

**INTERNATIONAL**



**KIN-BALL® SPORT  
FEDERATION**

OFFICIAL

KIN-BALL® sport

RULEBOOK

2022 edition

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*In this document, Omnikin and Kin-Ball are used instead of OMNIKIN® and the KIN-BALL® sport to simplify the text.*

*The International KIN-BALL® sport Federation has full authority over the rulebook and is the only organization entitled to modify it.*

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## ARTICLE 1. GENERAL FLOW OF A GAME

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](mailto:info@kin-ball.com)).

## ARTICLE 2. FACILITIES AND EQUIPMENT

### 2.1. DIMENSION OF THE COURT

---

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](mailto:info@kin-ball.com)).*

### 2.2. WARM-UP AREAS

---

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 m<sup>2</sup>.

*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.*

### 2.3. PHYSICAL LAYOUT

---

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.

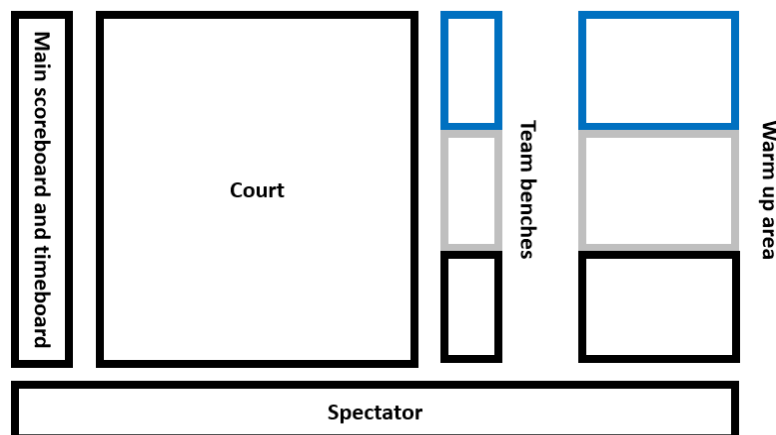


Figure 1 - Example of physical layouts

## 2.4. TECHNICAL EQUIPMENT

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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.



## ARTICLE 3. TEAMS

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.

### 3.1. ROLES AND DUTIES OF THE HEAD COACHES AND THE ASSISTANT COACHES

---

- 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.

## 3.2. ROLES AND DUTIES OF THE CAPTAINS

---

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.

## 3.3. ROLES AND DUTIES OF THE PLAYERS

---

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.

## 3.4. ROLES AND DUTIES OF INTERPRETERS

---

- 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.

## 3.5. UNIFORMS

---

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.*

## ARTICLE 4. THE OFFICIALS

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

### 4.1. HEAD REFEREE (HR)

---

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.*

## 4.2. ASSISTANT REFEREE (AR)

---

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.

## 4.3. REFEREES' EQUIPMENT

---

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

## 4.4. SCOREKEEPERS

---

- 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.

## 4.5. TIMEKEEPERS

---

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).

## 4.6. LINE JUDGES

---

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.



## ARTICLE 5. DURATION AND COURSE OF THE GAME

### 5.1. DURATION OF A GAME

---

#### 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.

### 5.2. COURSE OF A GAME

---

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.

*Note: The point of fault is the place where the ball was when the fault was committed (exception for the Out-of-Bounds).*

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 Head Referee 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 IKBK ([info@kin-ball.com](mailto:info@kin-ball.com)).*

### 5.3. RANKING SYSTEM

---

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*

## 5.4. TIMEOUT

---

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.

## 5.5. SUBSTITUTIONS

---

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.

## 5.6. INJURIES

---

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 except if the team doesn't have enough players able to play to continue the game.

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

## 5.7. PROTEST

---

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.

## ARTICLE 6. LAWS OF THE GAME

### 6.1. DESIGNATION FAULT

---

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, if done simultaneously, 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)
- Omnikin noir-hit (color said at the same time as the hit)

Examples of designation faults:

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

## 6.2. MISSING A CONTACT

---

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

A 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 a 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*

## 6.3. DROPPED BALL

---

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.

## 6.4. OUT OF BOUNDS

---

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 Playing area.*

- 6.4.2. A player from the designated team 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.

## 6.5. DOWNWARD ANGLE HIT

---

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 2 & Figure 3) 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



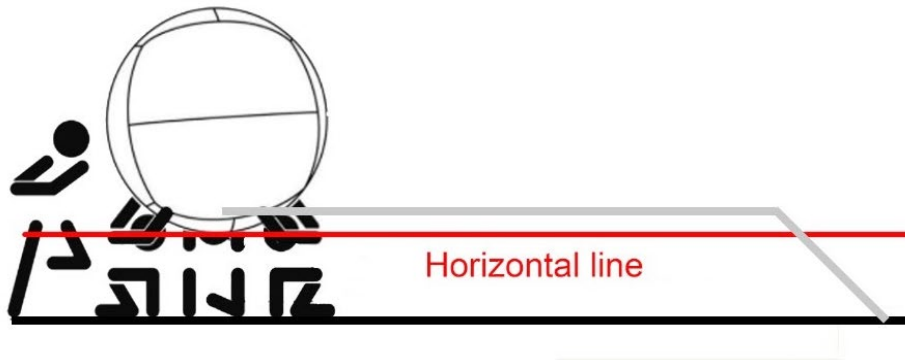


Figure 2 – Example 1 downward trajectory hit



Figure 3 – Example 2 downward trajectory hit



Figure 4 – Example 1 accepted trajectory hit

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.

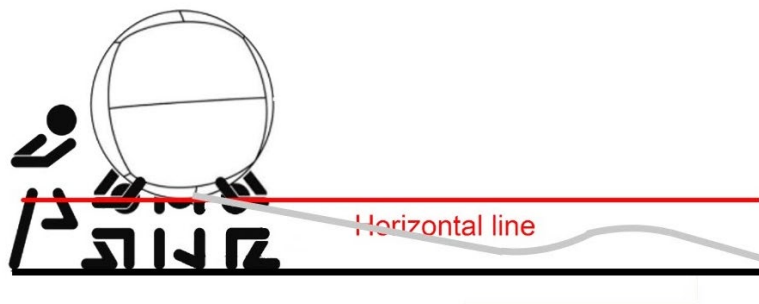


Figure 5 - Accepted parabolic trajectory hit

## 6.6. THROW TOO SHORT

---

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)

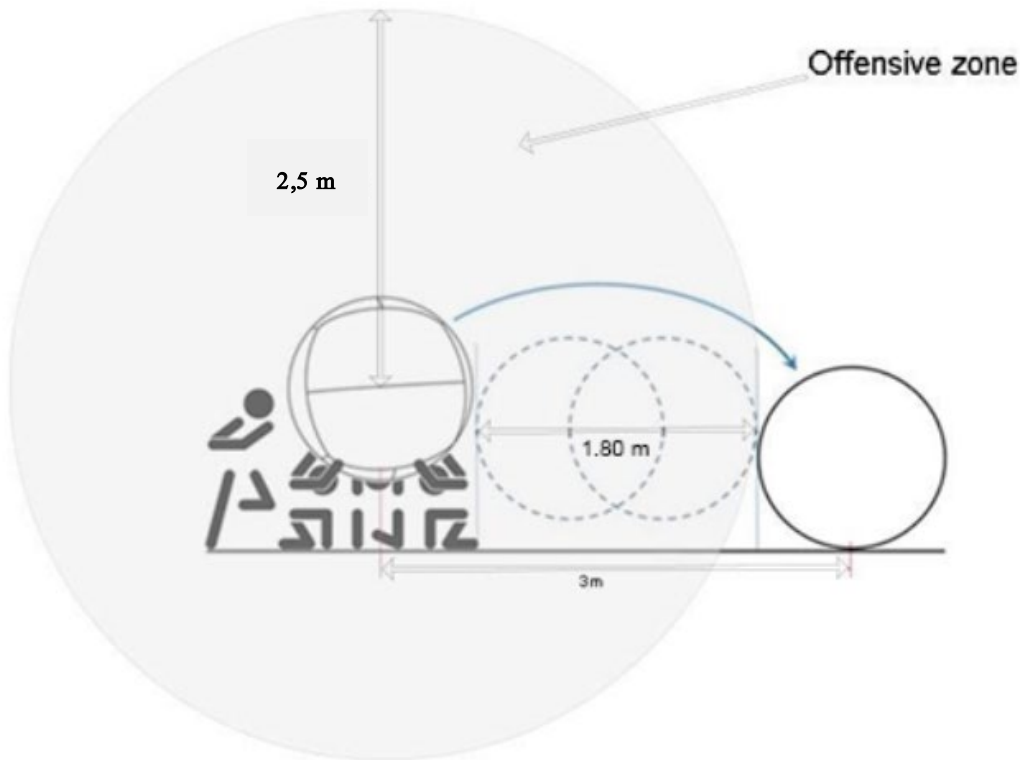


Figure 6 - Minimum distance

## 6.7. REPLAY

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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 will be the last place where the team staying in possession was in control of the ball.

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, occurs and changes the trajectory of the ball except in Illegal Defense situations (see 6.13 for more details).

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.

*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.*

## 6.8. TIME FAULT

---

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 blown the whistle at the end of the timeout.

## 6.9. ILLEGAL BALL DISPLACEMENT

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 a 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.*

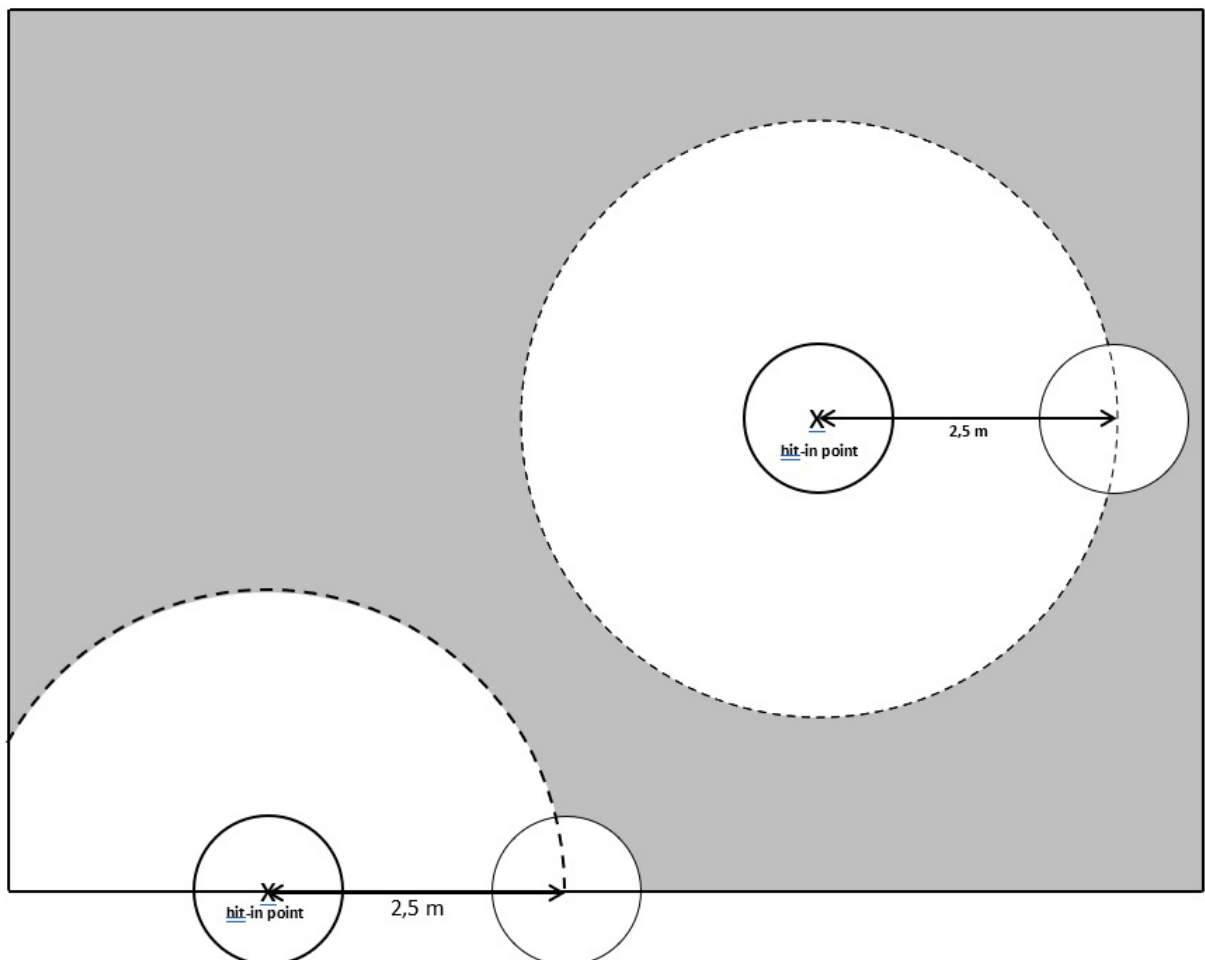


Figure 7 - illegal displacement area  
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## **6.10. TRAPPING THE BALL**

---

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.

## **6.11. TOO MANY PLAYERS ON THE COURT**

---

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

## 6.12. ILLEGAL OFFENSE

---

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, is out or 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.*



## 6.13. ILLEGAL DEFENSE

---

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.

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.

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.
- 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 team 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.

## 6.14. WARNINGS

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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 as if a replay was called.

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 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 team staff member which is directed at anyone.

#### 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 Head Referee's signal announcing that the game 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 members who adopt an unsportsmanlike conduct between the Head Referee's signal announcing the end of the game and the signing of the official score sheet. Only the ranking points will be deducted.*

#### 6.14.4. Player Expulsion

A player or team staff member 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 member 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 member 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.

## 6.15. TWICE THE SAME HITTER

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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

## ARTICLE 7. DEFINITIONS

### 7.1. DESIGNATION

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A designation is the 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).

### 7.2. 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.*

### 7.3. HITTER

---

A player in offense becomes the hitter when the hitting motion is initiated.

### 7.4. BALL DISPLACEMENT

---

A Ball Displacement is the action of moving the ball from one place to another while maintaining a body contact between, at least, one player and the ball.

For a ball movement to be considered as a Ball Displacement the following criteria are:

- The gesture to move the ball must be done intentionally
- The team must have control of the ball

### 7.5. PASS

---

A pass is the 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.

## 7.6. OFFENSIVE ZONE

---

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)

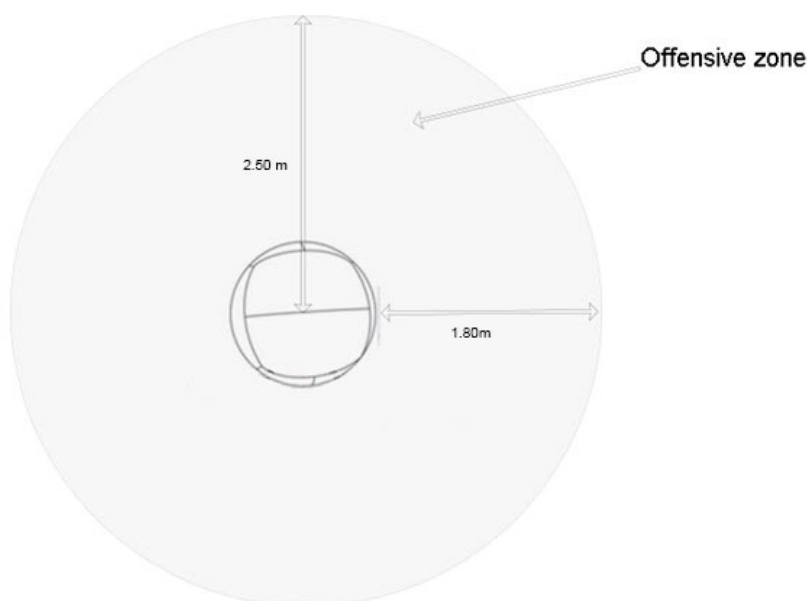


Figure 8 - Offensive zone

## 7.7. CONTACT

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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.

## **7.8. POSSESSION**

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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.

## **7.9. TEAM STAFF**

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

## **7.10. HIT-IN**

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

## **7.11. HIT-IN POINT**

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This is where the ball is placed by the Assistant Referee for the hit-in (where the ball was when the fault was committed 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.

## **7.12. BALL IN PLAY**

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

## **7.13. CONTROL**

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



## 7.14. BODY AXIS

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

The 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.

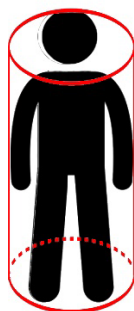


Figure 9 - Body axis

## 7.15. TARGET SCORE

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Points needed to win a period.

## 7.16. CRITICAL SCORE

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The critical score is the target score minus two points.

## 7.17. COURT

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

## 7.18. PLAYING AREA

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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.

## APPENDIX A: - SPORTSMANSHIP CHARTER

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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 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 excess.
- **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!**

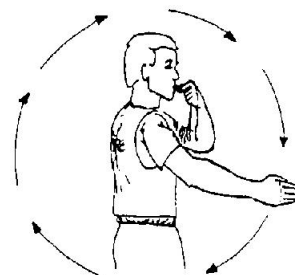
## APPENDIX B: - REFEREE SIGNALS

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

### a) Beginning of game or period

With their arm, the Head referee makes 3 forward rotations at the shoulder level and then points to the bench of the starting team.



### 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.



### 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.



### d) Timeout

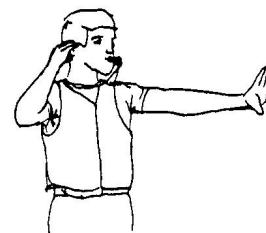
While facing the timekeeper's table, the Head Referee places the fingers of one hand in the middle of their other hand, at chest level, and points at the wrist band of the team asking for the time-out.



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

**e) Designation Fault**

The referee stretches out his arm forward, then opens and closes his hand quickly. At the same time, he puts his other hand to his ear.



**f) Hit-in**

The Assistant Referee points at the hit-in point with their hand and whistles two short blows.



**g) Replay**

With their arms crossed at waist level, the referee uncrosses their arms in a single movement (twice).



**h) Out of Bounds**

The referee bends their elbows while bringing their palms back behind their shoulders.



**i) Too Many Players on the Court**

The referee advances an arm in front of them with their five fingers outstretched.



**j) Illegal Defense**

The referee advances an arm in front of them by presenting three consecutive fingers.



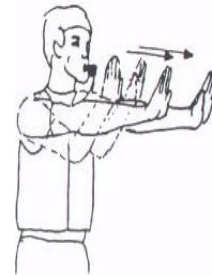
**k) Missing a Contact**

The referee points an index finger upward and, in one single movement, stretches out their arm forward and bend it up again.



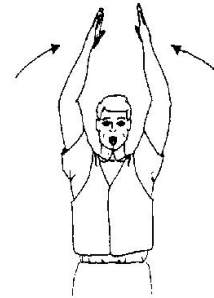
**l) Same player hit twice**

The referee extends their forearms forward and they flex them twice while their hands are fully opened.



**m) Throw Too Short**

The referee brings their arms over their head with palms facing each other but not touching.



**n) Downward Angle Hit**

The referee takes one step forward, then points their arms energetically towards the ground.



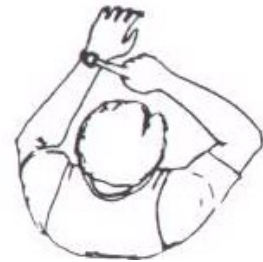
**o) Dropped Ball**

The referee rubs one hand on top of the other (palms together).



**p) Time Fault**

The referees points at the watch on their wrist.



**q) Unsportsmanlike Conduct**

The referees bends an arm 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. This fault involves a minor warning.



**r) Intent to hurt**

The referee hits the front of their shoulder with their. This fault leads into a major.



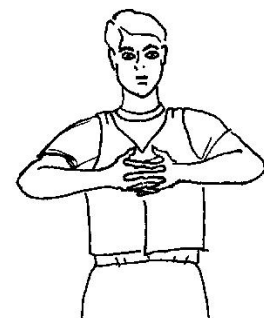
**s) Illegal Offense**

The referee crosses their forearms over their chest, fists clenched and pointing upward.



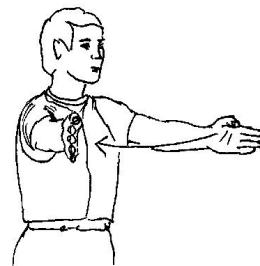
**t) Trapping the ball**

The referee circles their arms in front of them and interlaces their fingers.



#### u) Illegal ball displacement

The referee extends two arms extended parallel to the ground in front of the chest. The palms are close, one arm remains fixed and the other arm moves away parallel to the ground.



#### v) Players' substitution

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



These are signs of the line judges:

#### w) Ball touched outside element

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



#### 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.



#### 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.



## APPENDIX C: - TIE BREAK CRITERIA LIST

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If two teams or more have the same number of ranking points, the IKBF 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 IKBF or the organization in charge of the competition will determine the best way to break the tie