

INTERNATIONAL



KIN-BALL® SPORT FEDERATION

OFFICIAL

KIN-BALL® sport

RULEBOOK

健球官方規則指導書

2020 edition

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國際健球總會對規則手冊具有完全所有權，並且是唯一有權對其進行修改的組織。

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ARTICLE 1. GENERAL FLOW OF A GAME

第一章 比賽通則

A *Kin-Ball* game is played between three opposing teams of four players each on the court. 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 if no faults are committed. When a team commits a fault, one point is given to each of the other two teams.

For more information about the accepted game formulas, you are invited to contact the IKBF (info@kin-ball.com).

健球是一個同時有三隊在比賽場上競爭的體育項目，每隊有四名隊員同時在場上。這個運動的目標是讓球不要著地，每次進攻會由一隊來進行，該隊進攻時，會指定場上其餘兩隊的其中一隊來接球，指定的方式是在擊球前會叫出那隊隊伍所穿的背心顏色，被指定接球的隊伍可以利用身體任何部位來阻止球落地，並且控制住球。接住球的隊伍繼續下一輪的進攻動作。直到有任何一隊出現違例。當其中一隊出現違例，另外兩隊各得到一分。記分後由失誤的那一隊繼續開始發起下一輪進攻。

有關更多比賽規則的資訊，請聯繫國際健球總會(info@kin-ball.com)。

ARTICLE 2. FACILITIES AND EQUIPMENT

第二章 設施及設備

2.1. DIMENSION OF THE COURT 比賽場地範圍

The size of the Court for official tournaments must be 20 m by 20 m. The lines of the Court must all be of the same color, continuous and at least 5 cm wide.

Comment: Depending on the tournament, the proper authorities may be called upon to modify the court sizes. For more information about the possible court sizes, you are invited to contact the IKBF (info@kin-ball.com).

官方比賽場地的大小必須為 20 米 x 20 米。場地的邊線必須全部使用相同的顏色，連續且至少 5 厘米寬。

評論：根據比賽的不同，可能會要求適當的主管部門修改比賽場地的尺寸。有關可能的場地尺寸的更多信息，請您聯繫 IKBF (info@kin-ball.com)。

2.2. WARM-UP AREAS 熱身區

A warm-up area should be made available for all teams. This warm-up area is requested to be behind the team's bench and should have a dimension of at least 9 m².

Exception: If the facilities in which the event is held do not allow such space behind team benches, the IKBF could approve smaller or differently located areas.

熱身區：應為所有的隊伍設置熱身區，並且設置在球隊板凳席後面。熱身區應至少有9平方米的大小。

例外情況：如果舉辦活動的場地不允許在球隊板凳席後面留出這樣的空間，國際健球聯盟可以同意使用較小或不同位置的區域設置熱身區。

2.3. PHYSICAL LAYOUT 場地佈置

Following is an example of physical layout of the Playing Area used for an official international Kin-Ball game. Other layouts may be used but the organization must try, as much as possible, to comply with the following conditions:

- All team benches must be positioned as to see the official scorekeeper.
- All team benches must be positioned as to see the official timekeeper.

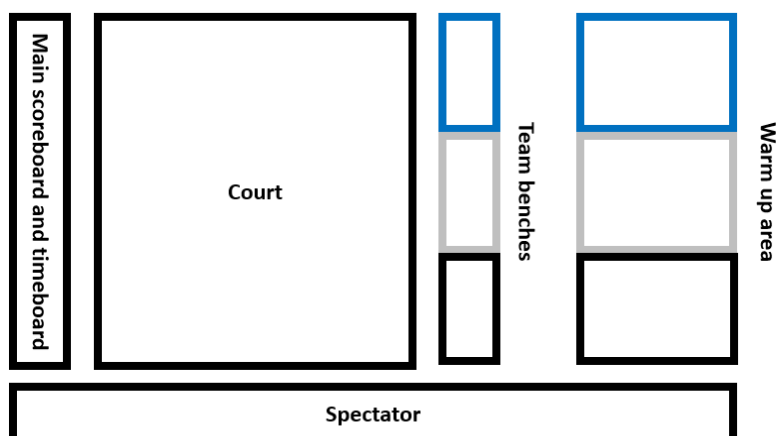
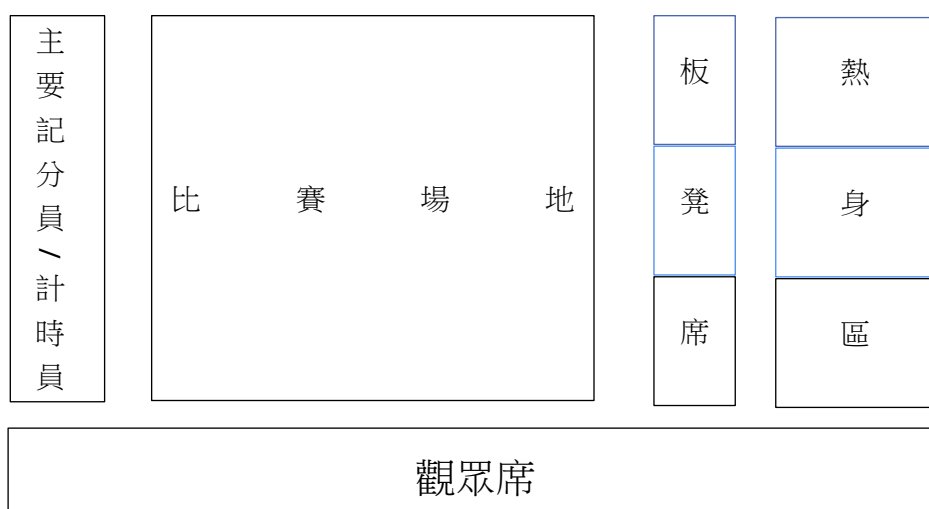


Figure 1 - Example of physical layouts

下圖是正式國際健球比賽場地佈置的範例。場地佈置如有任何改動必要，主辦單位必須盡力遵守以下細則

- 記分員必須設於板凳席的可視範圍
- 計時員必須設於板凳席的可視範圍



圖表 1 - 場地佈置的範例

2.4. TECHNICAL EQUIPMENT 技術設備

All equipment used in Official International Competitions must be approved by the IKBF

2.4.1. Each Court must be equipped with at least two official 1.20 to 1.25 m balls.

2.4.2. Bibs in three of the official colors (blue, grey and black).

2.4.3. A scoreboard which must remain visible to all participants and spectators.

2.4.4. An inflator.

2.4.5. An official IKBF score sheet that must be filled out by the scorekeeper and referees before, during and after the game.

2.4.6. If necessary, a timing clock which must remain visible to all participants and spectators.

2.4.7. If necessary, 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).

2.4.8. A six-faced dice bearing the three official colors (two faces per color, on opposite sides of the dice).

2.4.9. Two line judges' flags.

在國際官方比賽中使用的所有設備都必須得到 IKBF 的認可

2.4.1. 每個場地需要至少有二顆直徑1.20 ~ 1.25米的健球。

2.4.2. 三種符合國際健球聯盟顏色標準的背心（藍色・灰色和黑色）。

2.4.3. 一個可以讓所有觀眾及參賽者看得到的記分牌。

2.4.4. 一個充氣機。

2.4.5. 一份符合國際健球聯盟標準的記分紙供記分員賽前、比賽中及賽後作記錄.

2.4.6. 假如有必要的話，一個可以讓所有觀眾及參賽者看得到的計時器.

2.4.7. 假如有必要的話，與計時器相對應或一個獨立運作(例如：氣笛、喇叭) 的響聲裝置，用作提示節或場的開始及結束.

2.4.8. 一個擁有四種官方顏色 (粉紅色/藍色，灰色和黑色) 的六面骰 (每面顏色與其背面顏色相同) .

2.4.9. 兩面線審專用旗.

ARTICLE 3. TEAMS

第三章 球隊

Each team is made up of from four to twelve players, one Head Coach, two Assistant Coaches and one interpreter. There must always be four players from each team on the Court.

每支球隊最少四名球員，最多可以登錄到十二名，一位主教練，兩位助理教練和一位翻譯。比賽過程中，每一隊需要隨時有四名球員在場上。

3.1. ROLES AND DUTIES OF THE HEAD COACHES AND THE ASSISTANT COACHES 總教練及助理教練的角色與職責

3.1.1. They must, along with their teams, comply with the rules and regulations of the game as well as to the sportsmanship charter (cf. Appendix A:). Consequently, their behavior falls under the referees' jurisdiction.

3.1.2. They are responsible for the behavior of the members of their team.

3.1.3. They must adhere to a fair-play philosophy.

3.1.4. Self-control must always be maintained.

3.1.5. They must make sure the players respect the referees' decisions.

3.1.6. The Head Coaches can take timeouts during which they may ask the referees to explain the application of some rules. This right must only be used sporadically and with courtesy.

3.1.7. Only the Head Coaches and the Assistant Coaches whose names are registered on the score sheet can remain standing in front of the team bench during the game.

3.1.1. 總教練及助理教練必須與他們的隊伍成員一起遵守比賽規則、條例以及運動家精神憲章(附錄A)。因此，他們的行為屬於裁判的管轄範圍。

3.1.2. 總教練及助理教練對團隊中所有成員的行為負責。

3.1.3. 總教練及助理教練必須堅持公平競爭的理念。

3.1.4. 必須始終保持自制能力.

3.1.5. 總教練及助理教練必須確保球員尊重裁判的決定.

3.1.6. 總教練可在暫停期間要求裁判解釋一些規則的適用性。這項權利必須偶爾和禮貌地使用.

3.1.7. 僅有被登記在記分紙上的總教練及助理教練可以被允許在比賽中站立在球隊板凳席前方.

3.2. ROLES AND DUTIES OF THE CAPTAINS 隊長的角色與職責

3.2.1. They represent their team in the game. They are the only members of their team who may speak with the referees to obtain essential information on the application or interpretation of the rules without needing a timeout. This must be done courteously, sporadically, and only when the ball is not in play.

Comment: If the Captains are on their bench, they may, when the ball is not in play, step on the Court to ask essential information from the referees.

3.2.2. If, during a game, the Captains must stop playing (injury) and cannot assume their role, the coaches will identify to the Head Referee another player who will act as Captain of the team for the remainder of the game.

3.2.3. Captains must oversee the actions of their team.

3.2.4. They must adhere to a fair-play philosophy.

3.2.5. They must make sure the players respect the referees' decisions.

3.2.6. They can request a timeout.

3.2.1. 隊長在比賽中代表他的球隊。他是團隊中唯一可以在沒有暫停的情況下與裁判交談以獲取有關規則引用或解釋的重要資訊之成員。這必須禮貌地，零星地進行，並且只有當球在非比賽狀態時。

評論：如果隊長在板凳席上，他可以在當球在非比賽狀態時進到比賽區域，向裁判詢問基本資訊。

3.2.2. 如果在比賽期間隊長必須中止比賽（受傷）並且不能擔任他的角色，那麼教練將向主裁判明確指定另一名球員擔任剩餘比賽的隊長。

3.2.3. 隊長必須監督他球隊成員的行動。

3.2.4. 隊長必須堅持公平競爭的理念

3.2.5. 隊長必須確認球員尊重裁判的判決

3.2.6. 隊長有權請求暫停

3.3. ROLES AND DUTIES OF THE PLAYERS 球員的角色與職責

3.3.1. They must know the rules of the game and abide by them.

3.3.2. They must act in a sportsmanlike manner and base their actions on the following principles:

- Be courteous with opponents and referees.
- Accept the referees' decisions
- Avoid actions or attitudes aimed at influencing the referees' decisions.
- Avoid actions or attitudes aimed at delaying the game.

3.3.3. When the players are not on the Court, they must sit on their team benches, stand behind team benches, or go to the warmup area.

3.3.4. When on the court, they must always follow the game when the ball is in play.

3.3.1. 球員必須了解並且遵守比賽規則。

3.3.2. 球員必須以運動員的方式行事，並根據以下原則採取行動：

- 對比賽對手和裁判要有禮貌。
- 接受裁判的判決。
- 避免採取旨在影響裁判判決的行動或態度。
- 避免旨在延遲比賽的行動或態度。

3.3.3. 當球員不在球場上時，他們必須坐在球隊的板凳席上，站在球隊的板凳席後面或者去熱身區。

3.2.4. 當球員在場上時，只要球在比賽狀態，他們必須時時配合比賽的進行。

3.4. ROLES AND DUTIES OF INTERPRETER 翻譯人員的角色與職責

3.4.1. They must, along with their teams, comply with the rules and regulations of the game as well as to the sportsmanship charter (cf. Appendix A:). Consequently, their behavior falls under the referees' jurisdiction.

3.4.2. Interpreters can join the Head Coaches or Captains when it is needed to speak with the referees.

3.4.3. Interpreters must stay sitting on their team bench, stand behind the team bench or go to the warm-up area. However, the interpreter cannot slow down the flow of the game when their services are required. Should the interpreter not be able to fulfil their duties in time, a minor warning can be given.

3.4.4. The use of interpreters must be motivated by the difficulty for the Head Coach or the Captain of the team to communicate with the referees because of language barriers. The IKBF could deny the use of interpretation if:

- The language spoken by the Head Coach is understood and spoken by the Head Referee at a sufficient level to allow a good level of communication between them.
- The chosen interpreter is not proficient in English or the language of the referee.

3.4.1. 翻譯人員必須與他們的隊伍成員一起遵守比賽規則、條例以及運動家精神憲章(附錄 A)。因此，他們的行為屬於裁判的管轄範圍。

3.4.2. 當需要與裁判交談時，翻譯人員可以和主教練或隊長一起上前。

3.4.3 翻譯人員必須坐在球隊板凳席、站在板凳席後或是到球隊熱身區。在被要求履行他們的職責時，也不能夠有延誤比賽進行的舉動。如果翻譯人員無法即時履行職責，球隊會被判一個輕微警告。

3.4.4. 由於語言隔閡，主教練或隊長與裁判進行溝通有困難，因此必須使用翻譯人員。如果出現以下情況，國際健球聯盟可以拒絕球隊使用翻譯人員服務的可能性：

- 主裁判有能力理解和說出主教練使用的語言，並足以讓他們之間保持良好的溝通。
- 所選翻譯人員無法有效掌握英語的使用或裁判的語言。

3.5. UNIFORMS 制服規定

Players must not use equipment or wear anything that is dangerous to themselves or to another player (including any kind of jewelry).

Basic equipment:

As a general rule, teams should wear basic compulsory equipment that are as consistent as possible.

The basic compulsory equipment of a player comprises the following separate items:

- A jersey or a shirt with or without sleeves. The main color cannot be yellow (referee color)
- A pair of shorts
- Stockings or socks
- Sport shoes
- Players can also wear knee pads.

Comment: The basic compulsory equipment and undergarments must not have any political, religious, or personal slogans, statements or images. The team of a player whose basic compulsory equipment has political, religious, or personal slogans or statements or images could be sanctioned by the competition organizer or by IKBF.

球員不可配戴或穿著任何會危及自己及其他隊員的配件（包括任何種類的首飾）

基本設備：

通常，團隊應穿戴盡可能一致的基本必需裝備。

球員的基本必需裝備包括以下單獨的項目：

- 帶有或不帶有袖子的運動衫或襯衫。主色不能為黃色（裁判色）
- 一條短褲
- 長襪或襪子
- 運動鞋
- 球員也可以戴護膝。

評論：基本的必須裝備和內衣不得有任何政治，宗教或個人口號，言論或圖像。基本的必須裝備上有政治，宗教或個人口號，陳述或圖像的運動員的隊伍可能會受到比賽組織者或國際健球總會的裁罰。

ARTICLE 4. THE OFFICIALS

第四章 賽務技術人員

A Kin-Ball game can be refereed by one referee (Head Referee) or two referees (Head Referee and Assistant Referee).

健球比賽可以由一位裁判（主裁判）或兩位裁判（一為主裁判及一位助理裁判）來吹判

4.1. HEAD REFEREE (HR) 主裁判

4.1.1. The HR must comply with and enforce all the rules of the game.

4.1.2. The HR 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.).

4.1.3. The HR will issue and note on the official score sheet minor and major warnings.

4.1.4. The HR is responsible for rulings for all plays. Should there be questions from coaches and/or Captains, the Head Referee holds final authority on the ruling.

4.1.5. The HR has the authority to decide on any point not specified in these regulations.

Comment:

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

4.1.6. The HR has the power to disqualify a team, players or team staff members if, after receiving a warning, the team, players or staff members refuses to play or refuses to continue the game, or if, by their actions, prevent the game from proceeding.

4.1.7. The HR has the authority to decide on any infringement of the rules committed on the Playing Area. However, once the HR has signed the game score sheet, the referees have no more input on the game.

4.1.8. The HR must be replaced if injured during the game and unable to continue fulfilling their duties.

4.1.9. The HR 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.).

4.1.10. The HR has the power to disqualify a player if the HR judges that their physical condition presents a risk for their safety or for the safety of other players (for example: uncontrolled bleeding, injury avoiding player to move on the Court safely etc.).

Comment: The Head Referee can require the player to be examined by an uninvolved medical resource if necessary.

4.1.1. 主裁判必須遵守並執行比賽的所有規則。

4.1.2. 主裁判負責驗證有關球場上的所有細節，並且必須驗證在比賽期間將使用的所有設備（記分牌，計時器，場地邊線，球，背心等）。

4.1.3. 主裁判將會發布並在官方記分紙上註明輕微和重大的警告

4.1.4. 主裁判負責所有比賽的裁決。如果教練和/或隊長有任何疑問，主裁判對此裁決擁有最終決定權。

4.1.5..主裁判有權決定本條例中未規定的任何要點。

評論：

主裁判必須向賽會管理層報告比賽期間發生的任何爭議問題以及規則中未列出的問題。

4.1.6. 在收到警告後，如果球員或隊職員拒絕繼續比賽，或者通過他們的行動阻止比賽進行，主裁判有權取消整支球隊、球員們或隊職員們的資格。

4.1.7. 主裁判有權判決在比賽場上及場下發生的所有違規行為。然而，一旦主裁判在比賽記分紙上簽名，裁判就無法再針對該場次比賽內容進行任何紀錄的增減修改。

4.1.8. 如果在比賽期間受傷並且無法繼續履行其職責，則可以更換主裁判。

4.1.9. 主裁判必須檢查所有球員的裝備並拒絕任何或所有可能對比賽場地上的球員造成危險的物體（手錶、手鍊、戒指、項鍊、耳環、帽子等）。

4.1.10. 如果主裁判判斷球員身體狀況存在安全風險或可能危及其他球員的安全，則主裁判有權取消球員資格。（舉例：血流不止、移動會造成更嚴重的傷害、腦震盪...）

評論：主裁判如果認為傷勢嚴重，可要求傷者到其他醫療機構進行檢查。

4.2. ASSISTANT REFEREE (AR) 助理裁判

4.2.1. The AR assists Head Referee in effectively applying the rules.

4.2.2. The AR must choose randomly (roll of dice) which team will start the game.

4.2.3. The AR must be replaced if injured during the game and unable to fulfill their duties.

4.2.1. 助理裁判協助主裁判有效地執行規則。

4.2.2. 助理裁判必須以隨機的方式選擇（投擲骰子）以確定哪支球隊開球。

4.2.3. 如果助理裁判在比賽中受傷並且無法履行其職責，則可以替換助理裁判。

4.3. REFEREES' EQUIPMENT 裁判的裝備

The referees' equipment consists of:

- The official IKBF referee's shirt and shorts.
- A whistle.
- A referee's badge.
- A watch.
- Both red and yellow cards.
- Armbands of the official colors.
- Sports shoes

The official method used by the referees to identify the team at fault is by using armbands. The armbands must be worn in the following way:

- The black armband is represented by the right black sleeve of the referees' shirt
- The grey armband is worn on the right wrist
- The blue armband is worn on the left wrist

裁判的裝備包括：

- IKBF 的官方裁判服和短褲;
- 一個哨子;
- 一個裁判徽章;
- 一支手錶;

- 紅牌和黃牌各一;
- 官方顏色的臂章。
- 運動鞋

裁判利用臂章示意是確定球隊違例的官方方法。臂章必須以下列方式穿著：

- 黑色臂章由裁判襯衫的右邊黑色袖子代表
- 右手腕上戴著灰色臂章
- 左手腕上戴著藍色的臂章

4.4. SCOREKEEPERS 記分員

4.4.1. They oversee the scoreboard.

4.4.2. They sit at the scorekeepers' table (see 2.3 Physical layout).

4.4.3. They are responsible for filling the game sheet properly and to submit it to the Head Referee for approval.

4.4.4. If a timeout is requested without being seen by the referees, they must try to signal it to them.

4.4.1. 記分員負責記分牌。

4.4.2. 記分員坐在記分員桌履行他的職責（見第2章2.3 場地佈置）。

4.4.3. 記分員負責填寫比賽紀錄表，並且必須提交給主裁判批准。

4.4.4. 如果暫停被請求而裁判沒有注意到，記分員必須提醒裁判。

4.5. TIMEKEEPERS 計時員

When games are played by time:

4.5.1. They oversee timing the periods of the game as well as the time between the periods

4.5.2. They notify the Head Referee about any time related problem.

4.5.3. They start the timing device when the referees start the game.

4.5.4. They announce the end of playing time for each period and for the game by using a powerful sound signal. The signal from timekeepers ends the period of play and the game.

Comments: If the signal does not work, timekeepers must use any other means possible to immediately alert the Head Referee.

The timing clock must be activated when the referees put the ball into play with the hit-in double whistle.

4.5.5. They sit at the timekeepers' table (see 2.3 Physical layout).

當比賽按時間進行

4.5.1. 計時員負責節與節間和整場比賽的時間。

4.5.2. 計時員通知主裁判任何與時間有關的問題。

4.5.3. 計時員在裁判開始比賽時啟動計時裝置。

4.5.4. 計時員通過使用強而有力的聲響提示每節和比賽的結束時間。來自計時員的聲響代表每節和比賽的結束。

評論：如果響聲裝置不起作用，計時員必須使用任何其他可能的方法立即通知主裁判。

當裁判將球放置比賽位置，並且連續響哨兩聲時，計時器就要開始啟動

4.5.5. 計時員坐在計時員桌履行職責（見第2章2.3 場地佈置）。

4.6. LINE JUDGES 線審

4.6.1. Line judges are responsible for helping the referees to judge the following faults:

- **OUT** of Bounds
- Dropped Ball

4.6.2. Line judges are responsible for judging only the ball not the players.

4.6.1. 線審負責幫助裁判判斷以下違例

- 出界
- 球落地

4.6.2. 線審只負責處理球在邊線的判斷而不需注意球員。

ARTICLE 5. DURATION AND COURSE OF THE GAME

第五章 比賽期間和流程

5.1. DURATION OF A GAME 比賽期間

5.1.1. To score a point

Once the first hit-in has been executed, the play will stop when a fault is committed by one of the participating teams. If a fault is committed, the two other teams will each gain one point.

5.1.2. To win a period

A team wins a period by reaching the target score: 11.

5.1.3. To win a match

A team wins a match by winning 4 periods.

5.1.1. 計分方式

開球後，比賽會因為其中一支參賽隊伍違例而暫停。如果有一隊發生違例，另外兩隊各得到一分。

5.1.2. 贏得節勝利

當其中一隊在該節達到目標分數：11 分

5.1.3. 贏得比賽

一個隊伍贏得 4 個節勝利

5.2. COURSE OF A GAME 比賽流程

- 5.2.1. To determine which team will start the game in possession of the ball, the Captains and the referees meet at the center of the Court for the dice toss. The other team members must remain on their respective benches. The Assistant Referee proceeds with the toss and the color that lands on top determines which team starts with the ball. After the toss, the Captains go back to their respective benches and the Head Referee calls the players back to the Court with a long whistle blow.
- 5.2.2. The first hit-in signals the beginning of the game or a period. This is done at the center of the Court.
- 5.2.3. Once the first hit-in has been executed, the play will stop when a fault is committed by one of the participating teams. If a fault is committed by a team, the two other teams will each gain one point.
- 5.2.4. The team who committed the fault gets possession of the ball and will proceed with the next hit-in at the point of the fault. The hit-in occurs after the play has been resumed by the Assistant Referee with two short whistle blows.
- 5.2.5. When a team reaches the critical score, the Head Referee whistles three short times to signal the team with the lowest score must leave the Court, the period continues with the two remaining teams.
- 5.2.6. Of the two remaining teams, the team with the fewest points takes possession of the ball for the next hit-in. If the two teams are tied, the referees will roll the dice to decide which team will take possession. This hit-in is done at the center of the Court.
- 5.2.7. The first of the two remaining teams that reaches the target score wins the period.
- 5.2.8. There is a 2-minutes break between each period.
- 5.2.9. The first team to win four periods wins the game.

Comment: Depending on the tournament, the proper authorities may be called upon to modify the official game format or game duration. For more information about the accepted game formulas, you are invited to contact the IKBF (info@kin-ball.com).

5.2.1. 為了決定哪一隊開球，球隊的隊長和裁判在比賽場地的中央進行骰子投擲。每個團隊的其他球員必須留在各自的板凳席。助理裁判投擲官方骰子，最終結束的顏色決定哪支隊伍開球。在投擲骰子之後，隊長回到板凳席，主裁判利用一長哨示意所有球員進入比賽場地。

5.2.2. 首次發球表示比賽開始或各節開始的第一次發球。這是在比賽區域的中心進行的。

5.2.3. 一旦首次發球被執行，比賽將持續進行，直到其中一個參賽球隊發生違例為止。當一支球隊違例，另外兩隊都得到一分。

5.2.4. 違例的球隊會掌握球權繼續發球，而發球的地點在違例的發生處。當助理裁判響兩聲短哨後，比賽繼續並開始發球。

5.2.5. 當一隊到達臨界分時，主裁判會響短哨三聲並示意最低分的球隊先離場，該節比賽由剩下兩隊來進行。

5.2.6..剩下的兩隊由比較低分的那一隊掌握球權並進行下一次的發球。如果兩隊同分，裁判會擲骰決定球權。這次發球會在球場中央執行

5.2.7. 第一個達到目標分數的球隊贏得該節勝利

5.2.8. 節與節間有2分鐘的休息時間

5.2.9. 第一隊贏得四節勝利的球隊贏得該比賽的勝利

評論：根據比賽的不同，可能會要求適當的主管部門修改官方比賽格式或比賽時間。有關賽制的更多信息，請您與國際健球總會聯繫以獲取更多詳細信息。(info@kin-ball.com).

5.3. RANKING SYSTEM 排名系統

Each team receives one ranking point per period they have won. The team that finishes first gets 2 bonus ranking points.

In the spirit of the sportsmanship philosophy, a warning given to a player or team, results in a withdrawal of ranking points:

- Minor warning: withdraw 1 ranking point
- Major warning: withdraw 2 ranking points

Comment: A team can end a game with a negative number of points

贏得該節的每隊隊伍可以贏得一個額外的排名積分。第一支完成比賽的隊伍可以贏得額外的兩分排名積分

根據運動家精神憲章，一個警告被判在球員或球隊身上，會扣除一個排名積分

- 輕微警告扣除 1 個排名積分
- 嚴重警告扣除 2 個排名積分

評論：當有球隊積分達到負數時，該隊比賽就結束了

5.4. TIMEOUT 暫停

There are three different types of timeouts:

5.4.1. Timeout by a team

5.4.1.1. Each team is allowed three forty second (30+10) timeouts per game.

5.4.1.2. The timeouts can only be asked by the Head Coaches or the Captains.

5.4.1.3. A request for a timeout must only be presented to the referee when the ball is not in play. Any team involved on the Court can request a timeout at this moment.

Comment: A team that is leaving the Court at the critical score mark is considered involved on the Court until the game resumes for the next point.

5.4.1.4. During the timeout, the players can leave the Court and sit on the team bench and team staff can enter the Court.

5.4.1.5. The teams can take a timeout after a referee timeout.

5.4.2. Timeout by a referee

5.4.2.1. The referees can take as many timeouts as necessary at any time.

5.4.2.2. The timeouts can last for as long as necessary.

5.4.2.3. In case of a player's injury.

5.4.3. Critical score timeout

5.4.3.1. When the critical score of a period is reached, a general timeout of forty seconds (30 + 10) is automatically whistled by the Head Referee.

有三種不同類型的暫停

5.4.1. 球隊的暫停

5.4.1.1. 每支球隊在一場比賽被允許叫三次四十秒（30+10）的暫停

5.4.1.2. 暫停僅能由總教練或隊長來提出

5.4.1.3 只有在不是比賽狀態時才可以向裁判提出暫停要求。此時，在場上的所有球隊都可以請求暫停

評論：因為臨界分達到的同時而離開的球隊，仍視為在場上的球隊，直到該比賽繼續追求下一個得分

5.4.1.4. 在暫停期間，球員能夠離開比賽場地並坐在球隊板凳席，球隊隊職員也能進入比賽場地

5.4.1.5. 在裁判暫停後，球隊能夠繼續請求球隊的暫停

5.4.2. 裁判的暫停

5.4.2.1. 如果有必要，裁判喊暫停的次數及時機不受限制

5.4.2.2. 如果有必要，裁判喊暫停的時間不受限制

5.4.2.3. 如果球員受傷

5.4.3. 臨界分發生時的暫停

5.4.3.1. 在該節發生臨界分時刻，主裁判會主動喊一個 40 秒(30 + 10)的暫停

5.5. SUBSTITUTIONS 球員輪替

There must always be four players from each team on the Court. Each team has an unlimited number of substitutions, but they must respect the following.

5.5.1. Legal Substitutions

Substitutions are possible when the ball is not in play. The substitutions are made on the fly and any number of substitutes may enter the Court when the ball is not in play. Substitutions are not allowed if a Replay is in order.

5.5.2. Illegal Substitutions

Substitutions should never be made when the ball is play. If a substitute enters the field of play while the ball is in play, it is an illegal substitution and a fault (Too Many Players on the Court) will be called.

在場上每隊要維持四名球員，每一隊皆可不受次數限制的進行球員輪替，但是必須要遵守以下的規則

5.5.1. 合法球員輪替

不是比賽進行中，可以進行球員輪替。只要不是比賽狀態，球員輪替是可以隨時進行並且不限制更換人數。重發狀態時，不能要求球員輪替。

5.5.2. 非法球員輪替違例

在比賽進行中是不能進行球員輪替的。如果替補球員在比賽進行中踏入比賽場地，會被吹判一個違例（過多球員在場上）。

5.6. INJURIES 受傷

In case of an injury, the injured player will have 10 seconds to be ready to play without assistance or to be substituted. After this delay or if the injured player needs assistance, the referees will take a referee timeout. The injured player will have to come out of the

Court and he will not be allowed to participate in the game until the end of the current period, he will be authorized to come back the next period.

If a team ends up with fewer than four players available, the team will have a 5 minutes timeout before being disqualified for the current game (cf. 6.14.5 Team Disqualification).

如果有球員受傷，在不需要被協助或是替補的情況下，他有 10 秒鐘的時間來準備繼續回到比賽。超過這個 10 秒延誤或是該球員需要協助，裁判會請求一個裁判暫停。該受傷球員必須離開賽場而且在該節比賽不允許再輪替上場，但下一節比賽可以上場。

如果球員受傷後，球隊少於四名可用球員，該隊可以擁有 5 分鐘的暫停時間來處理受傷球員的傷勢使其可以上場，否則就會被取消該場比賽的資格（查閱 6.1.4.5 球隊資格取消）

5.7. PROTEST 異議提出

If the members of a team believe that they have been wrongfully penalized due to a misinterpretation of a game rule by an official, they may take the following actions:

- The Head Coaches or the Captains can present their point of view to the Head Referee. In the case of the Head Coach, a timeout must be requested to do this. This must be done calmly and with courtesy.
- If needed, referees may take a timeout to explain their decision and/or correct the situation.

如果團隊成員認為由於官方代表誤解了比賽規則而受到了錯誤的處罰，則他們可以採取以下措施：

- 主教練或隊長能向主裁判表達他們的觀點。如果由主教練提出，必須使用一個球隊暫停。期間的抗議過程必須平靜而且禮貌
- 如果有必要，裁判會請求一個裁判暫停來解釋他們的決定 和/或 更正情況

ARTICLE 6. LAWS OF THE GAME

第六章 比賽條例

6.1. DESIGNATION FAULT 指名違例

To be valid, a hit must always be preceded by a designation.

A designation must comply with these conditions:

6.1.1. The designation must be done in French.

Comment: The official colors are referred to in French in the next sections since the designation must be done in French. Bleu, gris, noir refer respectively to the colors blue, grey and black.

6.1.2. A designation consists of the word "Omnikin" followed by only one of the official colors. It must be exact, and each word must be clearly heard and must be short.

Comments:

The players of the team in offense are authorized to communicate if they do not interfere with the designation or with the flow of the game.

It may be done by one or more players; however, it must be synchronous, and each word must be clearly heard.

6.1.3. It must be made after possession of the ball and before the next hit.

6.1.4. The designation must be done so that the Assistant Referees judge that they had the time to repeat the color before the ball is hit (but may not have been able to repeat given unforeseen circumstances).

6.1.5. It must be done when the ball is in play.

6.1.6. The team in possession must designate the team with the highest score.

6.1.7. The team with the highest score must designate the team with the second highest score.

6.1.8. Two teams tied with the highest score must designate each other.

Note: These last three rules (6.1.6, 6.1.7 and 6.1.8) do not apply from the moment a team reaches the point before the critical score until the end of the period.

The following are **acceptable** designations:

- Omnikin-noir-Omnikin-noir (hit)
- Gris-Omnikin-gris (hit)
- Omnikin noir-"any word" (hit)
- Bleu-Omnikin-noir (hit)
- Omnikin-gris-gris (hit)
- Omni-Omnikin-bleu (hit)
- Omni-noir-Omnikin-gris (hit)

The following are **not acceptable** designations:

- Omnikin-bleu-Omnikin-gris (hit)
- Omnikin-Omnikin-noir (hit)
- Omnikin-gris-bleu (hit)
- Omnikin-"player's name"-bleu (hit)
- Omnikin-green (hit)
- Omnikin-"hum..."-bleu (hit)
- Omnikin-noir-Omnikin (hit)

Examples of designation faults:

Score			Examples of unjustified attacks
Bleu	Gris	Noir	
7	5	4	Or Or Gris attacks Noir Noir attacks Gris Bleu attacks Noir
7	6	5	Or Or Gris attacks Noir Noir attacks Gris Bleu attacks Noir
7	7	6	Or Gris attacks Noir Bleu attacks Noir
6	5	5	Or Gris attacks Noir Noir attacks Gris
6	4	4	Or Gris attacks Noir Noir attacks Gris

要成為一個有效的進攻，指名的動作一定要在擊球之前

一個指名必須遵守以下情況

6.1.1. 指名必須以法文來完成

*評論：既然指名必須以法文來完成，官方顏色在以下的章節都以 **Bleu, gris, noir** 分別代表藍、灰、黑*

6.1.2. 指名是由 “Omnikin” + 單一官方指定顏色。指名必須是準確的，並且每個單詞都必須清楚地聽到並且必須簡短。

評論：進攻隊員在不影響指名或比賽的流暢進行，是被允許進行溝通的。

指名可由一個或多個球員完成；但是它必須是同步的，並且每個單詞都必須清晰聽到。

6.1.3. 指名必須在掌握球權後到把球擊出前完成

6.1.4. 指名必須完成，以便助理裁判有時間在擊球之前重複顏色（但在無法預見的情況下可能無法重複）

6.1.5. 在比賽進行中，指名一定要完成

6.1.6. 掌握球權的球隊必須指名最高分的球隊

6.1.7. 如果掌握球權的球隊是最高分，那就必須指名次高分的球隊

6.1.8. 兩支同為最高分的球隊必須互相指名

註釋：最後 3 條規則(6.1.6, 6.1.7 and 6.1.8)，在有一隊差一分到臨界分時開始不適用，一直到有球隊達到目標分

以下是可被接受的指名講法：

- Omnikin-noir-Omnikin-noir (擊球)
- Gris-Omnikin-gris (擊球)
- Omnikin noir-"除了 Omnikin、指名顏色另兩隊背心色外的任何字眼" (擊球)
- Bleu-Omnikin-noir (擊球)
- Omnikin-gris-gris (擊球)
- Omni-Omnikin-bleu (擊球)
- Omni-noir-Omnikin-gris (擊球)

以下是不可被接受的指名講法：

- Omnikin-bleu-Omnikin-gris (擊球)
- Omnikin-Omnikin-noir (擊球)
- Omnikin-gris-bleu (擊球)
- Omnikin-"player's name"-bleu (擊球)
- Omnikin-green (擊球)
- Omnikin-"hum..."-bleu (擊球)
- Omnikin-noir-Omnikin (擊球)

指名違例的範例：

分數			不合法攻擊範例
藍	灰	黑	
7	5	4	灰攻擊黑 或 黑攻擊灰 或 藍攻擊黑
7	6	5	灰攻擊黑 或 黑攻擊灰 或 藍攻擊黑
7	7	6	藍攻擊黑 或 灰攻擊黑
6	5	5	灰攻擊黑 或 黑攻擊灰
6	4	4	灰攻擊黑 或 黑攻擊灰

6.2. MISSING A CONTACT 觸球失誤

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

Missing a Contact fault will be called if:

6.2.1. At the moment of the hit, not all players of the offensive teams are in contact with the ball.

6.2.2. The trajectory of the ball is modified sideways or downwards by the body part (back, head, etc.) of an offensive player after the hit has been made.

6.2.3. Carrying the ball when hitting and at least one of the four team members is no longer in physical contact with the ball.

Comment: To carry the ball is the action of accompanying the ball during the hit

在擊球的那一刻，場上同隊的四名進攻隊球員都必須接觸到球

觸球失誤會被吹判假如：

6.2.1. 在擊球的那一刻，場上同隊的四名進攻隊球員沒有都接觸到球

6.2.2. 如果在擊球後進攻球員的身體部位（背部，頭部等）修改了球的軌跡使其側向或向下，裁判會判定觸球失誤，因為進攻隊伍最後接觸到球的那一刻，並非四名隊員同時碰觸

6.2.3. 在擊球過程中，擊球者有帶球移動的動作，令其中一名隊員不能碰觸到球

評論：此處移動球是指在進行擊球期間發生的動作

6.3. DROPPED BALL 球落地

Dropped Ball is when the ball touches the ground inside the Court.

A Dropped Ball fault will be called if:

6.3.1. The ball touches the ground inside the Court regardless of whether a player of the designated team comes in contact with the ball, or not, before it touches the

floor unless the referees judge that it was a Downward Angle Hit (article 6.5) or a Throw too short (see article 6.6).

6.3.2. A team, in possession of the ball, loses control after which the ball touches the ground on or inside the boundaries.

球落地是指球碰到在邊線或邊線內的比賽場地

球落地的違例會被吹判假如：

6.3.1. 球落地且不管在落地之前是否被指名球隊的任何球員觸碰到球，除非裁判吹判那是向下角度擊球（條例 6.5）或是擊球距離過短違例(條例 6.6)

6.3.2 掌握球權的隊伍，失去對球的控制，讓球觸及邊界上或比賽場地內

6.4. OUT OF BOUNDS 出界

Out of Bounds is when the ball, or players in contact with the ball, exits the Court. If the ball is not above the Court when an Out of Bounds fault is called, the hit-in point will be at the closest point from the court.

An

Out of Bounds fault will be called if:

6.4.1. The ball touches the ground outside of the Court or if the trajectory of the ball is modified by a fixed obstacle located in the Playing Area.

Comment: Fixed obstacles include the obstacles that can be found in playing facilities like objects that can't be removed from the walls or the ceiling and can include the spectators sitting in the stands or players and coaching staff taking place in teams' area.

6.4.2. A player touching the ball has no contact with the Court and if that player's last contact with the floor was outside the Court.

In all situations, the team that will be whistled for an

Out of Bounds fault is the last team in possession of the ball.

出界是指球或與球接觸的球員處在比賽場地外。如果在吹判出界違例時球不在球場上，則發球點將位於出界處距比賽場地最近的位置。

出界違例為例會被吹判，假如：

6.4.1. 球觸及比賽場地外部的地面，或者如果球的軌跡被位於比賽會場內的固定障礙物改變

評論：固定障礙物包括在比賽場館中可以找到的障礙物，例如不能從牆壁或天花板上移除的物體，另外也包括坐在看台上的觀眾或者在球隊區域內的球員和教練組

6.4.2. 接觸球的球員與地板接觸但不在比賽場地內，或者該球員與地板的最後一次接觸是在比賽場地之外（跳起救球）。

在所有情況下，將因為“出界”違例而被吹罰的球隊是出界前觸碰到球的最後一支球隊。

6.5. DOWNWARD ANGLE HIT 向下角度擊球

In order to be valid, a portion of the ball's trajectory must be upward.

A hit is considered as being on a downward angle hit if all the following conditions are met:

- The ball's trajectory has a horizontal or downward angle (see Figure & Figure) before it touches the ground inside the Court.
- No player of the designated team touches the ball before it touches the ground inside the Court
- No player of the non-designated team or referee changes the trajectory of the ball before it touches the ground inside the Court

擊球後，有效軌跡必須是向上角度

一次擊球會被判定為向下角度擊球違例，如果以下情況都被滿足

在碰觸到比賽場地的地面前，球的軌跡是水平或向下的角度（見圖表 2&3）

在碰觸到比賽場地的地面前，沒有被指名球隊的球員碰觸到球

在碰觸到比賽場地的地面前，沒有被非指名球隊的球員或裁判改變球的軌跡

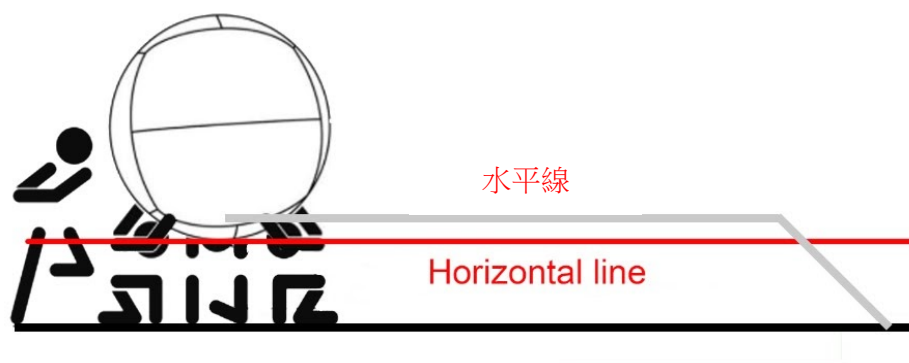


Figure 2 – Example 1 downward trajectory hit

圖表 2-向下角度擊球範例 1



Figure 3 – Example 2 downward trajectory hit

圖表 3-向下角度擊球範例 2

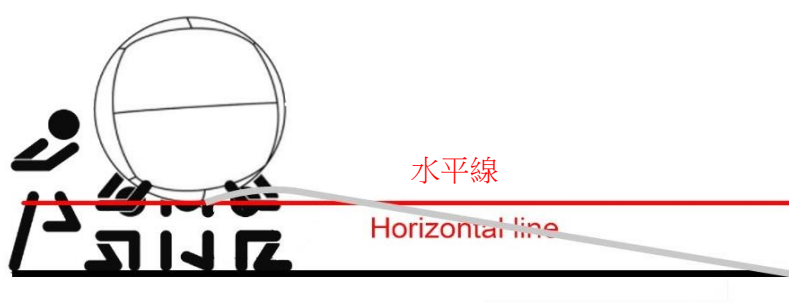


Figure 4 – Example 1 accepted trajectory hit

圖表 4 合法擊球軌跡範例 1

A parabolic hit will be accepted only if a part of the trajectory of the ball has an upward angle before it touches the ground.

拋物線擊球法必須在球落地之前，產生向上角度軌跡

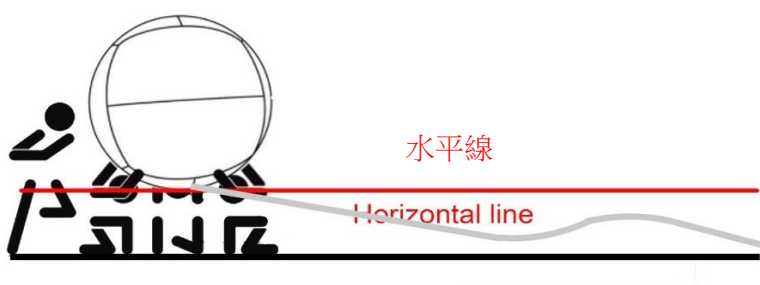


Figure 5 - Accepted parabolic trajectory hit

圖表 5-合法拋物線軌跡擊球

6.6. THROW TOO SHORT 擊球距離過短

A hit will be considered as a throw too short when the ball does not completely exit the Offensive Zone and if no player touches the ball before it touches the floor inside the Court. (see Figure 6 - Minimum distance)

如果球沒有完全離開進攻區域，並且如果沒有球員在觸及場內地面之前就觸球，則此次擊球將被認為是擊球距離過短。（請參見圖 6-最短距離）

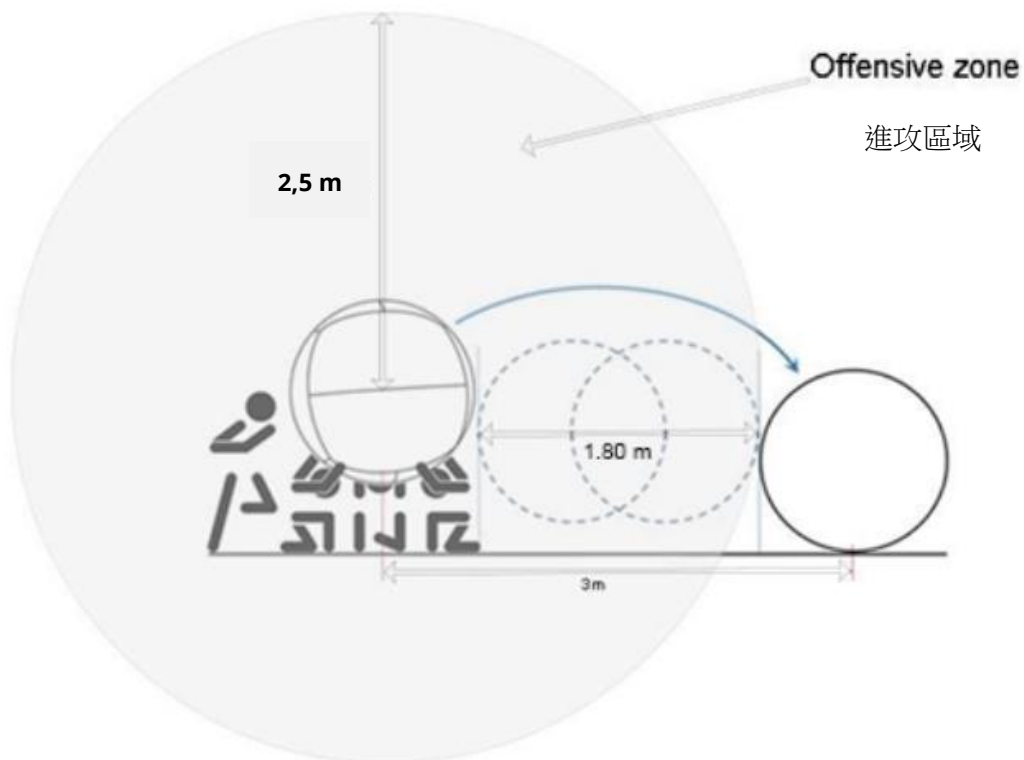


Figure 6 - Minimum distance

圖表 6-最短距離

6.7. REPLAY 重發

A Replay is the restart of the last game sequence without changing the score of the teams.

To establish the hit-in point and the team who will take possession of the ball, there are two possible scenarios:

- 6.7.1. If the incident that caused a Replay happened before the designated team was able to take control of the ball, the team that was in offense stays in possession of the ball and will start over with it. The hit-in point stays where it was on the last play.

6.7.2. If the incident that caused the Replay happened after the designated team took control of the ball, this team will stay in offense and restart with the ball. The hit-in point will then be the place at which the ball was when the incident happened.

Replay for involuntary obstruction

There will be a Replay for involuntary obstruction called if:

6.7.3. An involuntary contact between players from different teams occurs and influences the results of the play.

6.7.4. An involuntary contact between a referee and a player occurs and influences the results of the play.

6.7.5. An involuntary contact between the ball and a player of the non-designated team, located outside of the Offensive Zone, occurs and changes the trajectory of the ball.

6.7.6. An involuntary contact between the ball and a referee occurs and changes the trajectory of the ball.

6.7.7. In a Pass situation, a player in defense, located outside the Offensive Zone at the moment a Pass is executed, tries everything possible to avoid contact, according to the referees' judgment, but still enters in contact with the ball and modifies the pass trajectory.

6.7.8. In a Pass situation, the ball touches a referee modifying the pass trajectory.

Comments: Involuntary obstruction outside of the Court can be cause for Replay as well as those inside.

The play will not be stopped if the ball touches the player of another team or a referee without modifying the ball's trajectory.

重發是指回到上一個比賽順序，而沒有任何球隊的分數有改變

發球點的建立及由哪一隊來掌握球權，會有以下兩種可能性

6.7.1. 如果引發重發的事件發生在被指名球隊能夠控制到球之前，那麼進攻中的球隊持續握有球權，並在重發前的發球位置重新發球

6.7.2. 如果引發重發的事件發生在被指名球隊能夠控制到球之後，那麼被指名球隊握有球權，並在重發事件發生點的位置重新發球

針對非自願阻擋的重發

如果發生以下事件，將會吹判非自願阻擋的重發

6.7.3. 來自不同球隊的球員之間發生了非自願接觸，並影響了該回合的結果。

6.7.4. 裁判和球員之間發生了非自願接觸，並影響了該回合的結果。

6.7.5. 球與位於進攻區域外的非指名球隊的球員之間發生非自願接觸，並改變了球的軌跡。

6.7.6. 球與裁判之間發生非自願接觸，並改變了球的軌跡。

6.7.7. 傳球時，假如防守隊員位在進攻區域外的位置，在進攻隊傳球時，依據裁判的判定，該名防守球員已盡其所能閃避但仍舊碰到球並改變傳球軌跡

6.7.8. 傳球時，如果先碰到裁判而使球改變傳球軌跡

評論：比賽場地外發生的非自願阻擋和在界內發生一樣都可能導致重發。

如果球在不改變球軌跡的情況下接觸了另一支球隊的球員或裁判，則比賽不會停止。

6.8. TIME FAULT 超時違例

Time Fault is when a team takes too much time to make a hit.

There are two different types of Time Fault, a 5-seconds and a 10-seconds Time Fault.

6.8.1. The 5 seconds rule applies when:

6.8.1.1. On hit-ins, the team in possession of the ball has 5 seconds to hit the ball after the whistle has been blown twice by the Assistant Referee.

6.8.2. The 10 seconds rule applies when:

6.8.2.1. After the hit is executed and as soon as the first contact is made by a player in defense, the team has 10 seconds to hit the ball.

6.8.2.2. Once the ball has been repositioned on the hit-in point by the Assistant Referee, the team in possession of the ball has 10 seconds to pick up the ball from the ground.

Exception: The first time a team takes more than ten seconds to pick up the ball from the ground, the referee will issue a verbal warning. For any subsequent time, the team at fault will be whistled for Time Fault.

6.8.2.3. When the critical score is reached, the team who has possession of the ball has 10 seconds to pick up the ball from the ground from the moment the Assistant Referee has replaced the ball in the middle of the Court.

Comment: If there is a need for a draw, the 10 seconds countdown starts from the moment the draw is completed and the Head Referee has announced the result.

超時違例是指進攻球隊用過多的時間來進行一次擊球

有兩種超時違例，一種是 5 秒超時違例，一種是 10 秒超時違例

6.8.1. 5 秒規則適用於：

6.8.1.1. 發球時，掌握球權的隊伍，在助理裁判響哨兩次後，有 5 秒鐘時間將球擊出

6.8.2. 10 秒規則適用於：

6.8.2.1. 球擊出後，在防守隊伍一觸碰到球的那一刻，10 秒內必須將球再發出

6.8.2.2. 當球被裁判重新定位在發球點後，擁有球權的球隊有 10 秒鐘可以將球拿起來

例外：球隊第一次用超過十秒鐘從地面把球舉起時，助理裁判將發出口頭警告。在隨後的任何時間，被警告過的隊伍出現超時違例都會被吹判

6.8.2.3. 當臨界分發生時，掌握球權的的球隊有 10 秒鐘的時間可以自助理裁判將置於比賽場地中央的球拿起

評論：如果需要進行擲骰決定球權，10 秒鐘的倒數始自擲骰完畢主裁判宣布結果開始

6.9. ILLEGAL BALL DISPLACEMENT 持球移動違例

An

Illegal Ball Displacement fault is called if:

6.9.1. In a hit-in situation, the team in offense moves the ball outside the Offensive Zone from the hit-in point.

Comment: The team can move the ball inside the Offensive Zone from the hit-in point before or after the hit-in has been whistled.

6.9.2. A defensive player, positioned outside the Offensive Zone at the beginning of an offensive Ball Displacement, tries everything possible to avoid contact, according to the referees' judgment, but still enters in contact with the ball or an offensive player.

6.9.3. After three different players of a team touched the ball and control of the ball have established, a team makes a voluntary ball movement

Note: A voluntary ball movement is a voluntary action that changes the position of the ball compared to the horizontal plan and in which the team in control is the same from the beginning to the end of it.

持球移動違例會被吹判，假如：

6.9.1. 在發球狀態，進攻隊伍將球移動出自發球點開始計算的進攻區域

評論：進攻隊伍能在發球哨音響起前或後，將球在自發球點開始計算的進攻區域內移動

6.9.2. 在一次進攻持球移動過程中，一個位於進攻區域外的防守球員，依據裁判的判斷，已經用盡所有可能性避免碰觸到球而仍碰觸到球或進攻球員

6.9.3. 一個隊伍在同一回合有三位不同的球員觸碰到球後，進行自主移動球的動作

注釋：自主移動球的動作是指從水平面上來看，球被同一支控制住球的隊伍有意識地進行位移

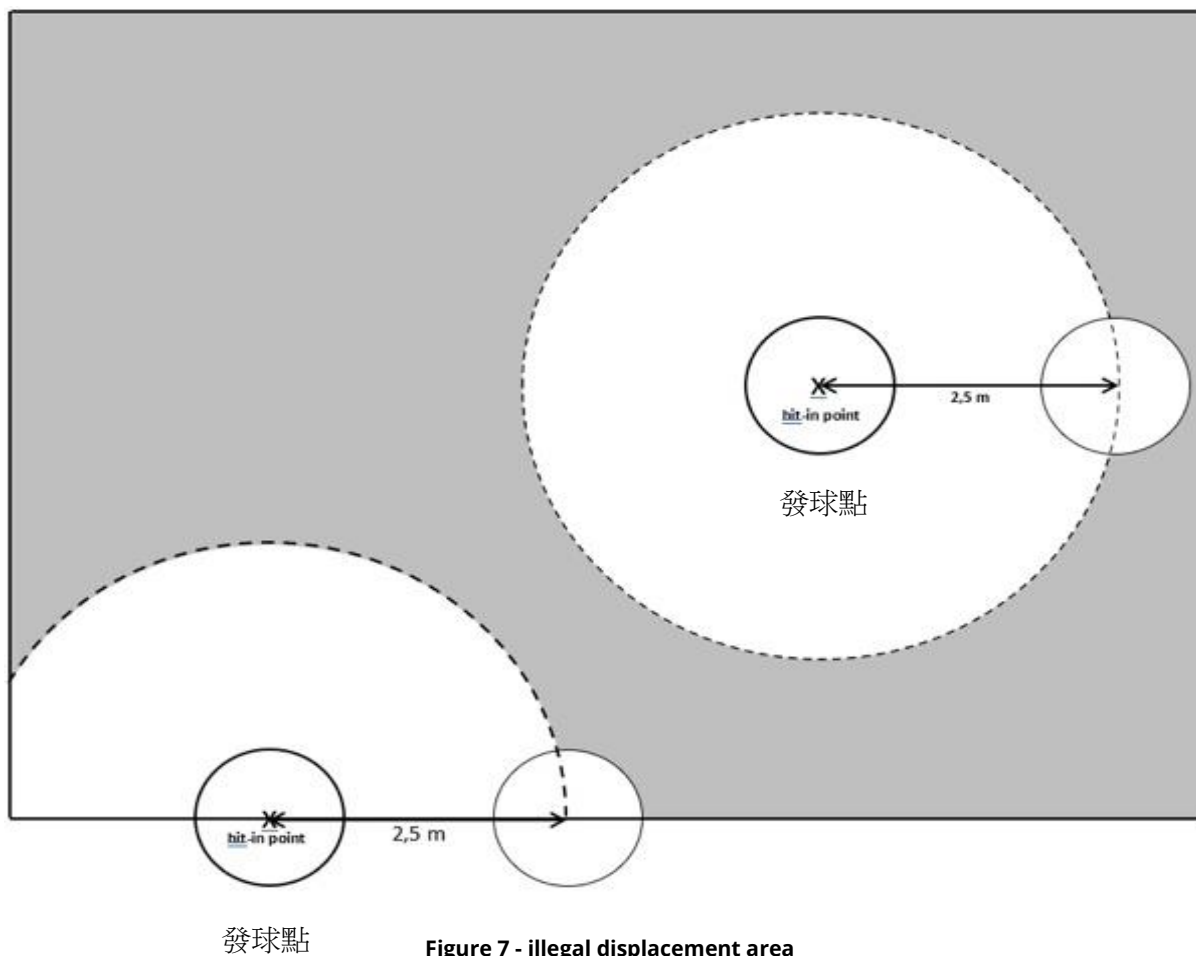


Figure 7 - illegal displacement area

圖表 7-非法持球移動區域（灰色）

6.10. TRAPPING THE BALL 環抱球

A Trapping the Ball fault is called if:

6.10.1. One player does a complete immobilization of the ball by wrapping their arms around it.

6.10.2. The ball is caught or held by the fabric or by the opening.

環抱球違例會被吹判，假如：

6.10.1. 環抱球指的是球被一個球員以兩隻手臂緊貼環抱完全固定住

6.10.2. 球被抓或握球的表皮及開口的部位

6.11. TOO MANY PLAYERS ON THE COURT 過多球員同時上場

A Too Many Players on the Court is called if more than four players or the team staff of the same team are inside the Court while the ball is in play.

如果在比賽進行中，同一球隊有超過四名球員或球隊隊職員同時在比賽場地內，則會被吹判過多球員同時上場

6.12. ILLEGAL OFFENSE 進攻違例

Illegal Offense is an action from the offensive team hindering the course of the game.

An Illegal Offense is called if:

6.12.1. The ball is hit with any part of the body below the hips.

6.12.2. A player in offense, in the Offensive Zone, moves out of their Body Axis in order to slow down, block or come in contact with a player in defense, except if he or she is the hitter.

6.12.3. A player of the offensive team changes their running trajectory to the ball inside the Offensive Zone and comes in contact with a player in defense.

6.12.4. The hitter comes in contact with a defensive player with one arm while using the other to hit the ball.

6.12.5. The hitter involuntarily hits the ball twice in the same hitting motion.

Example: After a hit and after a close defender touched the ball, the hitter involuntarily hits the ball a second time while finishing their hitting motion.

6.12.6. The hitter is hitting the ball by pushing the ball and having an initial downward angle trajectory.

Comment: Pushing is the action of placing one hand, two hands, one arm or two arms on the ball and pushing keeping a continuous contact with the ball.

進攻違例是指進攻球隊在場上有會阻礙比賽進程的舉動，下列是被判決進攻違例的事項：

6.12.1. 球用臀部以下的任何部位擊出

6.12.2. 除了擊球者外的進攻球員在進攻區域內為了減緩、阻擋或觸碰防守球員而移動身體軸線

6.12.3. 一個進攻球員在進攻區域內改變他跑向球的跑動路線，導致接觸到防守球員

6.12.4. 擊球員用一手擊球時，另一手碰觸到防守球員

6.12.5. 擊球員在同一次擊球動作非自願性的連續擊球兩次

範例：在進攻隊伍完成擊球動作，即擊球員擊出後，一個近距離的防守者碰到球，接著擊球員在非自願性的情況下又將球擊出了一次

6.12.6. 擊球員用推的將球擊出，並且在最初就有發生向下角度的軌跡

評論：推球是將一隻手，兩隻手，一隻手臂或兩隻手臂放在球上並推動且保持與球連續接觸的動作

6.13. ILLEGAL DEFENSE 防守違例

Illegal Defense is an action from the defensive team hindering the course of the game.

A contact, between players or between a player and the ball, may or may not result in blocking, changing, or slowing down an action.

An Illegal Defense is called if:

6.13.1. A team in defense has more than one player within the Offensive Zone at the time of the hit.

6.13.2. A player in defense positioned inside the Offensive Zone blocks, changes or slows down the execution of the hitting gesture of the hitter.

6.13.3. The first contact after the hit is made by a non-designated player inside the Offensive Zone modifying the ball's trajectory.

6.13.4. In a Pass situation, a player in defense positioned inside the Offensive Zone blocks, changes or slows down the execution of the Pass.

6.13.5. In a Ball Displacement situation, a player in defense positioned inside the Offensive Zone at the beginning of the Ball Displacement, blocks, changes or slows down the execution of the Ball Displacement.

6.13.6. A player in defense positioned inside the Offensive Zone blocks, slows down or changes the run trajectory of a player in offense trying to get to the ball.

6.13.7. Before the hit is executed and after the offensive has gained control, a player in defense touches the ball and moves it.

6.13.8. At the moment of the hit, a player in defense touches the ball.

6.13.9. A player in defense does not respect the

Body Axis of an offensive player and a contact happens that blocks, changes or slows down that player's action.

6.13.10. A player from the defensive team, that is not designated and located inside the Offensive Zone at the time of the hit, blocks or slows down the player from the defensive designated team.

Comment: If two Illegal Defense faults happen at the same time to the two defensive teams, the team that was designated will be the one to receive the fault.

防守違例是指防守球隊在場上有會阻礙比賽進程的舉動

藉由球員與球員或球員與球間的接觸，可能會或可能不會阻擋，改變或減慢動作

防守違例會被吹判，假如：

6.13.1. 防守球隊在進攻球隊擊球時，有超過一名以上的防守球員在進攻區域範圍內會被判防守違例。

6.13.2. 防守球員位在進攻區域內，阻擋、改變或減慢擊球員開始擊球手勢的執行

6.13.3. 擊球後，第一個接觸到的是在進攻區域內的非指名球隊的球員，從而改變球的軌跡。

6.13.4. 進攻傳球時，防守球員在進攻區域內，阻擋、改變或減慢傳球的進行

6.13.5. 在持球移動的狀況，防守球員在進攻區域內，在球的移動開始時，阻擋、改變或減慢球的移動或其進程

6.14.6 防守球員在進攻區域內，阻擋、改變或減慢試著接球的進攻球員的跑動軌跡

6.14.7. 進攻狀態獲得控制之後及在擊球前，防守球員碰到球並移動球

6.14.8. 在擊球的那一刻，防守球員碰到球

6.14.9. 防守球員侵犯到進攻球員的身體軸線，發生肢體接觸導致阻擋，改變或減慢球員動作

6.14.10 非被指名防守球隊的防守球員在進攻區域內，在擊球時阻擋、改變或減慢被指名防守球隊的球員進行接球的動作

評論：假如兩個防守違例同時發生在兩支防守隊伍，被指名的防守球隊會獲判防守違例

6.14. WARNINGS 警告

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

A contact, between players or between a player and the ball, may or may not result in blocking, changing, or slowing down an action.

All minor or major warnings given to a team, a player or team staff member results in a point being granted to the other two teams except in the following situations:

- The warning is given before the game has begun.
- The warning is given after the target score is reached and before the referee's signal at the beginning of the period.
- The warning is given after the critical score is reached and the player's or team staff member's team receiving is not involved in the period anymore.
- The warning is given after the referee has signaled the end of the game (see major warning)

Moreover, the player involved in the warning may receive a personal sanction.

If a warning is given while the ball is in play, the last team in control keeps possession of the ball for the next hit-in.

If a warning is given while the ball is not in play, the last team in possession of the ball keeps it for the next hit-in.

6.14.1. Verbal Warning

No cards are given when a referee gives a verbal warning.

The referees can give verbal warnings to keep the pace of the game and ensure the proper behavior of the individuals. A verbal warning from the referee will not influence the points on the scoreboard, the sportsmanship points, or personal sanctions.

6.14.2. Minor Warning

A minor warning is symbolized by the showing of the yellow card.

6.14.2.1. Unsportsmanlike conduct

The following conducts are unsportsmanlike:

- To disrespect or to try to influence the referees' decisions
- To disrespect one's teammates, the other teams, the coaches, the spectators, etc.
- To use inappropriate language
- Trying to purposely commit a fault
- Trying to purposely disrupt the pace of the game
- Intentionally holding, pushing, or colliding with another player
- Not doing everything possible, and according to the referees' judgment, to avoid being touched by the ball, therefore voluntarily hindering the progress of the game.

6.14.3. Major Warning

A major warning is symbolized by the showing of the red card.

There are three different types of major warning:

6.14.3.1. Vulgarity

Any vulgar sign or comment from a player, a coach or an attendant which is directed at a team member or a referee.

6.14.3.2. Intent to hurt

Actions or words that are used with the intent to hurt someone.

6.14.3.3. Post game warnings

Any warning given after the official game time is over but before the Head Referee has signed the official score sheet.

Comment: This means that the Head Referee will note on the score sheet any incident involving players or team staff who adopt an unsportsmanlike conduct during the post game period. Only the ranking points will be deducted.

6.14.4. Player Expulsion

A player or team staff will be expelled from the game if:

- receiving a second minor warning in the same game.
- receiving a major warning.

Note: Player or team staff will not be allowed to stay in the Playing Area.

6.14.5. Team Disqualification

The team will be disqualified if players or team staff of the same team or a team receive at least:

- four minor warnings
- two minor warnings and one major warning
- two major warnings

The team will not be allowed to stay in the Playing Area.

If a team ends up with fewer than four players available, the team is automatically disqualified for the current game and is not allowed to stay in the Playing Area.

If the disqualified team is in possession of the ball at the moment of the disqualification, the team with the lowest score will gain the possession of the ball. If the score is tied, the possession will be drawn at random.

任何違反運動家精神憲章（見附錄 A）的行為，將導致球隊被口頭、輕微或嚴重警告藉由球員與球員或球員與球間的接觸，可能會或可能不會阻擋，改變或減慢動作

所有對球隊、球員或隊職員的輕微或嚴重警告將會使另外兩隊得到1分，以下幾種情況除外：

- 在比賽開始前被給予的警告.
- 在目標分達到之後，裁判響哨下一節比賽開始之前被給予的警告
- 在臨界分達到之後，不在該節可以繼續比賽的球員、球隊隊職員被給予的警告
- 在裁判已經響哨比賽節數後被給與的警告（參見嚴重警告）

此外，牽涉到警告的球員可能會另有個別制裁

假如是在比賽進行中的警告，警告發生後，球權仍在警告發生前擁有球權的球隊手上

假如不是在比賽進行中的警告，球權在最後擁有球權的球隊手上

6.14.1. 口頭警告

裁判給予口頭警告時，不會亮牌

裁判可以發出口頭警告，以保持比賽的節奏並確保個人的合適行為。裁判口頭警告，不影響計分板上的得分、運動家精神計分或個別制裁

6.14.2. 輕微警告

出現黃牌表示輕微警告

6.14.2.1 違反體育道德行為的事件

下列事件被視為違反體育道德行為

- 不尊重或試著影響裁判判決
- 不尊重隊友、其他球隊、教練群、觀眾等等
- 使用不適當的語言。
- 試圖故意製造違例
- 試圖故意破壞比賽節奏
- 故意握住、推或碰撞其他選手
- 根據裁判的判斷，並非用盡一切努力來避免碰到球，從而變成自願阻礙比賽的進行

6.14.3. 嚴重警告

出現紅牌表示嚴重警告

有三種不同型態的嚴重警告

6.14.3.1. 粗俗舉動

球員、教練或觀眾對其他球隊成員或裁判做出任何粗俗的手勢或評論

6.14.3.2. 意圖傷害

意圖使用動作或言詞來傷害某人

6.14.3.3. 賽後警告

在正式比賽時間結束後，主裁判簽署官方記分紙之前所判的警告，會被視為嚴重警告

評論：這意味著，主裁判將在記分紙上記錄涉及在賽後階段採取不符合運動家精神的行為的球員或團隊工作人員的任何事件。僅排名積分會被扣除

6.14.4. 球員驅逐出場

如果發生以下情況，將驅逐球員或隊職員：

- 在同一比賽中收到第二次輕微警告。
- 收到嚴重警告。

註釋：不允許球員或隊職員留在比賽區。

6.14.5. 球隊取消資格

球隊將被取消資格，如果同一球隊的球員和隊職員或整個球隊，收到至少：

- 四個輕微警告
- 兩個輕微警告和一個嚴重警告
- 兩個嚴重警告

球隊將被禁止留在比賽區域。

如果一個球隊的可用球員少於四個，則該球隊將自動喪失當前比賽的資格，並且不允許留在比賽區域。

如果取消資格的球隊在失格時擁有球權，得分最低的球隊將獲得球權。如果比分相同，將擲骰決定球權。

6.15. TWICE THE SAME HITTER 同一球員連續兩次擊球

One player of the same team cannot hit twice in a row.

- The same player **cannot** hit again (because a hit has been done prior to these faults): Missing a Contact
- Dropped Ball
- Out of Bounds
- Downward Angle Hit
- Throw Too Short
- Illegal Offense (6.12.1, 6.12.6, 6.12.5 & 6.12.4)
- Illegal Defense (6.13.1, 6.13.3 & 6.13.8)

- Twice the Same Hitter

The same player **can** hit again (because a hit has not been done prior to these faults):

- Designation Fault
- Time Fault
- Illegal Ball Displacement
- Trapping the Ball
- Too Many Players on the Court
- Illegal Offense (6.12.2 & 6.12.3)
- Illegal Defense (6.13.2, 6.13.4, 6.13.5, 6.13.6, 6.13.7, 6.13.8, 6.13.9 & 6.13.10)
- Minor Warning
- Major Warning
- Dropped Ball by the offensive team

同一球員不能連續兩次擊球

同一球員不能夠再次擊球的情況（因為在這些違例之前，已經完成擊球動作）

- 觸球失誤
- 球落地
- 出界
- 向下角度擊球
- 擊球距離過短
- 進攻違例 (6.12.1, 6.12.6, 6.12.5 & 6.12.4)
- 防守違例(6.13.1, 6.13.3 & 6.13.8)
- 同一球員連續兩次擊球

同一球員能夠再次擊球的情況（因為在這些違例之前，擊球動作並未完成）

- 指名違例
- 超時違例
- 持球移動違例
- 環抱球
- 過多球員同時上場
- 進攻違例 (6.12.2 & 6.12.3)
- 防守違例(6.13.2, 6.13.4, 6.13.5, 6.13.6, 6.13.7, 6.13.8, 6.13.9 & 6.13.10)
- 輕微警告
- 嚴重警告
- 進攻球隊球落地

ARTICLE 7. DEFINITIONS

第七章 名詞定義

7.1. DESIGNATION 指名

Action of designating the team that will have to catch the ball following the hit. It must be the word "Omnikin" followed by the receiving team's color (ex: Omnikin noir).

在將球擊出前需要做出叫出接球的球隊名字的動作，必須由單字"Omnikin"加上接球隊伍的顏色（例如：Omnikin noir）

7.2. HIT 擊球

Hit: A hit occurs when these two conditions are met:

- The team in offense demonstrates the intention of sending the ball to the opposing team
- The hitter makes contact with the ball

Comment: The full gesture that causes the contact is considered the hitting gesture. The hit is considered finished when the hitting gesture is completed or stopped. However, if a player in defense comes in contact with the ball after the hitting contact but before the end of the hitting gesture, the hitter may finish their hitting gesture but the ball is considered belonging to the defensive team.

擊球：一個擊球的動作需滿足以下兩個條件

- 進攻中的球隊展示了將球傳給對方球隊的意圖
- 擊球員與球接觸

評論：導致接觸的完整手勢被視為擊球手勢。當擊球手勢完成或停止時，擊球被視為完成。但是，如果防守隊員在擊球手擊球接觸後、擊球手勢結束之前與球接觸，擊球手可能會完成擊球手勢，但該球被認為屬於防守隊

7.3. BALL DISPLACEMENT 持球移動

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
- The team must have control of the ball

持球移動是將球從一個位置移動到另一個位置同時保持至少一個球員和球之間的身體接觸的動作。

對於球的位移被視為持球移動，以下是標準：

- 移動球的手勢必須是有意進行的
- 球必須由擁有球員的球隊控制

7.4. PASS 傳球

Action of moving the ball from, at least, one player to at least another one.

The following criteria must be met to be considered a Pass:

- The player executing it must be in control of the ball
- The gesture that moves the ball must be intentional
- The physical contact with it must be interrupted
- There must be one or more destination players

The referee has the authority to decide if a player is a destination player or not.

傳球是指將球由至少一位球員傳遞至其他至少一位球員的動作。

必須滿足以下條件才被視為傳球：

- 球員執行時必須要是控制住球的
- 傳遞球的手勢必須是有意識地進行
- 與球的肢體接觸必須中斷
- 至少要有一位或以上的目標接球球員

裁判有權判定是否該球員是為目標接球球員

7.5. OFFENSIVE ZONE 進攻區域

The offensive zone is a zone around the ball that is effective when the offensive team is in control of the ball. A player is considered being inside the offensive zone when he or she has at least one foot on or inside the zone's outside limit.

There are two different ways to calculate the size of the offensive zone:

- 1.8 meter starting from the outside edge of the ball. (see Figure 8 - Offensive zone)
- 2.5 meters starting from the center of the ball. (see Figure 8 - Offensive zone)

進攻區域是指圍繞球的區域，當進攻球隊控制住球時，該區域才有效。當球員至少有一隻腳踩在該區域的外部邊線之上或之內時，即被視為在進攻區域之內。

有兩種計算進攻區域大小的方法

- 從球的外側邊緣開始計算是 1.8 米（見圖表 8-進攻區域）
- 從球的中心點開始計算是 2.5 米（見圖表 8-進攻區域）

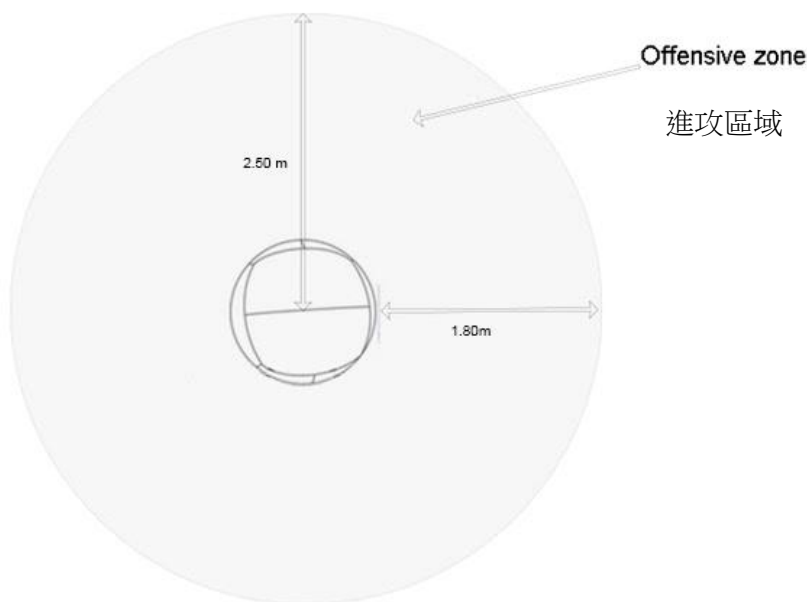


Figure 8 - Offensive zone

圖表 8-進攻區域

7.6. **CONTACT** 接觸

When a player of the designated team touches the ball with any part of their body, regardless of the fact that their team is in control of the ball or not.

當指名球隊的球員用身體的任何部位觸球時，無論其球隊是否控制住球

7.7. **POSSESSION** 球權

Players or teams are considered being in possession of the ball if they came in contact with the ball after a hit has been executed.

如果球員或球隊在擊球後與球接觸，則認為他們擁有該球球權

7.8. **TEAM STAFF** 球隊隊職員

The non-player members of a team. Consist of the Head-Coach, the two Assistant-Coaches and the interpreter.

球隊中非球員的成員。由主教練，兩名助理教練和翻譯人員組成

7.9. **HIT-IN** 發球

Action of putting the ball back into play after a fault, a timeout or at the start of a period.

將球重新置回比賽的動作，在違例、暫停或每節比賽的開始

7.10. **HIT-IN POINT** 發球點

This is where the ball is placed by the Assistant Referee for the hit-in (at the point of the fault or at the center for the beginning of a period and at the critical score). If the ball is not inside the Court when the play is stopped, the hit-in point will be at the closest point from Court.

這個是球進行發球的位置，由助理裁判將球至於這個點，（在違例發生處、各節開始時以及臨界分發生時在球場中央）。如果比賽停止後球不在球場內，則放置點將在最接近球場的位置

7.11. **BALL IN PLAY** 球在比賽進行中

The time between the two whistles that signal the hit-in and the whistle that signals the fault.

介於發球哨音和違例哨音之間的時間

7.12. **CONTROL** 控制住球

A team is considered as being in control of the ball when the referee judges that this team can immobilize it.

當裁判判定該球隊可以將球固定時，該球隊將被視為控制球

7.13. **BODY AXIS** 身體軸線

Body Axis is a vertical cylinder equal to the shoulder width and the height of any offensive player inside the Offensive Zone.

Body Axis stops moving with the player only when these two conditions are met:

- He or she is in contact with the ball.
- The team took control of the ball and at least three different players have touched it in the same sequence.

身體軸線是一個垂直圓柱體，其寬度等於進攻區域內任何進攻球員的肩膀寬度和身體高度。

身體軸線停止和球員一起移動只有在以下兩種情況滿足時：

- 球員接觸著球
- 球隊控制了球，並且至少三個不同的球員在同一個回合觸摸到球



Figure 9 - Body axis

圖表 9-身體軸線

7.14. **TARGET SCORE** 目標分數

Points needed to win a period.

可以贏得該節比賽的分數

7.15. **CRITICAL SCORE** 臨界分數

The critical score is the target score minus two points.

目標分數減去 2 分就是臨界分數

7.16. **COURT** 球場

The Court is composed of its lines and the space inside the lines.

由邊線和邊線以內場地組成的空間

7.17. **PLAYING AREA** 比賽場地

The Playing Area consists of the Court, the bench areas, the warm-up areas and all the space around these areas up to the stands.

比賽場地由球場、板凳區、熱身區，這些區域周圍的所有空間，直到看台

APPENDIX A: - SPORTSMANSHIP CHARTER

附

錄 A -運動家精神憲章

Teachers, parents, coaches, athletes, and all other participants are invited to adopt a sportsmanlike conduct by respecting the articles of the sportsmanship charter. They all do their 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 referees' decisions without ever questioning their 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 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 always to remain dignified, to maintain self-control, and to not indulge in physical or verbal violence.

SPORTSMANSHIP COUNTS!

誠摯邀請教師，家長，教練，運動員和所有其他參與者通過尊重運動家精神憲章的內容來體現出運動家的精神與行為。每個人都必須盡自己的一份力量來促進更加人性化和漸趨完善的運動實踐

展現運動家精神，首先而且最重要的是要嚴格遵守和尊重所有規定;並試著永遠不要故意違反規則條例

展現運動家精神，是尊重賽務技術人員。賽務技術人員或裁判的存在對舉辦比賽至關重要。他們應該得到每個人的完全尊重

展現運動家精神，是接受所有裁判的判決，而不會質疑他的誠信

展現運動家精神，是有尊嚴地接受失敗，沒有怨恨

展現運動家精神，是謙遜地接受勝利而沒有幸災樂禍

展現運動家精神，是當你的對手有優異表現時能不吝給予讚賞

展現運動家精神，是拒絕用作弊或非法手段來贏得勝利

展現運動家精神，是尊重你的對手，並通過盡最大努力和才能來贏得勝利

展現運動家精神，是無論你的隊友出現精彩或失誤的表現，等能給予最大的鼓舞

展現運動家精神，要始終維持尊嚴，保持自我控制，不要陷於肢體或言語暴力

運動家的精神 開始

APPENDIX B: - REFEREE SIGNALS

附錄 B - 裁判手勢

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

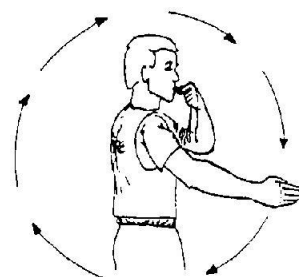
這些手勢是國際健球聯盟認可的唯一官方手勢

a) Beginning of game or period

With their arm, the Head referees make 3 forward rotations at the shoulder level and then points to the bench of the starting team; the whistle is blown throughout this procedure.

a) 比賽/各節開始

利用手臂，裁判自肩膀處進行 3 次向前旋轉，然後指向發球隊伍的板凳席；在整個過程中哨音持續。



b) End of period

While facing the timekeeper's table, the Head Referee raise their arms over their head, and with one of their hands, takes hold of their wrist; the whistle is blown throughout this procedure.

b) 各節時間結束

面對計時員桌，主裁判舉起手臂過頭，其中一手握著另一手的手腕；在整個過程中哨音持續。



c) End of game

While facing the timekeeper's table, the Head Referees raise their arms over their head and claps their hands 3 times; the whistle is blown throughout this procedure.



c) 比賽時間結束

面對計時員桌，主裁判舉起手臂過頭，拍手3次;在整個過程中哨音持續。

d) Timeout

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



d) 暫停

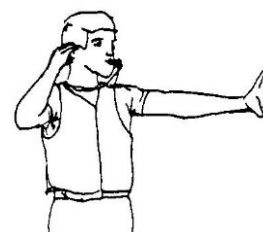
面對計時員桌，主裁判先在胸前用一隻手的手指放在另一隻手的中間，然後指向請求暫停的球隊;在整個過程中哨音持續。

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

前四個手勢，哨音都是持續的（1~3 秒鐘）

e) 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.



e) 指名違例

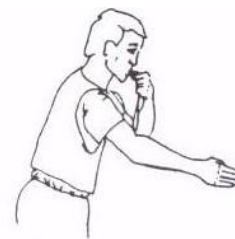
裁判響哨一聲後，伸出手臂，手快速的開合，同時另一隻手放在耳邊，然後指向臂章示意違例隊伍顏色

f) Hit-in

The Assistant Referees point to the ball with their hand and whistles two short blows.

f) 發球

助理裁判用手指向球，並響兩短哨



g) Replay

With their arms crossed at waist level, the referees uncross their arms in a single movement (twice). They whistle one blow followed by the Replay.

Replay sign is also called for

- Involuntary obstruction between two players
- Involuntary obstruction between a player and the ball

g) 重發

手臂在腰部交叉，裁判解開交叉的動作（重複交叉解開動作兩次）。重發後響哨一聲



重發的手勢也被稱為

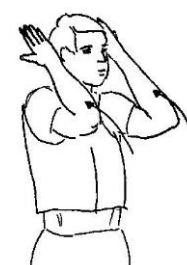
- 兩球員間的非自願阻擋
- 球員和球間的非自願阻擋

h) Out of Bounds

The referees whistle one blow. They bend their elbows while bringing their palms back behind their shoulders and then points to the armband of the team at fault.

h) 出界

裁判響哨一聲後，彎曲兩手肘部，同時將兩手掌放回肩膀後面，然後指向臂章示意違例隊伍顏色



i) Too Many Players on the Court

The referees whistle one blow. They advance an arm in front of them with their five fingers outstretched and then point to the armband of the team at fault.



i) 過多球員同時上場

裁判響哨一聲後，伸出一隻手臂張開五根手指，然後指向臂章示意違例隊伍顏色

j) Illegal Defense

The referees whistle one blow. They advance an arm in front of them by presenting three consecutive fingers and then points to the armband of the team at fault.



j) 非法防守

裁判響哨一聲後，伸出一隻手臂張開三根手指（食指、中指、無名指），然後指向臂章示意違例隊伍顏色

k) Missing a Contact

The referees whistle one blow. They point an index finger upward and, in one single movement, they stretch out their arm forward and bend it up again. Then they point to the armband of the team at fault.

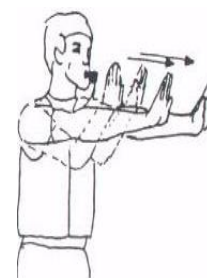


k) 觸球失誤

裁判響哨一聲後，他用食指向上指，並向前跨一小步，隨著向前的步伐，原本彎曲的手臂伸出向前，過程中，食指持續向上指。然後指向臂章示意違例隊伍顏色

l) Same player hit twice

The referees whistle one blow. They extend their forearms forward and they flex them twice while their hands are fully opened; with one hand, they point to the armband of the team at fault.

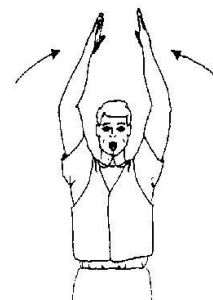


l) 同一球員連續擊球兩次

裁判響哨一聲後，兩手完全張開，重複兩次地伸出他的前臂然後鬆回，然後指向臂章示意違例隊伍顏色

m) Throw Too Short

The referees whistle one blow as they extend their arms along the sides of their body; bringing their arms over their head with palms facing each other but not touching, they use one hand to point to the armband of the team at fault.



m) 擊球距離過短

裁判響一快哨，雙臂沿著身體的兩側做出往頭上擊掌的動作，手掌彼此相對但不接觸，然後指向臂章示意違例隊伍顏色

n) Downward Angle Hit

The referees whistle one short blow; as they take one step forward, they point their arms energetically towards the ground and points to the armband of the team at fault.



n) 向下角度擊球

裁判響一短哨，當他一步踏向前，雙臂有力地朝地面指去，然後指向臂章示意違例隊伍顏色

o) Dropped Ball

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



o) 球落地

裁判響一短哨，一手掌朝上，一手掌朝下，朝下的手掌快速摩擦另一手掌後向外堆出，然後指向臂章示意違例隊伍顏色

p) Time Fault

The referees whistle one blow and bring their arm at shoulder level to point to the watch on their wrist with one hand, and then they point to the armband of the team at fault.



p) 超時違例

裁判響一短哨，移動雙臂到肩膀高度，用一手指向手腕上手錶的位置，然後指向臂章示意違例隊伍顏色

q) Unsportsmanlike Conduct

The referees whistle 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 armband of the team at fault with one hand. This fault involves a minor warning for the player at fault.

q) 違反運動家精神的行爲

裁判僅響一哨音，一隻手臂彎曲置於胸前並垂直於地面，手向上握拳。另一隻手觸碰肘部前方。然後指向臂章示意違例隊伍顏色。這個違例必須給予違例的球員輕微警告。



r) Intent to hurt

The referees whistle one blow. They hit the front of their shoulder with their fist and point to the armband of the team at fault.

This fault leads into a major warning to the player who committed the fault.

r) 意圖傷害

裁判響一短哨，用拳頭敲打肩膀，然後指向臂章示意違例隊伍顏色。這個違例必須給予違例的球員嚴重警告



s) Illegal Offense

The referees whistle one blow. they cross their forearms over their chest, fists clenched and pointing upward, and then they point to the armband of the team at fault.

s) 進攻違例

裁判響一短哨，在胸前交叉前臂，拳頭緊握並指向上，然後指向臂章示意違例隊伍顏色。

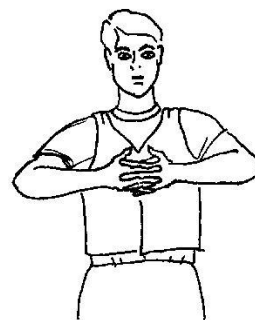


t) Trapping the ball

The referees whistle one short blow. They circle their arms in front of them and interlace their fingers; then they point the armband of the team at fault.

t) 環抱球

裁判響一短哨，雙臂做環環抱狀，兩手手指交叉緊扣，然後指向臂章示意違例隊伍顏色。

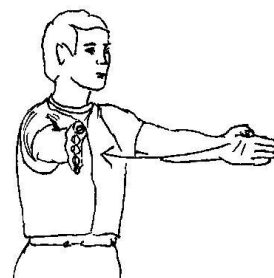


u) Illegal ball displacement

The referees whistle 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 armband of the team at fault with one hand.

u) 持球移動違例

裁判僅響一哨音，兩臂至於胸前伸出平行於地面，手指緊鄰，一隻手臂保持固定，另一隻手臂平行於地面移開，然後指向臂章示意違例隊伍顏色。

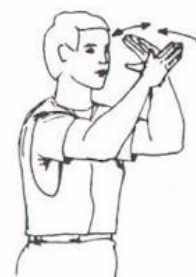


v) Players' substitution

No whistle blown. With both hands over their head, palms facing each other, they make a lateral front-back flexion of the hands.

v) 球員輪替

無需哨音，雙手在頭上，手掌彼此相對，做出手的側向前後晃動。



These are signs of the line judges:

這些是線審的手勢

w) Ball touched outside element

The flag should be raised if the ball touches the ground outside of the court or any fixed obstacle.

w) 球碰到場外物件

如果球觸及球場以外的地面或任何固定障礙物，則應升起旗幟



x) Ball touches the inside ground

The flag should be pointing at the middle of the court if the ball touches the ground inside or on the line of the court.

x) 球碰到場內地板

如果球觸及球場內部或球場的邊線，則旗幟應指向球場中央



y) Requested timeout

Line judges signal when they see a Head Coach or Captain asking a timeout by holding the flag open over their head.

y) 請求暫停

線審在看到主教練或隊長請求暫停時，將旗幟懸在頭頂上



APPENDIX C: - TIE BREAK CRITERIA LIST

附

錄 C -同分決勝標準表

If two teams or more have the same number of ranking points, the IKBK recommends the use of this criteria list to determine who finishes in front of the other team:

1. Fewer number of ranking points lost because of warnings
2. Most first places won
3. Most periods won
4. Most first places won in direct confrontations
5. Most periods won in direct confrontations
6. Highest competition period score average
7. The IKBK or the organization in charge of the competition will determine the best way to break the tie

如果比賽結束，有兩隊或以上的球隊有著相同的比賽積分，國際健球總會建議使用此標準表來確定最終排名

1. 因為警告少而失去較少排名積分的球隊勝
2. 贏得了最多第一名次數的球隊勝
3. 贏得了最多節勝利的球隊勝
4. 在直接比較的前提下，贏得了最多第一名次數的球隊勝
5. 在直接比較的前提下，贏得了最多節勝利的球隊勝
6. 節分數平均最高的球隊勝
7. 國際健球總會或主辦單位將依情況決定最好的方式來打破平局