

TITLE - DROP ROBALL INDIA

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Ishwar Singh

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Success way of WDRF

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



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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

Sports for all with this motive and for the national benefit, I" Ishwar Singh Acharya" decided to invent a new game. After long years researched and dedication with some modern rules and regulation finally in 28th October 2008 this new game was named Drop Roball and it was started from Ved Model School, Kalanaur, Rohtak, Haryana. Drop Roball federation was established in 2009 and gradually this game continued all over the country and abroad.

New game comes with a new hope. This game is beneficial for all three categories Health, Entertainment and Competition. This game is very easy to play, free from harm, with little resources, with simple rules and it can be-played in a easily available ground.

It can be played in Single, Double, Triple, Mix Double and Super events. It is played between two teams' and it is played by dropping the ball in the both side of net one time with the help of palm. Scoring is done in three to fiveset with eleven points.

The rule and nature of this game is very interesting and attractive for the youths and children.

I shall be very obliged to all players, Collegues and every body who boosted my morale to develop and flourish this game. I always wish luck to this game, players and all coaches.

Ishwar Singh Acharya

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DROP ROBALL : RULES BOOK

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- Signs of The Game:-
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1. CLASSIFICATION

1.1 Categories

- (1) Single
- (2) Double
- (3) Triple
- (4) Mix Double
- (5) Super Event

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– 1 Boy+1 Girl Playing, Substitution–1 Boy + 1 Girl
- (5) Super Event - Player – 9 Playing - 6, Substitution - 3

1. **Single Event:** The game is played in both the categories (Boys and Girls).

2. **Double Event:** The game is played in both the categories (Boys and Girls) No. of players in each team is two who play the game and can be substituted during the course of the event.

3. **Triple Event:** The game is played in both the categories. (Boys and Girls) No. of players in each team is three who play the game and can be substituted during the course of the event.

4. **Mix Double Event:** The game is played in with one male and one female player. No. of players in each team is two who play the game and can be substituted during the course of the event.

5. **Super Event:** The game is played in both the categories (Boys and Girls) No. of players in each team is nine which is divide into two teams to play the game three players as substitute which can be substituted during the course of the event.

Note :-

1. The players of any team can play in a tournament of Drop Roball either in triple or in a super event.
2. The number of players in Drop Roball game will be 13/16 Boys and 13/16 Girls.

2. ELIGIBILITY AND DRESS

2.1 Age Group

1. Sub Junior – Under 15 years
2. Junior – Under 18 years
3. Youth – Under 21 years



or
Player of Drop Roball can participate in only one competition as per e group in the national and international tournament.

2.2 DRESS

1. In this sport, Half pant/necker, half shirt or jersey are worn for men. Half shirt or jersey worn for women. This dress should be made of fabric which is flexible and more comfortable to absorb sweat. Shoes for Drop Roball players should be rubber-soled with no heel and must be with socks.

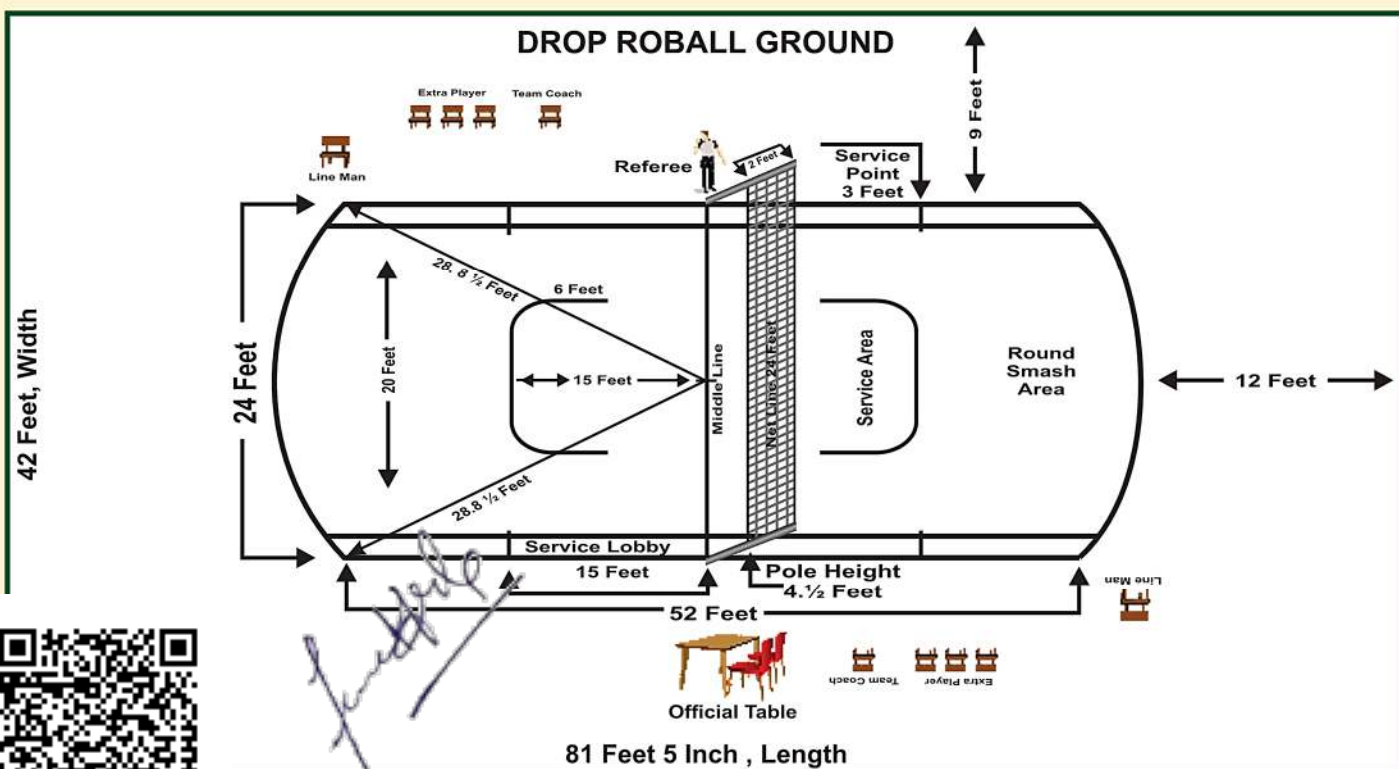
3. GROUND PREPARATION

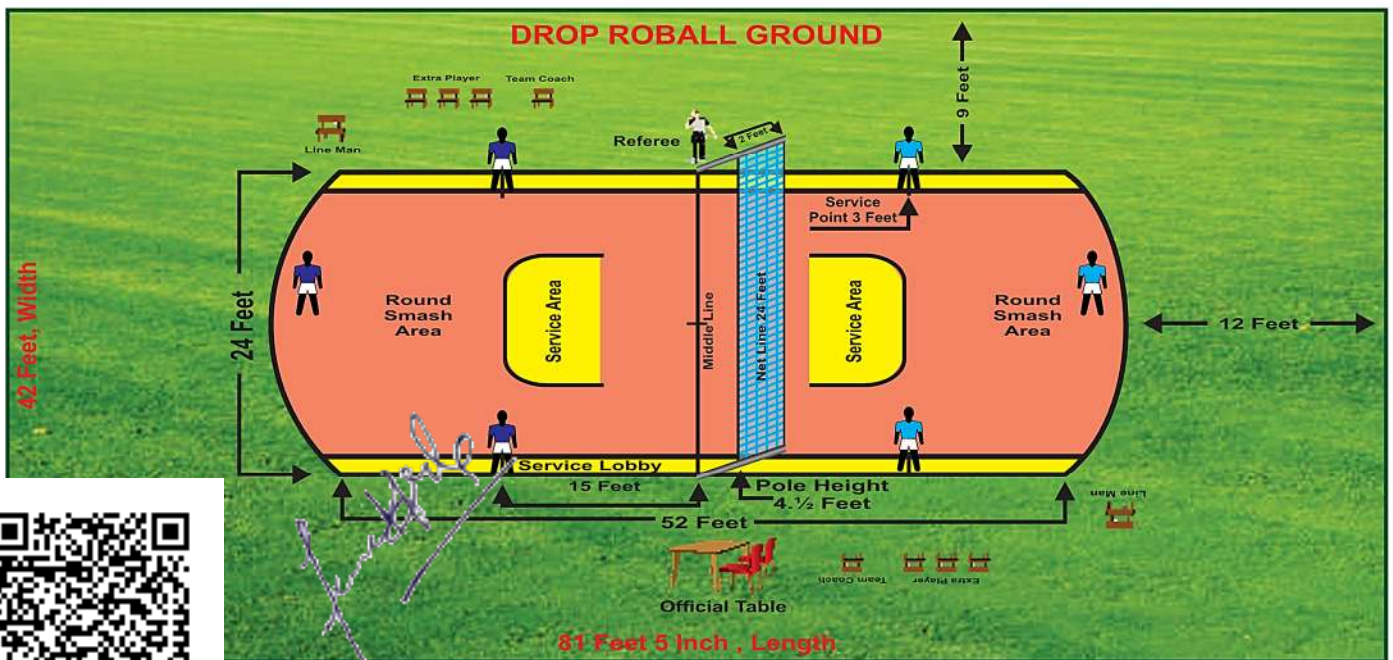
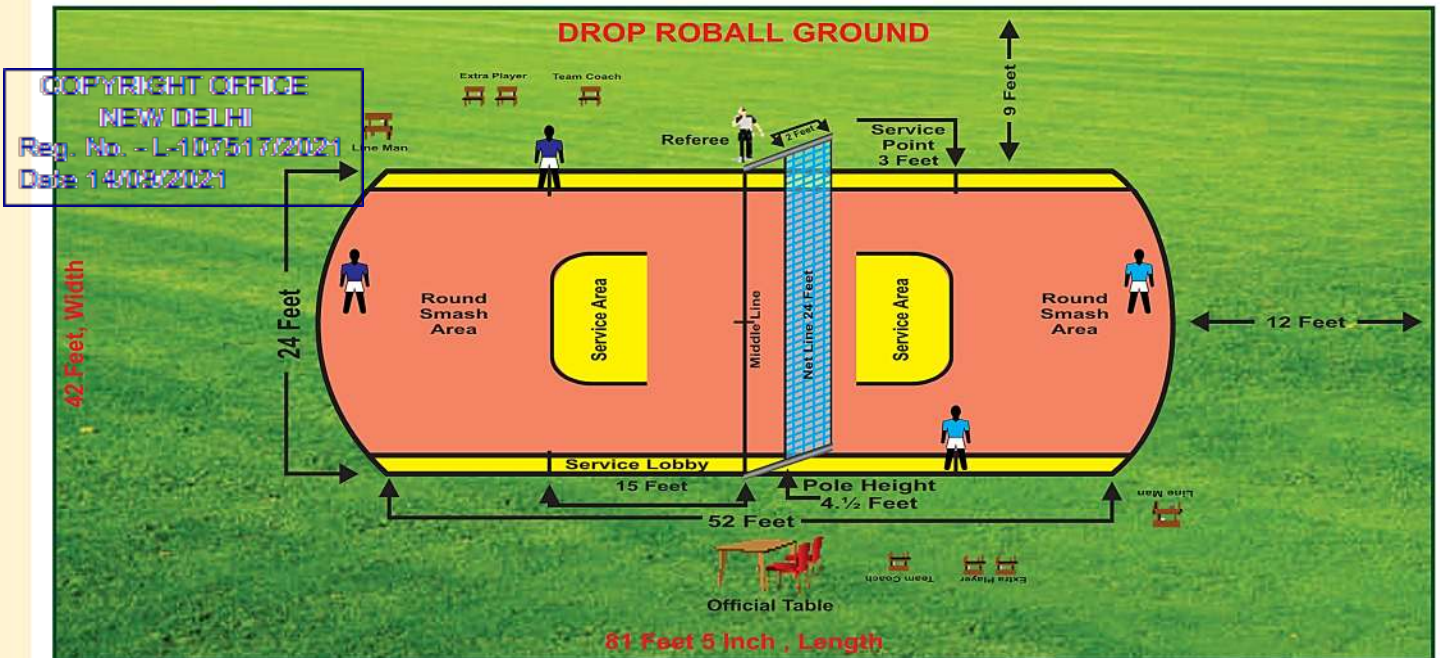
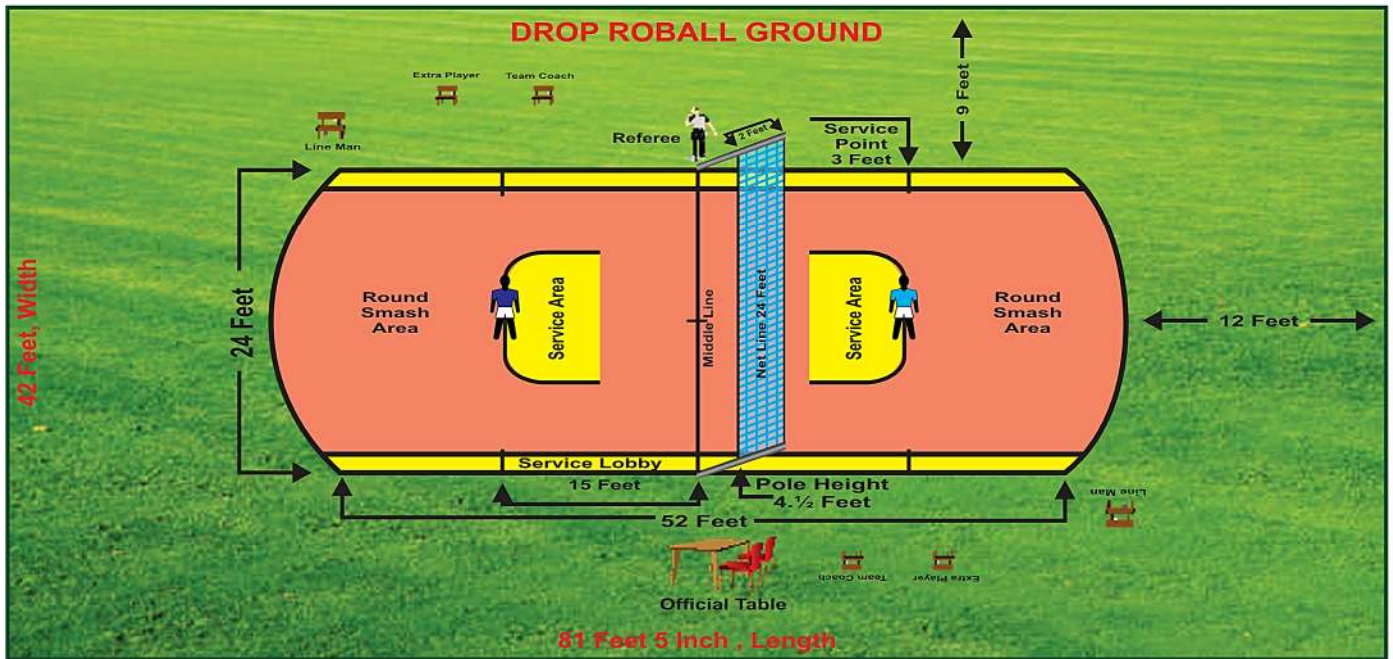
3.1 Play Ground

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 & Mix Double
 - Length of Straight lines 52 feet
 - Width of Ground 20 feet.
7. Double, Triple & Super Event
 - 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 12 feet or 14 feet height. Distance of light pole from side ground line must be 10 feet and distance from background line must be 13 feet.





3.2 Net & Pole

1. Pole is situated in the side line and center of ground. Net tied on the top of the pole.
2. The Length of Drop Roball net is 24 feet and width of net is 2 feet.
3. Poles are part of Net. The radius of pole is 1½, 2 inch. Height of the Pole is 4½ feet.

3.3 Ball

1. Shape of ball is round. Radius of ball is 16 inch and weight of ball is 160 gm to 165 gm. Certified by WDRF., Ball will be used.
2. In Drop Roball game the color of the ball will be red and light blue.

4. CONDUCT OF THE GAME

4.1 Starting of Game

1. Team Captain, who won the toss, choose service or side.
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 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 service within 5 seconds after whistle of Referee.
3. At the time of service, any player cannot change his position. At the time of service, the ball touch the net and go out of ground, one points is given to 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 Mix Double, female will service.
7. In Doubles , Triples & Super 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 by palm upon the



ball will touch the playground, if the player plays right method. If the ball by players touch the side line and circle will be right. The ball will be played by the players after drop of ball.

5. Ball can be played by one player at a time.
6. The player will play the ball only in the own ground.
7. During the match, if the ball touch the Net and return back in the same ground and drop, the game will continue.
8. If the outside thing touches the game and ball, the service will be new.

- Note:**
1. In the match the ball is up the Head, The players can play the ball with round hand. But palm must be parallel of ground.
 2. It will be new service when ball came back in change shape and player cannot play rightly.

4.4 Get Points and win the Match

1. During the match if any player do 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. Such as a set will be won by difference of one point at time of end, example 11:10, 15:14, 21:20 etc.
4. During match of 3 sets if player or team won the one-one matches, in the third set, the ground will be changed in half score of any team or player.
5. All match will be played 3 sets, Which team won two sets, will be declared winner.

4.5 Position of Players and Objection

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. In Super Event five sets will be played. In Super Event 3-3 players will play in a set and then in second set 3-3 players will play. A team not wins the three sets till all players will play in their group. In the 5th set, After half points of total points, other three player will play.

- Note:-**
1. Any kind of protest against team give their protest in written to tournament chief with fee within 60 minutes.

players will play the ball in the match on their fix place.

t/ Players Substitution

any team can get one time out of 30 seconds in one set. Time out will be 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, two 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. There will be given bell or whistle by scoring table at 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.

4.7 Game Duration

1. The game will be continued till three or five sets completed.
2. All matches will be played 11,15,21points.
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.

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4.8 Disqualification

1. If any player not follows the rules of game, referee will warn him, lost the point and disqualify from the set and match.
2. During the match time, any player, captain and coach behave badly, team will be out and opposite team will be winner.

Note:- 1. During match any coach behaves with referee undisciplined or disturbed the match, referee will give warning, after it show yellow card, after if red card and than out from match.

2. At match time team coach and substitute player will be at their seat if any will go from their seat and his behavior will be bad there will be action against him.



5. COMMON MISTAKES

5.1 Lose The Point

1. During match in the ground more than one tappa (drop) of ball.
2. Not play the ball with toe and palm.
3. Touch of net and line by the service ball.
4. Play the ball by two players one time.
5. Play the ball before touch the ground by ball.
6. To touch the net by player.
7. Not to give the service ball opposite present players in court.
8. To disturb the opposite players knowingly.
9. Not to complete the right rotation.
10. To go outside the ground by player at the time of match.
11. To give the service before referee signal.
12. Not to obey the game rules.
13. To change the place at the time of service by any player.
14. To not service from the service point and change position at service time.
15. To not play , the player at his fix place in the match.

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5.2 Lost Points in Service Time

1. Service before whistle.
2. Drop the ball on ground more than one.
3. To not service , after whistle in time limit
4. Touch the net by service ball.
5. To change the place at time of service.
6. To not drop the service ball in service area.
7. To open the thumb and finger of hand.
8. To not service 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 start the game.
2. To know the mistake, give decision and give points.
3. Use of whistle and official signs.



know the behavior of players and coaches and to give decision and to punishment.
control the service and score points.
ve 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 game.
9. It is 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 match in 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 with 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 write score of both teams on 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. Black Pant, Sky Blue Shirt, Black 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 to entire in semifinal of championship in Single, Double and Mix Double.



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

id and caught the hand thumb.
r service : Service from the court referee will give signal by hand and





1



2



3



4



5



6



7



8



9



10

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11



12



13



14



15



16



17



18



19



20



21



22



23



24



8. GLOSSARY OF THE GAME

- Service Area** - Where the service area is fixed to supply the service 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, the opposite player cannot send back, that service is called Touch Service.
- Rally** - When the ball is in match that time is called Rally.
- Rob** - During playing time when a player successfully send 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 in a ground, when more than one Players of a team try to play the ball in equal time and player make more than one tap (drop) of the ball while serving.
- Late** - After receive of points and rotation of players, the servicer reached in service area after 5 seconds is called Late.
- Net Touch** - When service is delivered and ball touch the net and reached in opposite side and received' point is called net touch point.

9. SKILLS OF THE GAME

- Service** - Service is fundamental skill. Good service is source to get points. Services of two kind - Drop Service, Ro Service.
- To play Service** - To play service with understanding is a skill. If the player can't understand the service, it will be very difficult to win the match.
- Dropro** - When ball is in air and any player tires to send the ball to opposite team is called Dropro.
- Down Ball** - When the ball is out of reach and play the ball with toe is called Down Ball.
- Dodg** - 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 send in the opposite group is called Roball.
- Drop** - To play the ball after jump of ball from ground is called Drop.
- Round Smash ball** - 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.



DROP ROBALL SCORE SHEET

Single / Double / Triple & Mix Double

AGE GROUP _____ (Boys & Girls)

Team A..... Team B.....

Competition Place.....

Date..... Match No..... Ground No

Toss Win By.....

Player's Name

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Choice: Service/Court

Player's Name

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

Round No.-1

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-2

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-3

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Match won by.....

Sign. Referee.....

Name of Referee.....

Signature of Referee.....

Sign. Scorer.....

Name of Scorer.....

Sign. Of Coach.....



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DROP ROBALL SCORE SHEET

SUPER EVENT

AGE GROUP _____ (Boys & Girls)

Team A..... Team B.....

Competition Place.....

Date..... Match No..... Ground No

Toss Win By.....

Choice: Service/Court

Player's Name

Player's Name

1. _____

1 _____

2. _____

2 _____

3. _____

3 _____

4. _____

4 _____

5. _____

5 _____

6. _____

6 _____

7. _____

7 _____

8. _____

8 _____

9. _____

9 _____

Round No.-1

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-2

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-3

3,9,10,11,12,13,14

9,20,21

Time Out

Sub. In Out

Round No.-1

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-2

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-3

1,2,3,4,5,6,7,8,9,10,11,12,13,14

15,16,17,18,19,20,21

Time Out

Sub. In Out



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Out Sub. In Out
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Round No.-4

1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-5

1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-4

1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21

Time Out

Sub. In Out

Round No.-5

1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21

Time Out

Sub. In Out

Match won by.....

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Sign. Referee

Name of Referee

Sign. of Coach

Sign. Scorer

Name of Scorer

Sign. Of Coach



[Handwritten Signature]

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