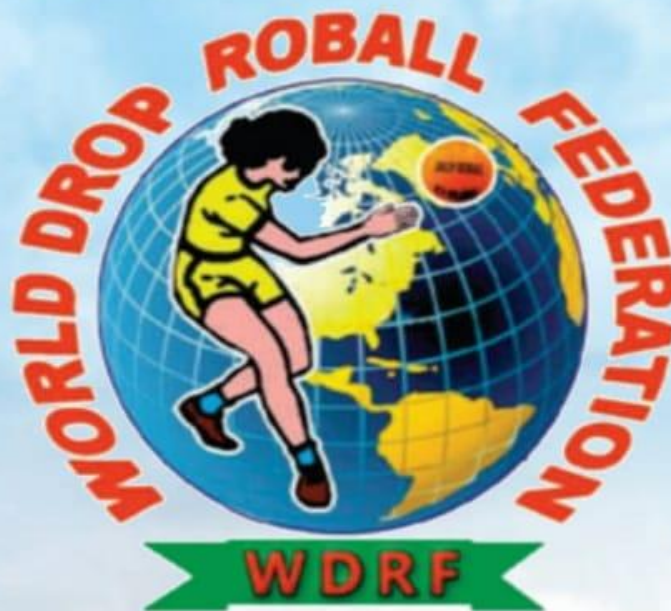


WORLD DROP ROBALL FEDERATION (WDRF)



RULES - BOOK

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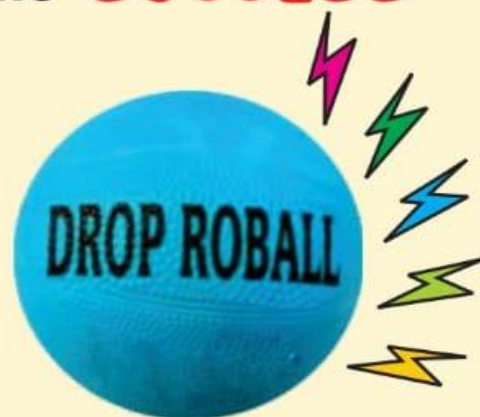
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Success way of WDRF

Joining Together with me **DREAM**
Staying Together for the **PROGRESS**
And Working Together for the **SUCCESS**



Drop Roball is Modern Game
It is time to play it,
Enhance it and
To Gain high Achievement



Ishwar Singh Acharya
Founder
Drop Roball Sport



Preamble

The quest to re-establish India's lost glory in the sporting arena has led to the re-birth of this ancient "Mahabharat" era sport in its modern day form. "Drop Roball" is an ancient sport dating to the "Mahabharat" days and has been played across the Indian Subcontinent in various forms.

A new game raises new hopes, fulfills the yearning to do something new, touching new horizons. While the sports arena is full of sporting events, some ancient and some new, it became an ardent desire to recreate an ancient game thus after completing my physical education from H.V.P.M. Amravati I took on the task of recreating the game. After many years of diligent research and efforts, on October 28, 2008, in the interest of sports and billions of young men and women across the globe, the game "DROP ROBALL" was started from Ved Model School, Kalanaur, Rohtak, Haryana (Bharat), in its a modern avatar.

This game is easy to play and does not require many resources. It benefits the players both mentally and physically, provides entertainment, fosters the spirit of competition, has very simple rules and it can be played on any available piece of flat ground.

It can be played in Singles, Doubles, Triples & Mixed Doubles. It is played between 'two teams' and it is played by dropping the ball on the both sides of net one time by hitting with the palm of the players hand. Scoring is done in three to five sets.

The rules are simple and nature of this game is very interesting thus making it attractive for the youth and children.

I shall remain forever obliged to all the Players, Colleagues and everybody else, who assisted me and boosted my morale while developing and recreating this ancient game. I wish good luck to the game, players and all coaches.

DROP ROBALL : RULES BOOK

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1. CLASSIFICATION

1.1 Categories

- (1) Single
- (2) Double
- (3) Triple
- (4) Mixed Double

1.2 Number of Players in game

- (1) Single - Player – 1, No Substitution
- (2) Double - Player – 4, Playing -2, Substitution - 2
- (3) Triple - Player-6 Playing-3, Substitution - 3
- (4) Mix Double - Player - 2 Boy+2 Girl Playing – 1 Boy+1 Girl,
Substitution – 1 Boy + 1 Girl
- (5) Super Mix Event - Player-2 Boys + 2 Girls, No Substitution.
- (6) Challenge Event – Player-4, Playing 2+2, No Substitution.

- Note:-** 1. The number of players in Drop Roball Girls and Boys is 13 each.
2. Drop Roball competitions will be held as team events.
3. No player will change his events during the playing competition.

2. ELIGIBILITY AND DRESS

2.1 Age Group

- 1. Sub Junior - Under 16 years
- 2. Junior - Under 19 years
- 3. Senior

- Note :-** 1. A Player of Drop Roball can participate in only one competition as per his/her age group in the National and International tournaments.

2.2 DRESS

1. In this sport, Half Pant/Shorts, Half Shirt or Jersey are to be worn by men. Half Shirt or Jersey worn with Skirt/Shorts are to be worn by women. This dress should be made of fabric which is flexible, comfortable and able to absorb sweat. Shoes for Drop Roball players should be rubber-soled with no heel and must be worn with socks.

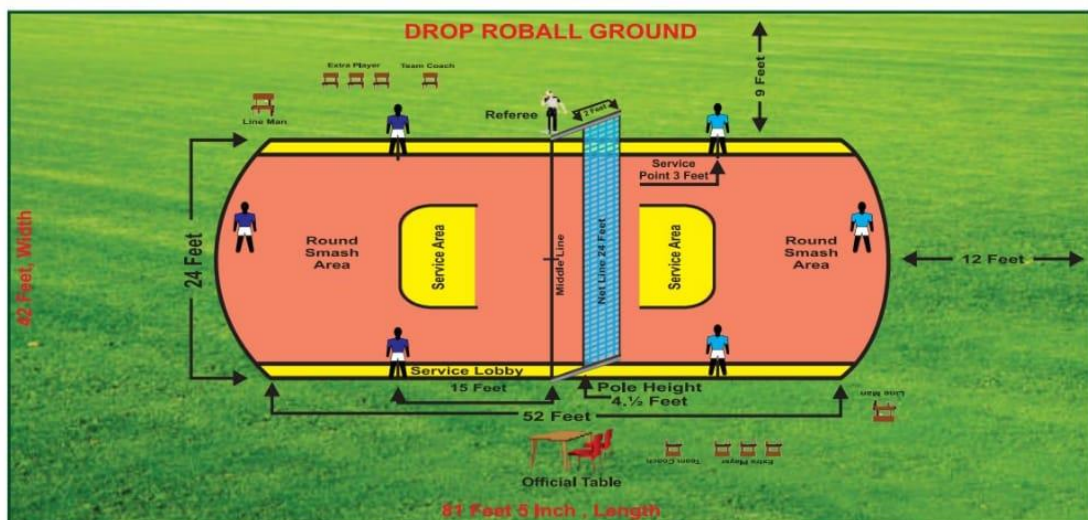
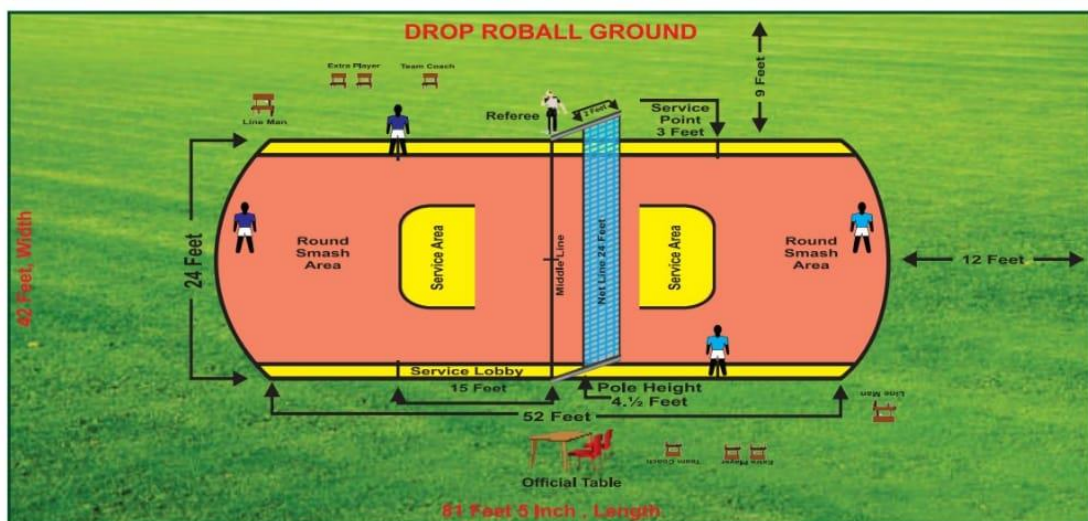
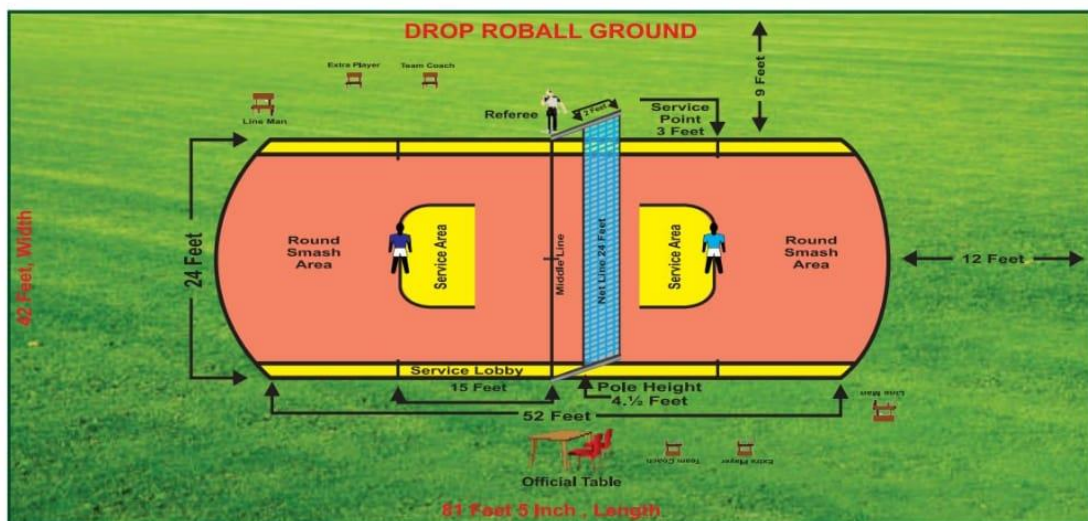
3. GROUND PREPARATION

3.1 Play Ground

The Drop Roball Play Ground will be in Capsule Shape.

1. Straight lines length 52 feet, Width 24 feet.
2. Circle line distance from the Circle line of the ground 57 feet and 5 inches.
3. Distance of service line from middle line 15 feet.
4. Distance from middle line to Circle line 28 feet 8½ Inch. Width of service lobby 2 feet.
5. How many parts of the ground 3 (Service lobby, Service Area, Round Smash Area).
6. Single & Mixed Double
 - Length of Straight lines 52 feet
 - Width of Ground 20 feet.
7. Double & Triple
 - Length of Straight lines 52 feet
 - Width of Ground 24 feet.
8. Ground is divided by Net in two parts.
9. Line's thickness must be in 05 cm and side line & circle lines are part of ground.
10. Ground at the time of match, Side line 9 feet, Circle line 12 feet and height of Indoor Hall must be 25 feet.

Note:- 1. At night during match length of light pole must be 13 feet or 15 feet height. Distance of light pole from side ground line must be 10 feet.



2. Time of matches is fixed according to WDRF. Two minute rest will be in each set. Team which not present on time in ground before match walk out will be given.

4.2 Service

1. After whistling of Referee, the players will service from the point of service marked at Fixed Place in all groups. Drop on ground and hit the ball by palm and send the ball in ground of opposite team.
2. Players must start service within 5 seconds after the Referee blows the whistle.
3. At the time of service, no player can change his/her position. At the time of service, if the ball touches the net and goes out of the ground, one point is given to the opposite team.
4. Service is always serviced by the receiver of point.
5. The bounce of service ball must be there in the middle of opposite team on the ground in front of service point.
6. In Mixed Double & Supermix female will serve.
7. In Doubles, Triples & Challenge event service will be in rotation.
8. After one set, looser team will be take chance for service.

Note: 1. There will two kind service - Drop Service, Ro Service

2. Left hander will give service, opposite side of service in his ground.

3. No points to playing new service, new service will be given by before service.

4.3 Ball in Game

1. The ball will sent in opposite ground after a single Tappa (Tap) of the palm over the net.
2. The ball will hit the ground on the opposite side, if the player plays correct method of play.
3. If the ball hit by the players touches, the side line and circle it will be right (in).

4. The ball will be played by the players after drop of the ball.
5. Ball can only be played by one player at one time.
6. The player will play the ball only on own side of the playground.
7. During the match, if the ball touches the Net and returns back to the same side of the playground and drops, the game will continue.
8. If the outside thing touches the game and ball, the service will be new.

Note: 1. During the play if the height of the ball is above the Head of the players, the players can play the ball after making a circular motion of the hand, but palm must be parallel to the ground.

2. It will be new service when ball came back in change shape and player cannot play rightly.

4.4 Winning Points and Winning the Match

1. During the match if any player commits a mistake, then opposite team will get a point.
2. If service man cannot play the service ball one point will be given to opposite player.
3. All rules are to be followed to win the set. A set will be won by difference of one point in the end, for example 11:10, 15:14, 21:20 etc.
4. During matches of Three and Five sets if players or teams wins one-one or two-two matches, in the third & fifth set, the side will be changed on half score of any team or player.
5. All match will be played in 3 sets, and the team winning two sets, will be declared the winner.

4.5 Position of Players and Objections

1. In competition of Single player, the player will stand in the centre of court's service point.

2. In Double player competition match, player No. 1 will stand in service point and player No.2 will stand near the circle line for playing service ball.
3. In the Triple player match, service providing player will be counted as player No.1 and rest of players will be counted as player No. 2 and 3. service will be from the service point in rotation.
4. In Mix Double match, No. 1 Girl Player will play on front side and No. 2 Boy player will stand behind near circle line. Service will be done in the middle of court.
5. The matches in the Super Mix Event will be played over five sets. . In Super Mix Event 2-2 (a Boy + Girl) players will play in a set and then in second set another 2-2 players will play. The players will continue to play in their respective sets until one team wins three sets. In the 5th set, after half of the total points, the other two players will play.
6. In Challenge Event five sets will be played. In Challenge Event 2-2 players will play in a set and then in second set another 2-2 players will play. The players continue to play in their respective sets until one team wins three sets. In the 5th set, after half points of total points, other three player will play.
7. All matches in Team Event will be played in three sets each.

Note:- 1. For lodging any kind of protest the team gives their protest in writing to tournament chief with required fee within 60 minutes of the match.

2. All players will play the ball in the match in their fixed place.

4.6 Time out/Players Substitution

1. Every team can get one time out of 30 seconds in one set. Time out will be given on the request/demand of coach/captain.
2. When the ball is dead, the captain & coach will request for time out. At the time out, no player will leave the court
3. In one set, one player can be changed on request of team captain and coach when the ball is dead.

4. Referee and Assistant Referee can take time out on technical problem, during the match. A bell or whistle will be sounded/blown by scoring table in this situation.

Note:- 1. Substitution players will enter in ground by service point at time of change in the match. Other will not leave ground.

2. Only one time out will be taken in one set during game.

4.7 Game Duration

1. The game will be continued till three or five sets completed.
2. All matches will be played 11,15,21 points.
3. If match is stopped due to rain/weather or for any other reason than match can be started from the same position. After four hours the match will start from starting.

4.8 Disqualification

1. If any player fails to follow the rules of game, referee will warn him, the player will loose one point and even be disqualified from the set and match.
2. During the match time, any player, captain and coach behavior is against the spirit and rules of the game, team will be disqualified and opposite team will be the winner.

Note: 1. During match any coach misbehaves with referee is undisciplined or disturbs the match, referee will first give a warning, then show yellow card, then a if red card and then disqualify the team from the match.

2. At match time team coach and substitute player will be in their seats. If anybody leaves their seat then this behavior will invite penal action against him/her.

5. COMMON MISTAKES

5.1 Lose The Point

1. During match more than one tappa (drop) of ball on the ground.

2. Not playing the ball with toe and palm.
3. Touching of the net and line by the service ball.
4. Playing of the ball by two players at one time.
5. Playing of the ball before touching the ground.
6. Touching of the net by the player.
7. Not giving the service ball to the opposite team players in the court.
8. To disturb the opposite players knowingly.
9. Not completing the right rotation.
10. players going out of the playing area during the match.
11. Making the service before referees signal.
12. Not obeying the rules of the game.
13. Change of place at the time of service by any player.
14. Not serving from the service point and change of position at service time.
15. By not playing, a player at his fixed place in the match.

5.2 Lost Points in Service Time

1. Service before whistle.
2. Drop the ball on ground more than once.
3. Not serving, after the whistle in the time limit
4. Touching of the net by service ball.
5. To change the place at time of service.
6. Not dropping the service ball in service area.
7. Opening the thumb and finger of hand.
8. Not serving from service point.

6. OFFICIALS OF THE GAME

6.1 Officials

1. At the time of match a Referee, an Assistant Referee, a Scorer & Two Lineman will be present.

6.2 Duties of Officials

1. Opening Toss and starting the game.
2. To know the mistake, give decision and give points.
3. Use of whistle and official signs.
4. To know the behavior of players and coaches and to give decision and to give punishment.
5. To control the service and score points.
6. To give order for new ball if necessary.
7. To complete the score sheet and match record.
8. To enquire the position of court size, size of ball, position of net and clearance of lines are ok or not for starting the game.
9. It is the duty of officer/official to decide about the situation (weather, light etc) is suitable for playing game or not.
10. To give instructions about dress, court lines, ground arrangements.
11. To decide the match in the competition as per rules of WDRF.

6.3 Referee

1. During the match, the referee will be careful that both teams are playing as per rule or not. If not playing with rules, referee will give warning to play by rules.

6.4 Assistant Referee

1. To help the scorer and referee. To take care about the change of players and players are rotating as per rule or not.

6.5 Scorer

1. To note the score of both teams on the score sheet and keep record of service.

6.6 Lineman

1. During the game the lineman watch that where the ball bounce and tell referee. There will be red and green flag in lineman hand.

6.7 Dress of Officials

1. Royal Blue Pant, White Shirt, Royal Blue Blazer, Tie, White Shocks and Black Shoes.

- Note:** 1. In the competition of Drop Roball match will be played in Single, Double, Triple Super event and Mix Double Players and during playing who got position 1st, 2nd, 3rd the medal will be rewarded according to their position.
2. In this game players will be selected on the basis of the achievement of first position and other players will be selected by the members of committee.
3. Bronze medal will be given on entering in semifinal during the competition.

7. REFEREE SIGNS AND SIGNALS

7.1 Signals of Referee

1. When the ball goes out of court: Fingers on shoulders backside.
2. To touch the body part of ball: To put palm on palm.
3. When body of player touch the net : Fingers on shoulder.
4. Underline during the match : To caught wrist.
5. Drop the ball more than one: To do the palm up and down in front of chest and belt.
6. Incorrect service: To move the fingers on upside.

7. On request of time out : To keep palm on first finger.
8. To change the player: To caught the arms.
9. To change the court: Cross the hands.
10. To finish the match: Hands up and cross.
11. On getting of point and service by team: To raise the long hand and down first fingers.
12. Fall of ball on line: Hands on chest.
13. For new ball: Long hand and bend the fingers.
14. To go out from the court at playing time: To raise hand up side.
15. To go up the ball from ground by touching the net : To put the right hand palm of left shoulder.
16. After drop, go out the ball from court and landing : In front of chest raise hands and put right hand palm on left hand.
17. To play the ball in air : To open the both hands palms in front of chest.
18. To not play the ball correctly: To make the right hand in L shape
19. To not play the ball correctly with Leg: To up the right leg knee and touch right hand palm on the right leg knee.
20. For new service: The referee will take his both start hand in front of his chest and show the thumb upside.
21. Technical official time out : Put palm on hand.
22. Replace on time of service by player: up the foot.
23. During the match to change his place by any player: In front of chest, doing long hand and caught the hand thumb.
24. Order for service: Service from the court referee will give signal by hand and whistle.



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8. GLOSSARY OF THE GAME

Service Area	-	Where the service area is fixed to make the serve is called the Service Area.
Rotation	-	To get the points service has to supply. The players of that team have to change their places in clock wise direction. This changing is called Rotation.
Touch Service	-	After delivery of service, if the opposite player cannot send the ball back, that service is called Touch Service.
Rally	-	When the ball is in play, that time is called Rally.
Rob	-	During playing time when a player successfully sends the ball back rightly is Rob.
Service Fault	-	If a player commits a mistake while serving it is called Service Fault.
Set	-	One get fixed points is called Set. If any team gets the match won different two sets, the match will declared winner.
Drop Fault	-	During the match, when more than one players of a team try to play the ball at the same time and players make more than one tap (drop) of the ball while serving.
Late	-	After scoring of points and rotation of players, the server reaching the service area after 5 seconds is called Late.
Net Touch	-	When service is delivered and ball touches the net and reaches the opposite side and received, this point is called net touch point.

9. SKILLS OF THE GAME

- Service - Service is fundamental skill. Good service is key in scoring points. Service is of two kind - Drop Service, Ro Service.
- To play Service - To play service with understanding is a skill. If the player doesn't understand the service, it will be very difficult to win the match.
- Dropro - When ball is in the air and any player tries to send the b to opposite team is called Dropro.
- Down Ball - When the ball is out of reach and the player plays the ball with the toe is called Down Ball.
- Dodge - By opposite player to drop the ball in opposite side near the net so that opposite player cannot touch the ball.
- Roball - The ball is touched and controlled and sent in the opposite group is called Roball.
- Drop - To play the ball after jump of ball from ground is called Drop.
- Round Smash - During the game, the ball jumps upwards after jumping and if the ball is out of control, the player hits the hand with a palm and then it is called a Round Smash ball.

SCORE SHEET DROP ROBALL



WORLD DROP
ROBALL
FEDERATION

NAME OF THE COMPETITION

CITY COUNTRY / STATE CODE

DATE

COURT NO.

VENUE

POOL

MATCH NO.

DIVISION : MEN

WOMEN

COMPTATION

TEAMS

VS

EVENT OF CATEGORY : SINGLE

DOUBLE

TRIPLE

MIX DOUBLE

SUPER MIX

CHALLENGE EVENT

TEAM EVENT

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END TIME

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APPROVAL

TOSS WIN BY

CHOOSE. SERVICE/ COURT

TEAM RESULT

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NO.

TEAM

NO.

REFEREES

NAME

COUNTRY/STATE

SIGNATURE

SIGNATURE

REFEREE

ASSISTANT REFEREE

SCORER

LINE MEN

TEAM CAPTAIN

TEAM CAPTAIN

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