

INTERNATIONAL BLIND SPORTS FEDERATION

IBSA SHOWDOWN RULES

(The rules have been negotiated and approved by the IBSA Showdown Sub-Committee, Prague January 17th 2009. The validity of the rules as of May 1st 2009.)

These rules shall govern showdown play at all IBSA World Championships, IBSA Regional Championships and all other IBSA sanctioned events.

1. GENERAL RULES

Showdown is played by two players. The game is played on a rectangular table with goal pockets at each end, and a centreboard screen. The game is played with bats and a ball, in which stainless steel pellets have been inserted to make it audible. The object of the game is to bat the ball across the table, under the centreboard screen, into the opponent's goal, while the opponent tries to prevent this from happening.

1.1 The rules of the game is set out below.

1.2 The IBSA Showdown Committee, in consultation with the event organizer shall determine the type of tournament play.

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

These regulations consist of four parts:

A: RULES OF PLAY

B: EQUIPMENT SPECIFICATIONS

C: DEFINITIONS APPENDIX 1

D: TABLE BLUEPRINT APPENDIX 2

A: RULES OF PLAY

2. GENERAL RULES

2.1 Officials for each table during tournament play shall be:

a) Referee (fully sighted)

b) Time-keeper (elapsed time and time-out)

c) Score-keeper (score and number of serves)

The score- and time-keeper may be the same person.

The referee can be also score- and time-keeper. But this rule should not be applied in the play-off matches within EC/WC where there have to be at least two officials.

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

2.3 The referee should be able to conduct the match at EC/WC in english. The player who cannot understand the official language can use an interpreter, but he/she must announce him/her prior to the match.

2.4 The referee will ensure that the rules of the game are observed in all cases. The decision of the referee is final.

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

2.6 The winner is the player to reach eleven (11) points having a two (2) point margin over the opponent, up to a score of sixteen (16) points. After that the next point wins, even if the player does not win by a margin of two (2) points.

2.7 During tournament play, the time allotted for each set will be restricted to

fifteen (15) minutes in total time. The time limit will be waived for the final matches of the tournament. The organizer should inform the participants about time limit prior to tournament starts.

- 2.8 If the match is played to a time limit, the player that is ahead when time allotted for the set has expired will be declared the winner. If, when time has expired there is a draw, a coin will be tossed to determine which player will serve, and the next point wins.
- 2.9 The players will change sides/ends after each set in match play. In the last set of the match, the players will change sides/ends after six (6) points are scored by one (1) player. Or after half of stop time has expired.
- 2.10 If only one (1) set is being played, players will change sides/ends after six (6) points are scored by one (1) player or after one (1) half of stop time has expired.
- 2.11 The maximum time limit for changing sides/ends is one (1) minute (60 seconds) until the moment when the player reaches the playing position.
- 2.12 In changing sides/ends, players will move to their right.
- 2.13 When changing sides/ends the communication between the player and the coach is allowed until the moment when the player reaches his/her playing position.
- 2.14 Before the match the player must announce his/her coach to the referee. Player can announce his/her coach even if the coach is not present. The coach can enter/leave the room only when the set is over and the referee must open the door.
- 2.15 During the change of sides/ends the player can refresh himself/herself or with the assistance of the coach, but he/she must stay close to the playing area of the Showdown table (one (1) metre at most).
- 2.16 Spectators must be quiet during play. When goal/point is scored, they can clap, but it is up to the referee to keep the room quiet and prevent spectators from doing any disturbing noises. The audience must come in/go out when the set is over.

3. TIME OUTS

- 3.1 Each player/team will be entitled to one (1) time-out of one (1) minute (60 seconds) during a set/match. Time-out requests must be made to the referee during a break in play. Time-out can be called either by the player or the coach. Only during a time-out any discussion can occur between the coach and the player (see also 2.13).
- 3.2 The referee can stop the play whenever he/she deems it necessary (e.g. injury, excessive noise, etc). The referee resumes the match with a re-serve.
- 3.3 The match clock will be stopped during a time-out or referee break in play.

4. SCORING

- 4.1 Two (2) points are awarded for a goal. When a goal has been scored, the referee gives a double-whistle signal.
- 4.2 Players may score points regardless of which player is serving.
- 4.3 One (1) point is awarded to the opponent of the player who hits the ball into the centreboard screen, and stops its forward motion.
- 4.4 One (1) point is awarded to the opponent of the player who hits the ball over the centreboard screen.
- 4.5 One (1) point is awarded to the opponent of the player who touches the ball with

any part of his/her body, other than the bat or batting hand, within the playing area.

4.6 One (1) point is awarded to the opponent of the player which bat or batting hand causes the ball to leave the playing area of the table. (4.5)

4.7 One (1) point is awarded to the opponent of the player who traps and stops the ball, and does not resume play within two (2) seconds.

5. BEGINNING PLAY

5.1 Before the match begins, the referee, time-keeper, score-keeper, The players and the coaches will be introduced by the referee.

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

5.3 Prior to the start of play, the referee will toss a coin. Players will be asked to choose heads or tails. The player guessing correctly will be given the choice of first serve.

5.4 The referee will roll the ball to the player serving and ask both players if they are ready to play. When the referee receives positive acknowledgement from both players, the referee will signal the commencement of play by blowing the whistle once.

6. SERVES

6.1 After a whistle signal from the referee, the player serving the ball must do so within two (2) seconds. If, after whistle signal from the referee, the player does not serve the ball within two (2) second time limit, the player will lose that serve and one (1) point is awarded to the opponent.

6.2 When serving, each swing at the ball will count as one (1) serve.

6.3 Each player will serve two (2) times consecutively, then relinquish serve to the opponent.

6.4 A served ball must bounce off the sidewall only once, prior to passing under the centreboard screen. When this does not occur, the referee must stop the play, and the player will be penalised by losing that serve, and one (1) point will be awarded to the opponent.

7. PLAY

7.1 Play must be from the end of the table. A player must not play from the side of the table.

7.2 The ball must pass under the centreboard screen to be considered in play.

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

7.4 One (1) point shall be awarded to the opponent of a player who holds His/her non-batting hand within the playing area except when switching hands.

7.5 One (1) points shall be awarded to the opponent of the player who hits the ball and it touches the top of the sidewall and/or top of the contact board and/or jumps back into the playing area.

8. DEAD BALL

- 8.1 The referee will call a "dead ball" and a re-serve when, in his/her opinion, the ball is moving so slowly that the match is being unnecessarily delayed, or a player has lost track of the ball.
9. PENALTIES
- 9.1 No contact is allowed within the goal area with the ball. If that happens, one (1) point will be awarded to the opponent of that player.
- 9.2 If, in the opinion of the referee, the player is hooking the ball with his/her fingers or thumb, the referee will award one (1) point to the opponent.
- 9.3 If the player drops the bat, he/she loses one (1) point immediately.
- 9.4 If, in the opinion of the referee, a player or coach is guilty of misconduct, such as:
- a) Shaking the table in a disturbing way,
 - b) Scraping the bat in a disturbing way,
 - c) Talking during play or break in play (2.13 3.1),
 - d) Any other activities judged by the referee to be in this category.
- The following penalties apply:
- 1st infraction: warning and a re-serve,
 2nd and subsequent infraction: one (1) point to the opponent and lost of serve,
 The referee is allowed to send supporters or coach out of the room in case of unfair misconduct.
- 9.5 In case of very serious misconduct (e.g. throwing the ball or the bat), the referee is entitled to immediately penalise the offending player (without having to warn him/her first). The offending player loses the set by a score of 11-0.
- 9.6 One (1) point is awarded to the opponent of the player who pushes any part of his/her body into the goal area from outside.
- 9.7 If a mobile phone, watch of the player or his/her coach rings during the match, the referee awards one (1) point to the opponent.
10. ATTIRE
- 10.1 Players must wear a short sleeve shirt, with sleeves not longer than elbow length.
- 10.2 It is recommended that players wear hand protection. Hand protection must not go beyond six (6) cm past the wrist joint of the player, the thickness of the hand protection may be maximum 2,5 cm in the front part (all fingers) up to the wrist, not enlarging the hand by more than two (2) cm (on sides).
- 10.3 Players must wear opaque eye protection that completely obscures the player's vision.
- 10.4 The referee must be clearly identifiable as the referee.

B: EQUIPMENTS SPECIFICATIONS

11. BATS
- Bats are to be constructed of a hard smooth material, with a length of 34 cm. It can be covered with rubber (a layer up to two (2) mm on one side or both sides).
- Maximum dimensions:

Blade length:	23 cm
Blade width:	9 cm
Blade thickness:	1 cm
Handle length:	11 cm
Handle diameter:	4 cm

The blade can be rounded and/or squared (see the technical blueprint of the Showdown bat).

12. BALLS

Balls are to be made audible by inserting small pieces of metal into them (e.g.: stainless steel metal bearings, bee bees, etc.). Balls are to be six (6) cm in diameter with a hard, smooth surface.

13. TABLE

Interior length:	364-366 cm
Interior width:	121-122 cm
Height(Playing deck from floor):	78 cm
Sidewall:	14 cm
Corners (interior radius):	23 cm
Goal pocket (semi-circle):	30 cm diameter
Rectangular vertical hole:	30 x 9-10 cm (in endwall)
Tactile boundary line for goal area:	40 cm diameter
Contact board:	5 cm overhang, and no extension back outside of the table.
Centreboard screen:	46 cm from deck top

C: DEFINITIONS APPENDIX 1

1. Batting hand: The hand (up to and including 6 cm past the wrist joint) that is holding the bat. The batting hand includes hand protection as described in rule 10.2.
2. Centreboard screen: The rectangular board dividing the playing area in two. The centreboard screen rests on the sidewalls above the playing area.
3. Contact board: The narrow wooden cap that rests on the top of both endwalls.
4. Set: First player to reach eleven (11) by a two (2) point margin over his/her opponent, up to a score of sixteen (16). After that, the next point wins even if a player does not win by a margin of two (2) points.
5. Goal: A goal is scored when the ball passes fully into the goal pocket or the player who conceded a goal pushes the ball intentionally out of the goal pocket with any part of his/her body and the referee is aware of it.
6. Goal area: The space between the goal pocket and the tactile boundary line.
7. Goal pocket: The opening in the horizontal playing deck and the vertical endwall.
8. Match: Any combination of sets: for example, best of three (2-1). In the knock-out stage within the EC/WC: best of five (3-2).
9. Playing area: The space that is defined:

- a) At the sides, by side walls and end walls,
 - b) At the bottom, by the surface of playing deck,
 - c) The top of the sidewalls and the endwalls, contact boards, are excluded.
10. Playing deck: The surface of the horizontal board.
 11. Serve turn: A string of two (2) serves.
 12. Stop time: The total accumulated playing time.

D: TABLE BLUEPRINTS APPENDIX 2