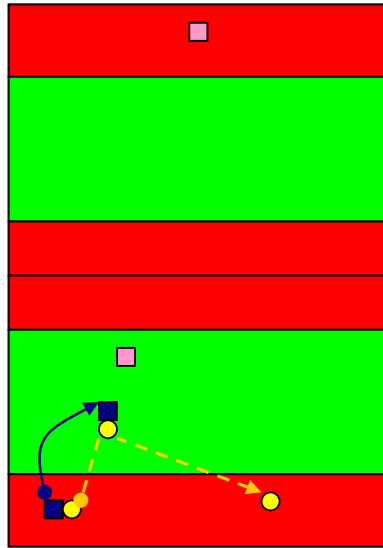
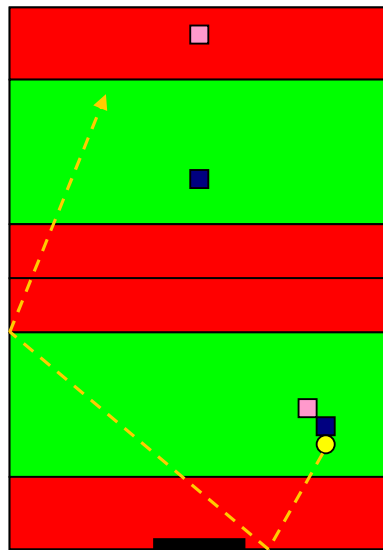


Fig.11-4



Case where there is no backzone.



LAW XII

Free Kick

- During a free kick, the defending defender must always keep their heels flat on the line of their kickoff zone. They may move as soon as the ball is set in motion by the attacker (the only person authorized to take free kicks).
- The attacking player taking the free kick must, at all times during their run-up, have at least one foot fully within the area between the centerline and their respective lateral line.
- The ball is placed at the center of the centerline.
- The free kick must always be struck forward. The ball is considered back in play once it touches a wall or the defender.
- The defending attacker must position themselves behind the centerline, with their back against the wall facing the referee.
- The ball is deemed back in play once it touches a wall or the opposing defender.

LAW XIII

Penalty

- During a penalty, the defending defender must always keep their heels flat on the line of their kickoff zone. They may only move once the ball has been set in motion by the attacking player (the only person authorized to take penalties).
- The attacking player taking the penalty must, at all times during their run-up, have at least one foot fully within the area between the centerline and the opposing lateral line.
- The ball is placed at the center of the opposing lateral line.
- The penalty must always be struck forward. The ball is considered back in play once it touches a wall or the defender.
- The defending attacker must position themselves behind the centerline, with their back against the wall facing the referee.

In certain cases, the referee may order a series of three penalties. The attacking player has three chances to score a goal, with the series ending as soon as a goal is scored.

LAW XIV

Fouls and Misconduct

Below is a list of fouls that result in a free kick:

- A player enters a zone prohibited to them by the Laws of the Game with any part of their body, for any reason (except if they are pushed, whether intentionally or not).

- When a defender remains beyond the centerline after releasing the ball (reaction time allowed).
- A player raises their foot:
 - Regardless of height, if it is near an opponent.
- The attacker touches the ball with their hand.
- A player must not touch the ball if positioned behind their opponent.
- Any intentional contact or unintentional contact that alters the flow of play.
- When a player executes a return to the zone.
- When a player exhibits improper conduct toward the referee, opponents, teammates, media, delegates, or the public.
- Any player displaying unsportsmanlike behavior on the field, such as:
 - Punching or kicking the walls.
 - Violently kicking the ball as a form of protest.
 - Striking an opponent at close range.
- When a player immobilizes the ball.
- When the ball remains in their half of the field for more than 7 seconds without crossing into the opposing half.
- When both of a player's feet leave the ground, except during an action consistent with the Laws of the Game (e.g., a header or shot).
- When a player places a knee, hand, or buttock on the ground while participating in the action of play (e.g., touching the ball or obstructing its natural or intended progression).
- When a player places their hands on the walls to assist their movement (except in cases of falling or imbalance).
- When a player obstructs play with their body

Fig.15-1

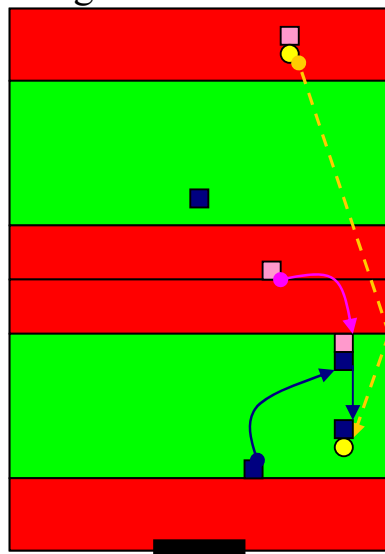
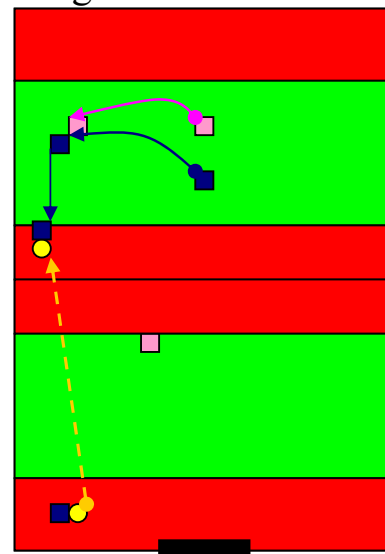


Fig.15-2



In both cases, the player positions their body to obstruct the direction of play (the attack) to shield the ball without actively playing it. They gain control of the ball by preventing the opponent from playing it and then proceed to play it. Note that in each case, the offending player could have acted differently to make the ball playable for everyone. Indeed, the ball was in front of them in the direction of play, but they intentionally moved behind the ball to block the opponent from playing it without committing a foul.

- When a player retreats with the ball toward the goal they are attacking (this is considered obstruction).
- Progressing while shielding the ball by placing it between their body and a wall.

Charging (Passage en Force):

- If the defending player is stationary when the attacking player collides with them, the referee must penalize the attacking player for charging.
- If the defending player is moving along with the attacking player and collides with them, the referee will either call a contact foul or obstruction, depending on the nature of the infraction in accordance with the Laws of the Game.

Prohibited Actions:

- "Roulette" maneuvers are prohibited when the player is sideways or facing away from the goal they are attacking. This action constitutes either charging or abusive ball shielding (obstruction).
- Using arms to keep an opponent at a distance, whether in defense or attack.
- A defender taking a penalty kick.
- A player defending their goal by placing one or both hands on the goalposts.
- A player defending their goal by positioning their shoulders below the crossbar's height. However, reflexive crouching during a save is permitted.
- A player defending their goal by inserting any part of their body inside the goal.

Situations That Do Not Result in a Penalty:

- If a player attempts a volley or another technical move requiring their foot to rise above waist height, the referee will not call a foul unless they judge that the physical integrity of an opponent is at risk.
- A player may steal the ball from an opponent who has their back to the goal they are attacking, provided they adhere to the Laws of the Game:
 - No physical contact.
 - No placing their foot between the opponent's legs.

Heel Strikes (Talonnades):

- Heel strikes are allowed if they pose no risk of injury to the opponent. Otherwise, the referee may penalize them with a free kick (at their discretion).

Fouls Leading to a Penalty:

- When a player accidentally touches the ball with their hand in their own half (at the referee's discretion if they judge it influenced the play).
- When a deliberate foul (e.g., a tackle or kick against an opponent) is committed anywhere on the field. In such cases, the attacker is granted three attempts to convert a penalty (see **LAW XIII**).

Fouls Leading to a Kickoff Awarded to the Opponent:

Loss of Kickoff:

- When the defender's supporting foot leaves the kickoff zone.
- When the defender takes the kickoff without waiting for the referee's whistle.
- When the attacking player leaves their kickoff zone before their defender has executed the kickoff.
- When the kickoff is taken by the attacking player.
- When the ball touches the ground before crossing the centerline.
- When the attacking player of the team taking the kickoff is not in their kickoff zone at the time of the kickoff.
- When the ball is not entirely within the kickoff zone.

Loss of a Penalty:

- When the attacker takes the penalty without waiting for the referee's whistle.
- When the attacker does not have at least one foot fully within the run-up zone corresponding to the penalty kick (see **LAWS XII and XIII**).

LAW XV

Penalties

Delay Table:

Teams not present on the field at the scheduled kickoff time are penalized as follows:

- **Up to 15 minutes late:** The opposing team is awarded 1 set (7-0).
- **More than 15 minutes late:** The match is forfeited.
 - Exceptions:
 - If unforeseen circumstances occur and the organizers are notified at least 30 minutes before the match or the scheduled meeting time.
 - In cases of force majeure: If it is a case of force majeure, no specific notice period is required, but teams must notify the organizers as soon as possible.

Cards:

- **Acts of brutality:**
 - 1 yellow card = 1 goal awarded to the opposing team.

- 2 yellow cards = 1 red card (exclusion) = current set lost.
- **Insults toward referees, players, spectators, media, or others:**
 - Red card = current set lost.
- If a player receives a yellow card while not actively playing, a penalty goal is awarded to the opposing team.
- If a player receives a red card while not actively playing, they are excluded from the match, and the current set is lost for their team.

Post-Match Sanctions:

Sanctions can be applied after the match and affect the result if proof of the infraction is provided. This requires a meeting involving the referee(s), the competition delegate, and a member of the disciplinary committee who must have no affiliation with the clubs involved.