

Rules of Loofball

Official Rule Book

2023 Edition



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Forward

The Loofball Sport Development Initiative (LSDI) is the controlling body of loofball, at present. The rules contained herein are part of efforts by the organization to grow the sport and protect its form and integrity.

Effective from the date of publication, this official rule book shall apply to every participant in loofball and, by extension, to its wider community.

The rules contained herein shall be in full effect, until when reviewed and revised at the Annual General Meeting of the LSDI, upon recommendation by the Loofball Rules Committee (LRC). The LRC is constituted to oversee the implementation of the rules and proffer changes as and when due and appropriate.

Each article in this book covers a specific rule in detail, with the objective to simplify the understanding and interpretation of that rule. The attached appendices also shed more lights on the rules and other important aspects of the sport.

Definitions

- **Home zone:** A section of the court between the baseline and the frontline.
- **Fore zone:** The central region of the court divided by the center line and the cross line into four equal sections with two sections on either side of the net or center line.
- **Free zone:** The immediate area outside the playing court.
- **Olive:** A circular region at the middle of the court or fore zone.
- **Frontline:** A straight borderline that separate the home zone and the fore zone.
- **Baseline:** The backline that marks the end of the court and spans the width of the court.
- **Center line:** A straight line that bisects the playing court or fore zone.
- **Crossline:** A straight line parallel to the sidelines that bisects the fore zone.
- **Sideline:** The side marking of the court that spans the length of the court.
- **Deuce:** The scoreline of 24 all or 19 all, at which both teams need a 2-point lead to win the set.
- **High Ball:** A shot or serve is said to be 'high' when it is more than 3 m above the net.
- **Traveling:** Occurs when a player takes 3 or more steps with the ball.
- **Net Ball:** Happens when the ball hits the net in a manner such that it changes speed and/or direction.
- **Game:** The period of play between serving and scoring.
- **Jump-shooting:** Jumping and shooting the ball over the net.
- **Lobbing:** Looping the ball over the net.

ARTICLE 1: THE FIELD

The playing court and the free zone constitute the playing area. The playing court, which comprises the home zone and the fore zone, shall measure 17 m x 8 m. The home zone and fore zone shall have dimensions of 5.9 m x 8 m and 5.2 m x 8 m respectively. The olive, a circular sub-region in the middle of the fore zone, shall have a diameter of 2 m. The free zone shall be 3 m wide from the sidelines and 5 m wide from the baselines.

The above dimensions may be adjusted proportionately for kids below 15 years of age or when playing on beach, as agreed upon by the organizing team and the match officials and/or players.

The playing field shall be marked out with visible lines of 4 – 5 cm width. All zones shall be clearly marked out and easily distinguished.

The playing surface shall be clear of any solid and sharp objects capable of causing hazard or injury to the players. Moreover, the playing surface shall be flat, horizontal, uniform, smooth and not slippery.

ARTICLE 2: THE NET

An elevated net, supported by two posts, shall be stretched at the center of the court. The net used shall be of white or black color, at least 1 m wide and 8.5 – 9 m long with 10 cm square mesh.

The net height measured at the upper edge of the net above the olive shall be:

- 2.28 m.....for Under-20s
- 2.28 m.....for women
- 2.30 m.....for men (senior)
- 2.32 m.....for men (masters)

ARTICLE 3: THE POSTS

The posts shall be 2.3 – 2.45 m tall and 3 – 6 inches in diameter or width. The posts shall be fixed vertically at least 80 cm from the sidelines.

ARTICLE 4: THE BALL

When inflated, a standard size 2 loofball shall have a circumference of 59.7 – 62.8 cm, a diameter of 19 – 20 cm and a weight of between 190 and 240 g. A size 1 or mini loofball, however, shall have a circumference of 50.3 – 53.4 cm, a diameter of 16 – 17 cm, and weigh between 150 and 190 g. A single strand on the surface shall not exceed 2.5 cm in length.

ARTICLE 5: DRESS

All teammates shall wear uniform jerseys which are distinct in color from those of the opponents, and numbered in the range of 11 to 25. A player's

number shall be written on both the front and back of the jersey. Names shall be written only on the back of the jersey above the number. Track suits or vests may be worn in cold or hot weather respectively, provided they are of the same color and design for the entire team.

All players must be fully kitted for a proper loofball game. A proper game in this context implies training sessions, friendlies and competitive matches.

Items required to properly kit-up include jersey and/or training bib (for training sessions), shorts, sneakers, socks and arm band (for captains). Fabric gloves and glasses may also be used according to the field type or player preference.

A team coach or manager may put on a track suit, a suit or any simple dress as may be appropriate.

ARTICLE 6: TEAM COMPOSITION

A total of 9 players per team may be registered for a match, with 5 in the starting line-up and 4 as substitutes.

Other members of the team include a coach, an assistant coach and a team therapist.

ARTICLE 7: OFFICIATING

A referee or umpire, two or four line judges, a scorer and an assistant scorer shall make up the officiating crew.

ARTICLE 8: CHOOSING ENDS AND SERVICE

The captains of both teams shall take part in a toss just before the match to determine ends and the serving team. Depending on the outcome of the toss, if a team chooses a side, the other team shall make the first serve. This process shall be repeated when the match goes to third set.

ARTICLE 9: ORDER OF SERVICE

The first serving team in the first set shall be the first receiving team in the second set. The first serving team in the third set shall be determined by a toss, as in the first set.

In a set, the team that scores a point earns the right to serve.

ARTICLE 10: SERVING

To put the ball in play, a left back player shall launch the ball from within the service area and into the opponent's home zone. The server may jump-shoot while serving, provided the footwork rule is observed.

ARTICLE 11: FOUL SERVE

A 'foul serve' occurs when a serve fails to pass over the net, or results in a 'net ball', or is deemed a 'high ball', or when the server serves from outside the service area, or beyond 3 seconds after the referee's whistle.

In a turn, the same server who commits a foul serve must re-serve.

The opposite team scores a point when the server commits 2 consecutive foul serves.

ARTICLE 12: CATCHING THE BALL

Before being caught, the ball shall not touch any part of the body other than the hand and forearm.

Only one player shall catch or hold the ball at a time.

ARTICLE 13: HOLDING AND LAUNCHING THE BALL

A player in possession of the ball shall not:

- i. Hold the ball beyond 3 seconds.
- ii. 'Travel' or take more than 2 steps before releasing the ball.
- iii. Hold the ball more than once in a game turn.
- iv. Serve or attack with two hands.
- v. Cause a 'high ball' when serving (a foul serve) or attacking (a fault).
- vi. Mishandle or touch the ball more than twice in quick succession.
- vii. Touch the net or enter the opponents' court before and after releasing the ball.

ARTICLE 14: WINNING A GAME

A point shall be awarded to a team for winning a game, which may be achieved by successfully grounding the ball on the opponents' court, subject to rules of the game, or when an opponent commits a fault.

ARTICLE 15: WINNING A SET

The first and second sets shall be played to 25 points whereas the third set shall be played to 20 points. At 24 all (Deuce), however, the first team to lead by 2 points wins the set. A 2-point lead is similarly required to win the third set at 19 all.

ARTICLE 16: WINNING A MATCH

A match shall be played to best of 3 sets i.e. the first team to win 2 sets wins the match.

ARTICLE 17: FOOT FAULT

In loofball, a foot fault is called when:

- i. A player touches the frontline with either foot when attacking by jump-shooting.
- ii. A player touches the olive with either foot when lobbing.

If a player commits a foot fault, the game point is awarded to the opposition.

ARTICLE 18: FOOTWORK RULE

In loofball, the footwork rule states that:

- i. A player must take two steps before jump-shooting.
- ii. When jump-shooting, a right-hander must lift on the left foot and a left-hander on the right foot.
- iii. When jump-shooting, a player must release the ball before landing.

If a player violates the footwork rule, the game point goes to the opposition.

ARTICLE 19: ATTACKING IN THE HOME ZONE

In order to get the ball over the net with speed, jump-shooting is primarily applied when attacking from the home zone. However, launching the ball with both feet touching the ground is also permitted.

A ball launched from one home zone shall be aimed at the opposition's home zone.

ARTICLE 20: ATTACKING IN THE FORE ZONE

Lobbing is the sole form of attack in the fore zone whereby a player loops the ball over the net in a diagonal fashion or to the opponents' home zone. Both feet must be in contact with the ground when lobbing from the fore zone.

If the attacker steps on the crossline or both sections of the fore zone, then he or she must lob the ball to the opponents' home zone, or move to either of the sections before lobbing diagonally.

ARTICLE 21: LINE BALL, BALL IN AND BALL OUT

A 'ball in' is achieved when the ball lands on the appropriate section of the court. For example, a 'ball in' is called when:

- i. A serve or shot from one home zone lands on the opposition's home zone.

- ii. A lob from one section of the fore zone lands on the diagonally opposite section of the fore zone or the opposition's home zone.

On the other hand, a 'ball out' is called when the ball lands on the wrong section of the court, as in reference to the example above.

A 'line ball' occurs when a serve, shot or lob lands on the boundary line of a targeted zone or section. A 'line ball' is considered a 'ball in'. This, however, does not apply to the olive.

A 'ball in' earns the sending team a point, while a 'ball out' earns the receiving team a point.

ARTICLE 22: POSITIONING OF PLAYERS

Teams shall always maintain a 2-3 formation within the home zone during play, with 2 players in the back row and 3 in the front row.

Before each game, players in the same row are advised to maintain a spacing of between 1.5 and 2 m, while the spacing between the front row and back row should be 1.5 – 2.3 m.

ARTICLE 23: SWITCHING OF PLAYER POSITIONS

Teammates are permitted to switch positions only at the end of a game. A player may drift from his or her ideal position while attacking or executing an attacking strategy, but must quickly return immediately the ball goes over the net.

ARTICLE 24: TOUCHES IN A TURN

In a game turn, a team shall make a minimum of 2 and maximum of 3 touches (i.e. minimum of 1 and maximum of 2 passes) before returning the ball.

ARTICLE 25: SUBSTITUTION

A team is permitted to make up to four substitutions in a match, and one or more players may be substituted at a time. A starter (player of the starting line-up) may leave the court and re-enter only once in a match. A nonstarter shall enter the court only once in a match.

ARTICLE 26: TIME-OUTS

A team may take a time-out of 30 seconds once in a set. A time-out begins with the referee's whistle at the end of a game and ends with same whistle just before players reposition for the next game.

ARTICLE 27: INTERVALS

A 2-minute break may be allowed between sets. A break shall begin with the referee's whistle at the end of a set and end with same whistle just before players reposition for the next set.

ARTICLE 28: SWITCHING ENDS

Teams shall switch ends after completing the first set. Depending on the outcome of the second set, teams may also switch ends before the third set, provided a toss is conducted.

ARTICLE 29: CHANGE OF DAMAGED EQUIPMENT

If game equipment becomes damaged during a game, the equipment may be replaced upon authorization by the referee.

If a game is interrupted by such damage, the interrupted game shall restart, after the equipment has been replaced.

ARTICLE 30: ON-FIELD INJURY AND SICKNESS

Should a player be injured or fall sick at any point during a game, the referee shall stop the game immediately and allow the medical team into the court. However, the game must not be interrupted for more 2 minutes (for the player to recover); otherwise, the player must be substituted for the game to continue. If all substitutions are exhausted, the injured player shall leave the court without being replaced. The interrupted game shall restart after the player has left the court or recovered.

ARTICLE 31: SUSPENDING A MATCH

If a match is interrupted by events or reasons beyond control, the match may be suspended and resumed later at an agreed time and on the same or different court as the case may be. The suspended match shall resume with the same players and scoreline.

ARTICLE 32: THE REFEREE

The referee or umpire must check the integrity of match equipment (e.g. balls and net) and the field to ensure the dimensions are accurate prior to the match.

The referee may contact the line judge(s) before making certain decisions. The referee's judgment or ruling is final, except when a rule is misinterpreted (see Article 42). The standard dress code for the referee is black or black and white.

The responsibilities of the referee shall include:

- i. Conducting the toss.
- ii. Authorizing time-outs and substitutions.
- iii. Giving signals by hand to indicate fault or instruction.
- iv. Trying to resolve all disputes that may arise during the match.
- v. Ensuring game equipment are in proper condition.
- vi. Warning and sanctioning players/coaches when necessary.
- vii. Ensuring all game rules are observed.
- viii. Signing the score sheet at the end of the match.

ARTICLE 33: THE LINE JUDGE

The line judge shall keep eyes on the boundary lines and indicate when the ball is 'in' or 'out' or when a player commits a fault. The line judge shall officiate only at his or her side of the court and give signals by means of a flag. The standard dress code for the line judge is black and white.

The line judge shall also:

- i. Indicate a scoring or fault, time-outs and substitutions by using appropriate signals.
- ii. Assist the referee in conducting the match and resolving disputes.

ARTICLE 34: THE SCORER

The scorer shall keep records of points scored and other vital match details using the score sheet, in a seating position at the scorer's table.

The following match duties shall be performed by the scorer.

- i. Record and announce scores after each game.
- ii. Indicate time-outs, substitutions and sanctions on the score sheet.
- iii. Advise the referee or line judge(s) when necessary.
- iv. Sign the score sheet at the end of the match.

ARTICLE 35: THE ASSISTANT SCORER

The following duties shall be performed by the assistant scorer.

- a) Assist the scorer and review the score sheet.
- b) Handle the scoreboard flipper.
- c) Sign the score sheet at the end of the match.

The assistant scorer shall also perform his or her duties in a seating position at the scorer's table.

ARTICLE 36: THE COACH

The coach is charged with the responsibility of conducting his or her team during the match, selecting starting line-up and substitutes and requesting time-out and substitutions.

Prior to the match, the coach shall greet the officiating crew and sign the score sheet. In the spirit of sportsmanship, the coach may also greet and shake hands with his or her counterpart before and after the match.

ARTICLE 37: THE ASSISTANT COACH

The assistant coach may advise the team coach on the sideline but shall not meddle in the match. If the coach leaves the court at any point and for any just reason, the assistant coach may act in his or her place, after the referee is notified.

ARTICLE 38: THE CAPTAIN

The team captain shall lead both on and off the court and serve as the voice of the team with respect to complaints, questions and requests, as only the game captain is permitted to communicate to the referee.

The captain is required to represent his or her team in a toss at the beginning of the match and third set as the case may be.

When the team captain is substituted, he or she shall assign an on-court player as the game captain before leaving the court. The same also happens when the game captain is replaced.

The team captain shall sign the score sheet at the end of the match.

ARTICLE 39: THE PLAYERS

Players shall conduct themselves properly by obeying the game rules.

All players on the court are required to greet or shake hands with the referee, line judges and their opponents at the start of the match. Players may also shake hands with their opponents after each set is concluded.

Communication between teammates is permitted.

ARTICLE 40: FAIR PLAY

Players are advised to observe fair play by being peaceful and respectful not only to the officiating crew, but also their teammates, coaching crew, opponents and the spectators. The moral principles of the game should guide a loofballer's conduct and actions both on and off the court. In the spirit of fair play, the ball is said to be in play when it touches any part of body

provided it is held in the hands. Also, for the sake of fair play and teamwork, a player is not expected to shoot or score more than twice in a row.

ARTICLE 41: SANCTIONS

A team may incur a sanction when their players or coaches do not behave properly. For sanity of the game, any use of abusive or offensive language/gestures is strictly prohibited.

A sanction could be in form of a verbal warning, a yellow card or a red card. A verbal warning has no penalty attached whereas a yellow card incurs a point penalty (a point to the opposition) and a red card incurs both a point penalty and disqualification.

Any assault or aggressiveness towards the referee and other match officials shall not be tolerated, as the officiating crew reserves the right to disqualify a team, suspend or abandon the match.

ARTICLE 42: MISINTERPRETATION OF RULES

A player or team may protest any misinterpretation of a rule. However, such protest must be carried out in a peaceful and convincing manner.

When a protest of sort is made, the referee and other match officials must quickly verify whether the protested rule is misinterpreted or not.

If it is established that the rule was misinterpreted, there shall be no point scored and the referee shall restart the game, otherwise the referee's ruling shall stand.

To avoid this situation, it is advised to appoint a referee and other match officials who are very knowledgeable of the sport rules and professional in discharging their duties.

ARTICLE 43: RESOLVING CONFLICTS

In tense situations involving player or coach disputes, the referee and other match officials shall do all within their capacities to restore calm and normalcy. Demonstrating good game management skills, being polite and emphatic yet professional can give the referee and other officials control over such situations.

ARTICLE 44: SIGNALS

All match participants may use relevant hand signals in a bid to communicate. Some named hand signals are as follows;

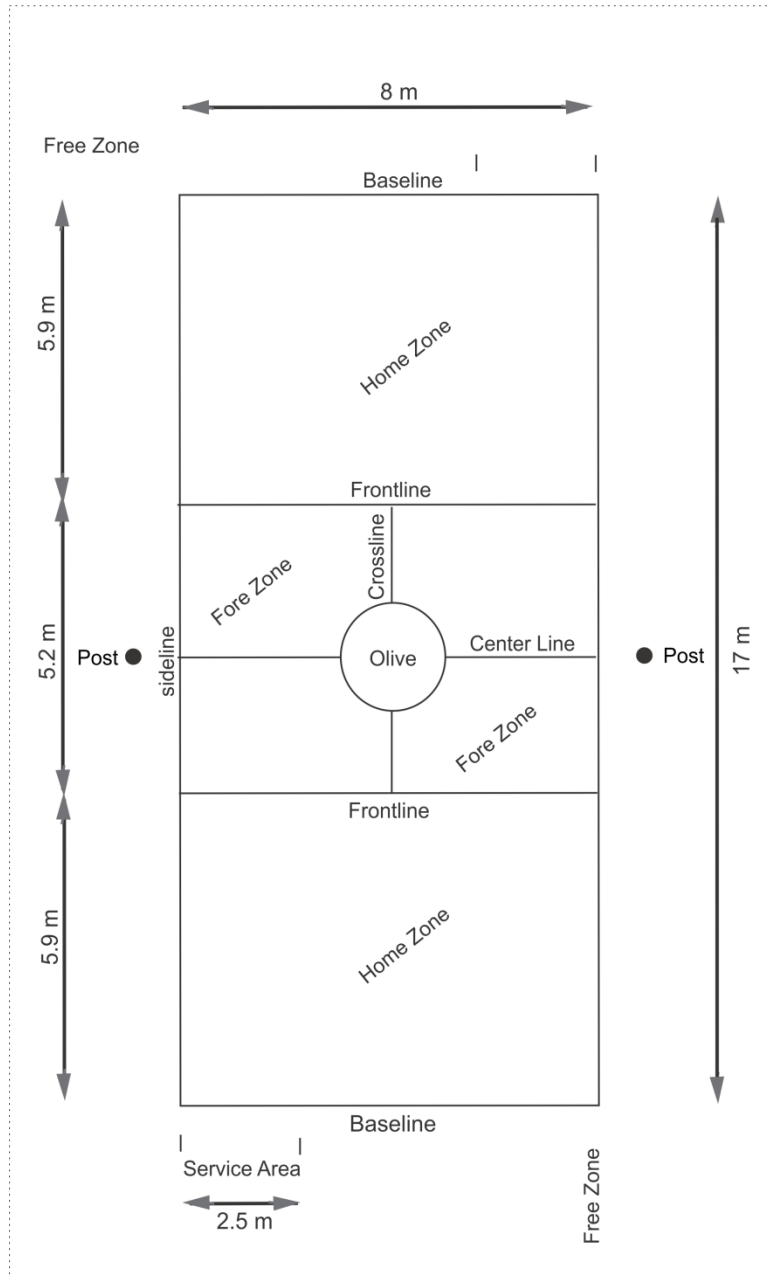
- i. T-Joint: A T-Joint signal is made by forming a 'T' with both hands in front of the body and signifies a time-out or time-out request. The signal can be made by the referee or coach as the case may be.

- ii. Hand roll: This is made by moving one hand vertically round the other. A 'hand roll' can be made by a player (to call the coach's attention), the coach (to request for substitution), or by the referee (to grant a substitution request).
- iii. X-on-chest: This is made by placing both hands on the chest with one hand crossing the other. The referee makes the 'x-on-chest' signal to indicate the end of a set or match.
- iv. Hand up: A 'hand up' can be made by the referee to call for service. A player may also raise his/her hand to call the referee's attention when he/she or a teammate is injured or needs medical attention.

See Appendices VIII and IX for official referees' signals and line judges' signals respectively.

APPENDIX I

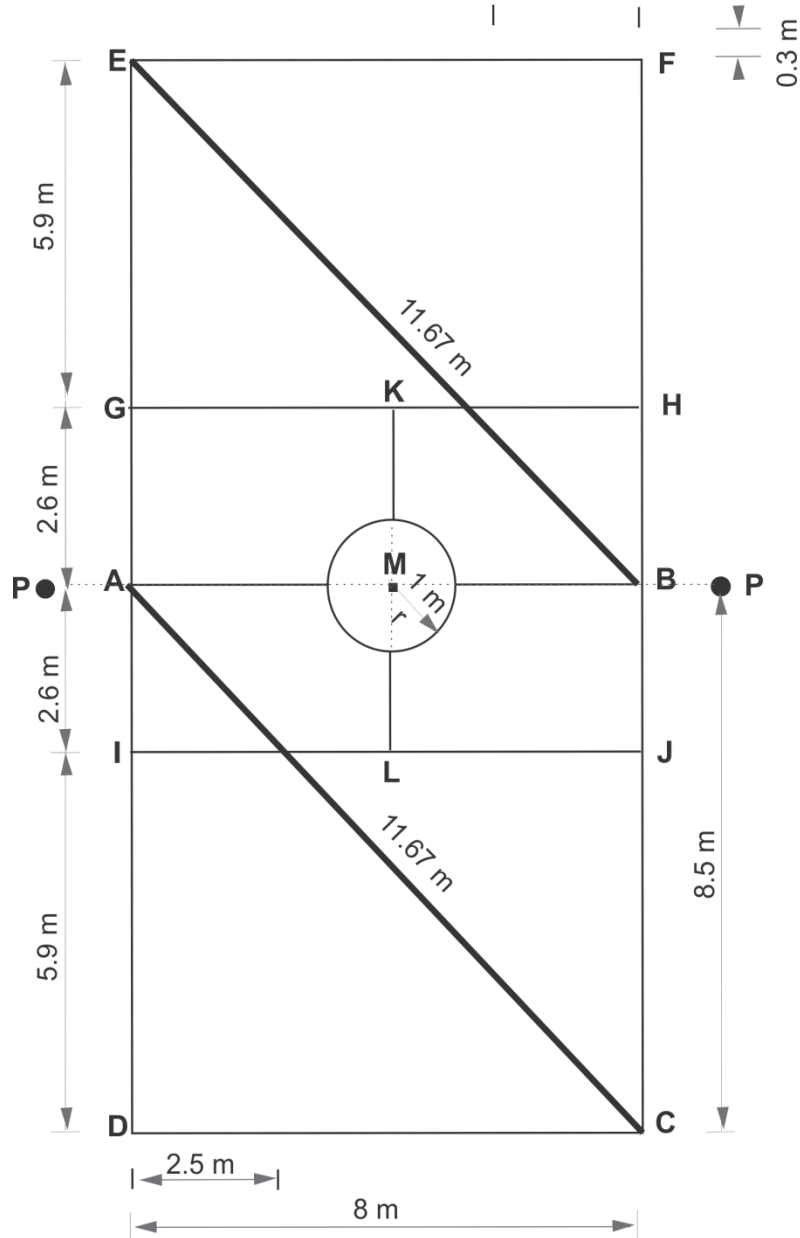
LAYOUT OF THE COURT



The above diagram shows the plan and different sections of a standard loofball court.

APPENDIX II

HOW TO MARK OUT A LOOFBALL COURT



The above diagram depicts a stepwise procedure for marking out a loofball court. To correctly mark out a court, the following steps should be followed.

Step 1: Choose where the center of the court will be, then make a straight line 9.6 m long and mark the end points (P, P), which will be the positions of the posts.

Step 2: Mark the midpoint (M), which is 4.8 m from P. At 4 m from M, mark points A and B.

Step 3: Fix pegs at points A and B and attach to them the respective ends of two measuring tapes. On one tape, take a diagonal measurement of 11.67 m and on the other a measurement of 8.5 m so the two tapes cross at point C. Reverse the measurements to find the other corner i.e. point D. Join points C and D to form the baseline, which should measure 8 m in length.

Step 4: Repeat the above procedure to find the other half of the court i.e. points E and F.

Step 5: At points A and B, take sideline measurement of 2.6 m on either sides to find points G, H, I and J. Join G to H and I to J to form the frontlines.

Step 6: At points G and I (or H and J), measure 4 m from the sideline to find points K and L. Join K to L.

Step 7: Now at M, measure a radius of 1 m and make a circle. Then remove the markings within the circle.

Step 8: Finally, mark the service area. The service area should be 2.5 m wide and measured at the left side of the baseline. The line markings should be 0.4 m long, and spacing between the line markings and the baseline should be 0.3 m.

Note

Markings must be 4 – 5 cm wide, and all measurements shall be to the outside of the lines.

APPENDIX III

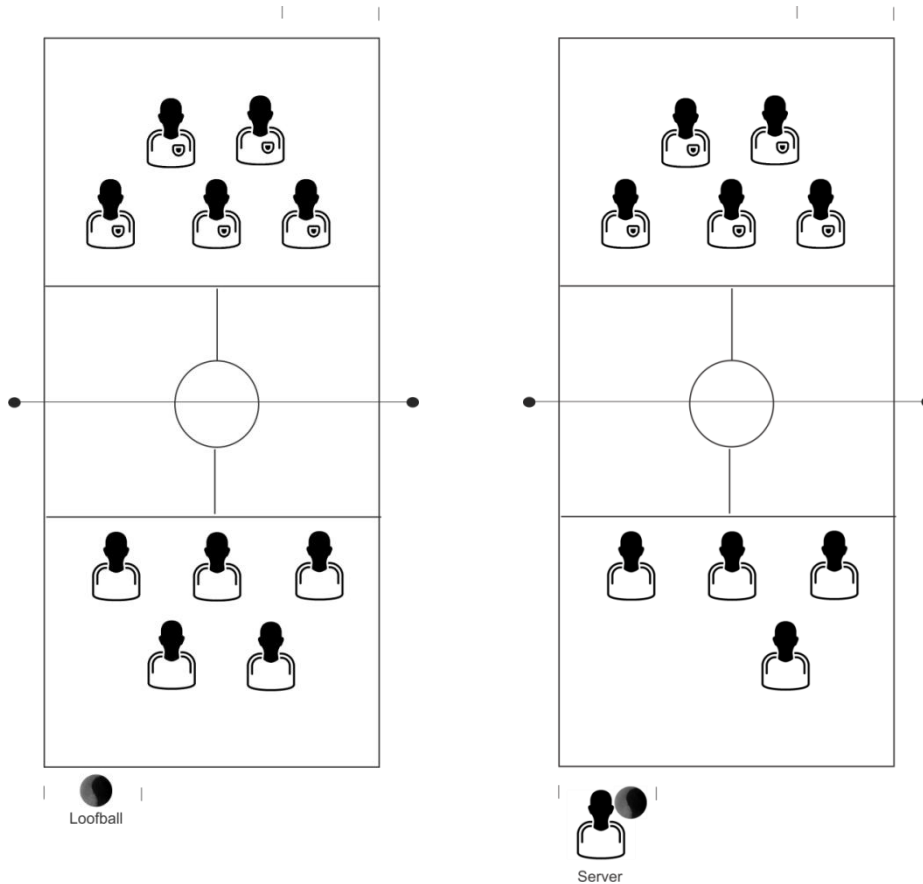
PATTERNS OF GAME PLAY

A loofball game is usually fast-paced and one in which players apply various tricks in a bid to outsmart their opponents. A team must therefore be mindful of their positioning with respect to their opponents, with or without the ball.

As a game of 2 or 3 touches per turn, players are required to be alert whenever an opponent makes the second touch, as he or she may decide to attack or pass the ball to another opponent.

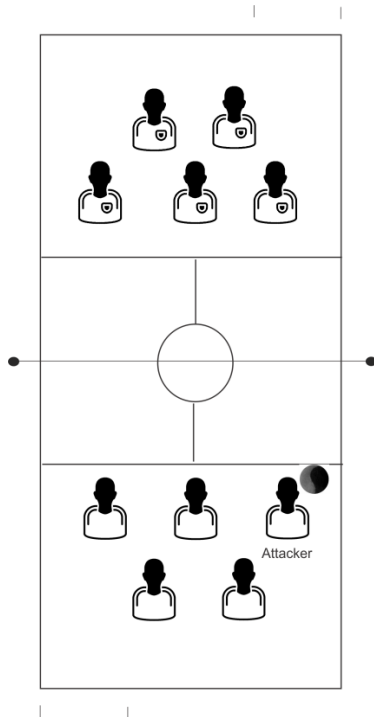
The front side players, for example, must always observe their diagonally opposite counterparts' positioning, with or without the ball.

Below are illustrations of different stages and patterns of play in a loofball game.

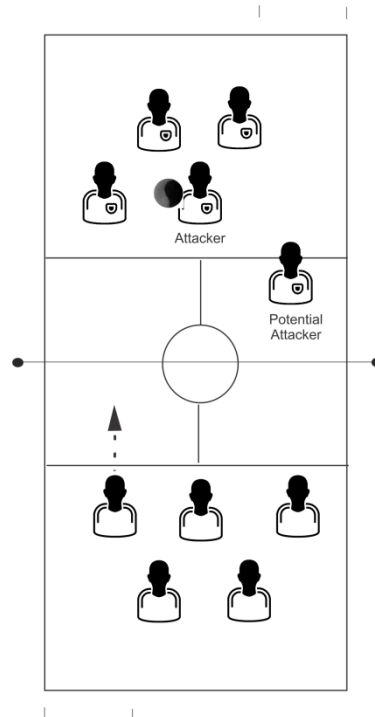


Players in a 2-3 formation before the match.

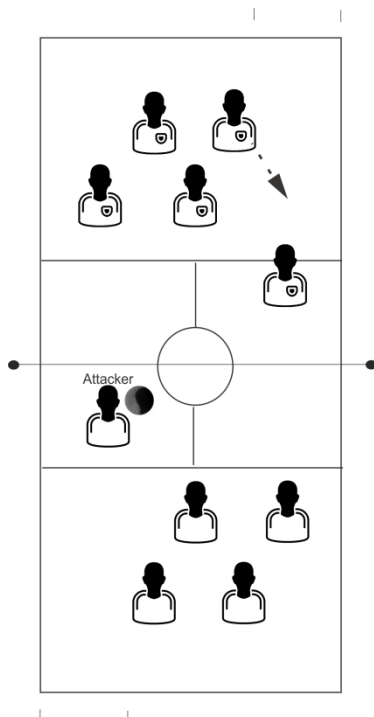
Server serves from the service area to start a game.



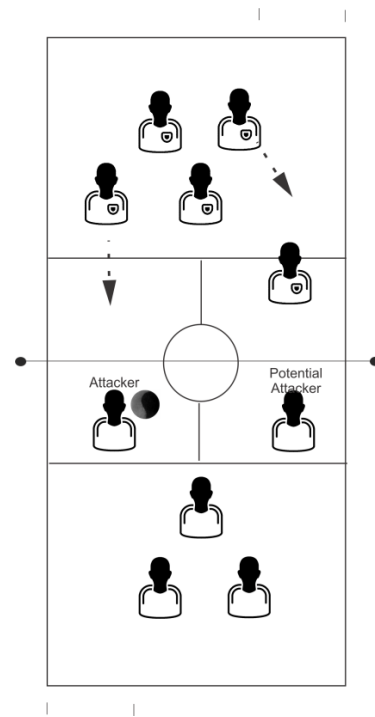
Player receives a pass and attacks from the home zone.



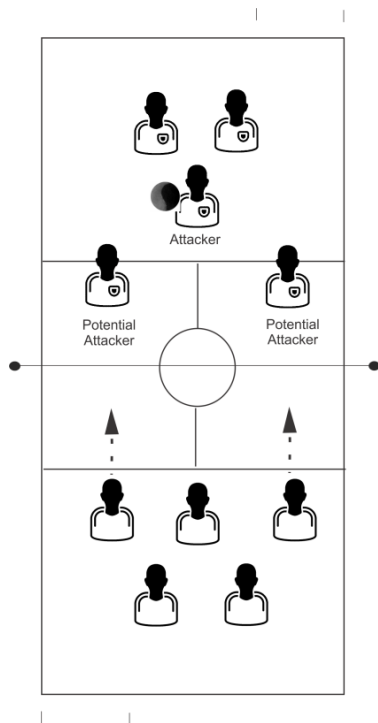
Player receives a pass in the home zone, decides to attack or pass to a teammate waiting in the fore zone.



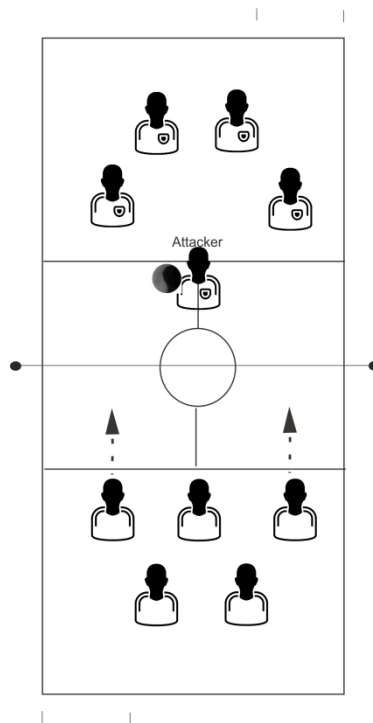
Player receives a pass and attacks from the fore zone.



Player receives a pass in the fore zone, decides to attack or pass to a teammate waiting in the fore zone.



Player receives a pass in the home zone, decides to attack or pass to either of the two teammates waiting in the fore zone.



Player receives a pass while stepping on the crossline or both sections of the fore zone, decides to attack (by aiming at the home zone) or move to either of the sections before lobbing diagonally.

The dotted arrow in the above illustrations denotes potential target area, where a potential attacker may aim the ball at.

APPENDIX IV

THE BALL

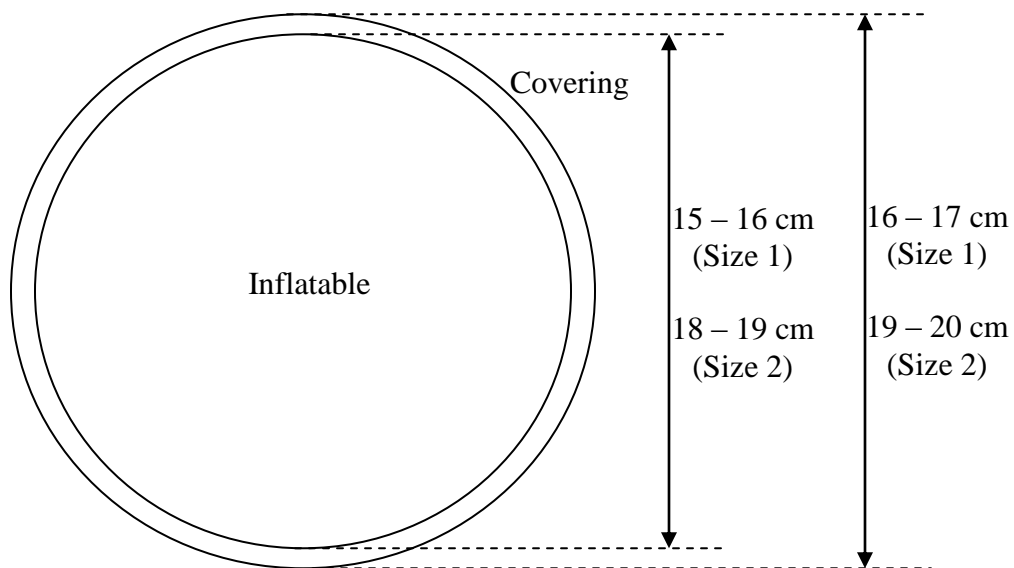
The ball used in a loofball game must meet the specifications described below.

- i. The ball shall be made of an inner inflatable and a furry covering.
- ii. The covering shall be made of a furry fabric or animal fur.
- iii. The pile length of the covering shall not exceed 2.5 cm.
- iv. A size 1 loofball shall measure 16 – 17 cm in diameter and weigh 150 – 190 g.
- v. A size 2 loofball shall measure 19 – 20 cm in diameter and weigh 190 – 240 g.

The table below presents a summary of loofball design specifications.

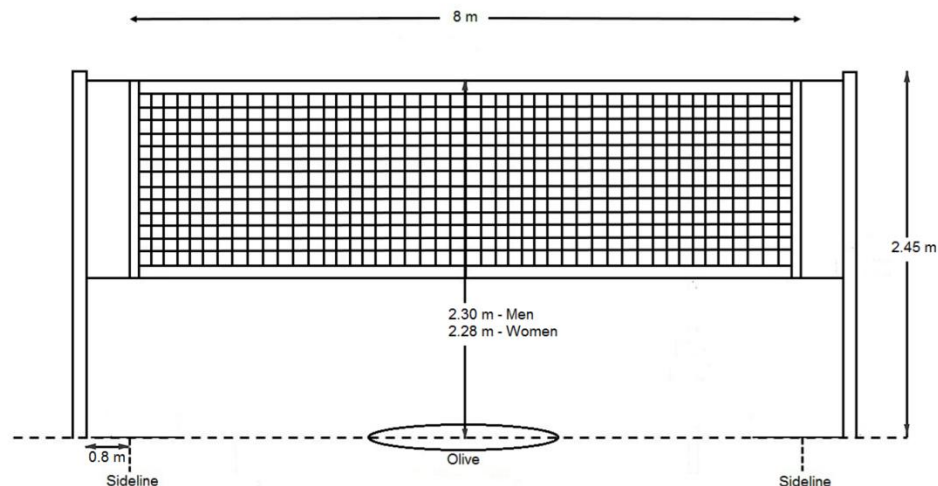
Parameter	Size 1 (Mini)	Size 2 (Standard)
Diameter	16 – 17 cm	19 – 20 cm
Circumference	50.3 – 53.4 cm	59.7 – 62.8 cm
Weight	150 – 190 g	190 – 240 g
Pile Length	2.5 cm	2.5 cm

The ball design is illustrated as shown below.



APPENDIX V

THE NET



Important Tips

1. The net height may be adjusted to 2.32 m for men's masters category.
2. The height of 2.28 m may also be used for Under-20s.
3. Net height should be measured above the olive. Ensure the net is well stretched before measuring height.
4. While measuring height, also ensure the two ends of the net are the same height above the sidelines.
5. Given the nature of the game, the net height should be always measured before the start of each set.
6. Avoid dragging or touching the net unnecessarily.

APPENDIX VI

FILLING THE SCORE SHEET

1. Before the Match

At the upper section of the score sheet, the scorer shall write the name of the competition, the date, match code, the city, team names, start time and the arena or court name. The scorer shall also indicate the level and match category by ticking the proper boxes.

At the lower section of the score sheet, the scorer shall write the names of players and coaches (including substitutes), referee, line judges, scorer and assistant scorer.

The coaches shall also sign the score sheet prior to the match.

Upper Section of the Score Sheet

Competition:		Organizers:		Match Code:	
Date:	City:	Arena/Court:	Start Time:	End Time:	
Category: Male <input type="checkbox"/> Female <input type="checkbox"/>		Level: U-15 <input type="checkbox"/> U-20 <input type="checkbox"/> Senior <input type="checkbox"/> Masters (35+) <input type="checkbox"/>			
Team :			Team:		
Team Code: <input type="checkbox"/> A or B <input type="checkbox"/>			Team code: <input type="checkbox"/> A or B <input type="checkbox"/>		

Lower Section of the Score Sheet

Team:..... <input type="checkbox"/>						Team:..... <input type="checkbox"/>						RESULT APPROVED BY	
#	Player's Name	S1	S2	Y	R	#	Player's Name	S1	S2	Y	R		
		*						*				Referee: Sign:	
		*						*					
		*						*					Scorer: Sign:
		*						*					
		*						*					Ass. Scorer: Sign:
			*						*				
			*						*			Team A Captain: Sign:	
			*						*				
..... Name of Coach Sign					 Name of Coach Sign						Team B Captain: Sign:	
MATCH RESULT						Line Judge 1: Line Judge 2:							
Set 1 <input type="text"/> In order of A-B Set 2 <input type="text"/> Set 2 <input type="text"/>													

2. During the Match

Before a set begins, the scorer shall write the team codes (A or B) with respect to the teams' positions on the court and also indicate the first serving by ticking the relevant 'FS' box at the middle section of the score sheet.

When a team wins a game, the scorer shall tick or mark the appropriate 'nth' point scored by the team and announce the scoreline. Similarly, the scorer shall also tick the relevant 'T' box when a time-out is called.

When a nonstarter replaces a player, the outgoing player's number shall be written against the nonstarter's name in the 'S1' column at the lower section of the score sheet. When a starter re-enters the court, the outgoing player's number shall be written against the starter's name in the 'S2' column.

When the referee sanctions a player, the scorer shall tick the cell in the 'Y' or 'R' column against the player's name for yellow or red card respectively.

At the end of the set, the scorer shall record the set points (the points a team accrues at the end of a set i.e. the last nth point scored) of each team.

Middle Section of the Score Sheet

Game Points										Set 1 FS <input type="checkbox"/> <input type="checkbox"/> T <input type="checkbox"/> <input type="checkbox"/>	Game Points									
1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20		11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30		21	22	23	24	25	26	27	28	29	30
Team Code:.....Set Points:.....											Team Code:.....Set Points:.....									
Game Points										Set 2 FS <input type="checkbox"/> <input type="checkbox"/> T <input type="checkbox"/> <input type="checkbox"/>	Game Points									
1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20		11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30		21	22	23	24	25	26	27	28	29	30
Team Code:.....Set Points:.....											Team Code:.....Set Points:.....									
Game Points										Set 3 FS <input type="checkbox"/> <input type="checkbox"/> T <input type="checkbox"/> <input type="checkbox"/>	Game Points									
1	2	3	4	5	6	7	8	9	10		1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20		11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30		21	22	23	24	25	26	27	28	29	30
Team Code:.....Set Points:.....											Team Code:.....Set Points:.....									

3. After the Match

Just after the match, the scorer shall indicate the end time (at the upper section) and record the set points in the 'Match Result' area at the lower left section of the score sheet. Before leaving the court, the referee, scorer, assistant scorer and team captains shall also sign the score sheet at the lower right section.

APPENDIX VII

DESIGN OF FIXTURES

Schedule of competitive loofball events or matches can be designed based on group tournament, single-elimination/knockout and league (round robin) formats.

1. Group Tournament

In this format, a minimum of 6 and maximum of 20 teams may participate and vie for honors in a single category loofball tournament. Not less than 48 matches are played in a single category tournament of 20 teams. Matches are played on a league-cum-knockout basis, whereby teams are drawn into four groups as teams in each group compete against each other in the league round. Elimination begins in the league round as only the group winners and runners-up qualify for the quarter final stage.

Depending on the number of teams registered for the event, the number of groups may vary between 2 and 4 and the number of teams per group may vary between 3 and 4 or 5 respectively. The tournament fixtures shall be designed in a manner such that a team must not play an opposition more than once before the final or third place playoff.

The fixtures below illustrate a typical match schedule for a single category loofball tournament of 20 teams.

Example of Group Tournament Schedule

Group A	Group B	Group C	Group D
Para (1)	Sora (1)	Hala (1)	Deja (1)
Tera (2)	Zita (2)	Fina (2)	Nova (2)
Lima (3)	Wema (3)	Biba (3)	Giza (3)
Kepa (4)	Yoga (4)	Jela (4)	Risa (4)
Mika (5)	Luna (5)	Xena (5)	Vila (5)

League Round

Group A			Group B		
Match Code	Teams	Day	Match Code	Teams	Day
A12	Para vs Tera	1	B12	Sora vs Zita	1
A13	Para vs Lima	9	B13	Sora vs Wema	9
A14	Para vs Kepa	7	B14	Sora vs Yoga	7
A15	Para vs Mika	3	B15	Sora vs Luna	3
A23	Tera vs Lima	5	B23	Zita vs Wema	5
A24	Tera vs Kepa	3	B24	Zita vs Yoga	3
A25	Tera vs Mika	9	B25	Zita vs Luna	9
A34	Lima vs Kepa	1	B34	Wema vs Yoga	1
A35	Lima vs Mika	7	B35	Wema vs Luna	7
A45	Kepa vs Mika	5	B45	Yoga vs Luna	5

Group C

Match Code	Teams	Day
C12	Hala vs Fina	2
C13	Hala vs Biba	10
C14	Hala vs Jela	8
C15	Hala vs Xena	4
C23	Fina vs Biba	6
C24	Fina vs Jela	4
C25	Fina vs Xena	10
C34	Biba vs Jela	2
C35	Biba vs Xena	8
C45	Jela vs Xena	6

Group D

Match Code	Teams	Day
D12	Deja vs Nova	2
D13	Deja vs Giza	10
D14	Deja vs Risa	8
D15	Deja vs Vila	4
D23	Nova vs Giza	6
D24	Nova vs Risa	4
D25	Nova vs Vila	10
D34	Giza vs Risa	2
D35	Giza vs Vila	8
D45	Risa vs Vila	6

Quarter Finals

Match Code	Group Winners	vs	Group Runners-up	Day
QF1	Group A Winners	vs	Group B Runners-up	12
QF2	Group B Winners	vs	Group A Runners-up	12
QF3	Group C Winners	vs	Group D Runners-up	13
QF4	Group D Winners	vs	Group C Runners-up	13

Semi Finals

Match Code	QF Winners	vs	QF Winners	Day
SF13	QF1 Winners	vs	QF3 Winners	15
SF24	QF2 Winners	vs	QF4 Winners	15

Third Place Playoff

Match Code	SF Losers	vs	SF Losers	Day
3 rd Place	SF13 Losers	vs	SF24 Losers	17

Final

Match Code	SF Winners	vs	SF Winners	Day
Final	SF13 Winners	vs	SF24 Winners	17

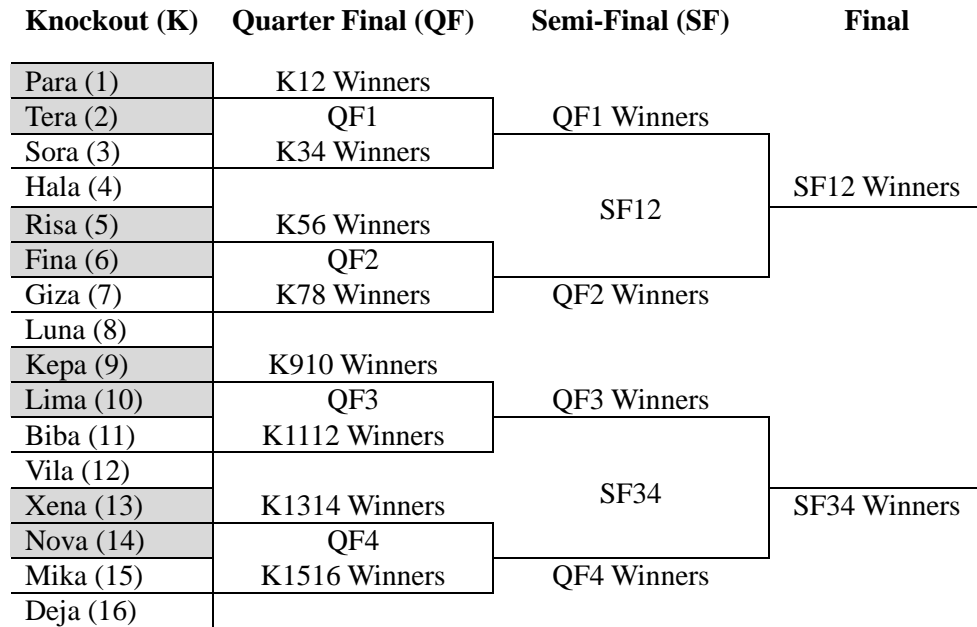
2. Single Elimination

Tournaments of this format are designed in such a way that the winner of a match progresses to the next stage and the loser is knocked out. The number of matches played in a single-elimination tournament is relatively less and a team gets to win the competition by winning fewer matches.

This is best suited for a large number of teams, as the number of teams progressing after each stage of the tournament is halved.

This type of tournament usually lasts for few days. An example of a single-elimination/knockout tournament schedule is presented below.

Example of Knockout Tournament Schedule



3. League

A league schedule based on the round robin approach is one in which teams play against each other in a home and away format, once in a season. The fixtures are usually designed in a manner such that a team plays at their home ground in one week and a foreign ground (away) the following week. The table below illustrates a typical loofball league table.

Example of a Loofball League Table

#	Team	MP	W	L	S	PTS
1	Bora	0	0	0	0:0	0
2	Cena	0	0	0	0:0	0
3	Deja	0	0	0	0:0	0
4	Kepa	0	0	0	0:0	0
5	Luna	0	0	0	0:0	0
6	Para	0	0	0	0:0	0
7	Risa	0	0	0	0:0	0
8	Sora	0	0	0	0:0	0
9	Tera	0	0	0	0:0	0
10	Zita	0	0	0	0:0	0

Where MP denotes matches played, W matches won, L matches lost, S set ratio and PTS cumulative league points.

The Set Ratio is the ratio of total sets won to total sets lost, which is used to separate two or more teams tied on the number of league points, in which case the team with the higher ratio ranks higher in the league table.

The following is a sample schedule of a loofball league season with ten participating teams.

Example of a Loofball League Schedule

Matchday 1

Match Code	Home	Away
D11	Deja	Risa
D12	Zita	Bora
D13	Cena	Sora
D14	Kepa	Para
D15	Tera	Luna

Matchday 2

Match Code	Home	Away
D21	Bora	Deja
D22	Sora	Risa
D23	Para	Zita
D24	Luna	Cena
D25	Tera	Kepa

Matchday 3

Match Code	Home	Away
D31	Deja	Sora
D32	Bora	Para
D33	Risa	Luna
D34	Zita	Tera
D35	Cena	Kepa

Matchday 4

Match Code	Home	Away
D41	Para	Deja
D42	Luna	Sora
D43	Tera	Bora
D44	Kepa	Risa
D45	Cena	Zita

Matchday 5

Match Code	Home	Away
D51	Deja	Luna
D52	Para	Tera
D53	Sora	Kepa
D54	Bora	Cena
D55	Risa	Zita

Matchday 6

Match Code	Home	Away
D61	Tera	Deja
D62	Kepa	Luna
D63	Cena	Para
D64	Zita	Sora
D65	Risa	Bora

Matchday 7

Match Code	Home	Away
D71	Deja	Kepa
D72	Tera	Cena
D73	Luna	Zita
D74	Para	Risa
D75	Sora	Bora

Matchday 8

Match Code	Home	Away
D81	Cena	Deja
D82	Zita	Kepa
D83	Risa	Tera
D84	Bora	Luna
D85	Sora	Para

Matchday 9

Match Code	Home	Away
D91	Deja	Zita
D92	Cena	Risa
D93	Kepa	Bora
D94	Tera	Sora
D95	Luna	Para

Matchday 10

Match Code	Home	Away
D101	Risa	Deja
D102	Bora	Zita
D103	Sora	Cena
D104	Para	Kepa
D105	Luna	Tera

Matchday 11

Match Code	Home	Away
D111	Deja	Bora
D112	Risa	Sora
D113	Zita	Para
D114	Cena	Luna
D115	Kepa	Tera

Matchday 12

Match Code	Home	Away
D121	Sora	Deja
D122	Para	Bora
D123	Luna	Risa
D124	Tera	Zita
D125	Kepa	Cena

Matchday 13

Match Code	Home	Away
D131	Deja	Para
D132	Sora	Luna
D133	Bora	Tera
D134	Risa	Kepa
D135	Zita	Cena

Matchday 14

Match Code	Home	Away
D141	Luna	Deja
D142	Tera	Para
D143	Kepa	Sora
D144	Cena	Bora
D145	Zita	Risa

Matchday 15

Match Code	Home	Away
D151	Deja	Tera
D152	Luna	Kepa
D153	Para	Cena
D154	Sora	Zita
D155	Bora	Risa

Matchday 16

Match Code	Home	Away
D161	Kepa	Deja
D162	Cena	Tera
D163	Zita	Luna
D164	Risa	Para
D165	Bora	Sora

Matchday 17

Match Code	Home	Away
D171	Deja	Cena
D172	Kepa	Zita
D173	Tera	Risa
D174	Luna	Bora
D175	Para	Sora

Matchday 18

Match Code	Home	Away
D181	Zita	Deja
D182	Risa	Cena
D183	Bora	Kepa
D184	Sora	Tera
D185	Para	Luna

Note: The team names used above are for illustration purposes only.

APPENDIX VIII

REFEREES' SIGNALS

The referee may use relevant signals in a bid to communicate. Moreover, the referee must ensure the coach and players understand his or her judgment or ruling. Below are the recognized referees' signals in loofball.

Official Referees' Signals



Time-out



Ball In



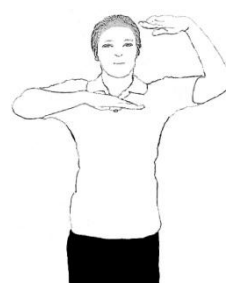
Ball Out



Yellow/Red Card



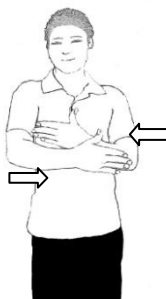
Serving Team



High Ball



Substitution



Change of Sides



Two consecutive foul serves/Double Contact



Player makes 3 steps with the ball or holds the ball beyond 3 seconds.



Ball-to-Body Contact



End of Set or Match

APPENDIX IX

LINE JUDGES' SIGNALS

The line judge shall indicate the nature of a call or fault using a flag. For example, the flag goes down for a 'ball in' and up for a fault or 'ball out', as illustrated below. The flag shall measure about 40 cm x 40 cm and must be in color combinations of blue and white or red and yellow.

Official Line Judges' Signals



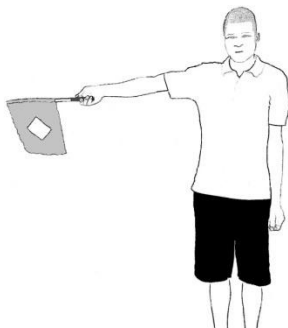
Ball In



Ball Out (if still) or
Fault (if waving)



Substitution



Serving Team



Time-out



Judgement Impossible

Official Line Judges' Flags



MEMO

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