

**RAQBALL** is a collective sport played with **Raqqets**. It is played with teams of 6 players each (3 in play and 3 replacements). In informal practice, the number of players may be set freely.

It may be played on any type of surface: hard, grass, sand...

The playing surface is flat, free of any obstacle. Its dimensions are: are 20m long by 10m wide. Variations are possible.

The **Targetts** must be positioned at the centre of the baseline, with the front of the **Targett** base standing behind the baseline, in accordance with the manufacturer's specifications.

The aim of each team is to score in the opponent's **Targett** and also to prevent the opponent from scoring.

The **Ball** is only ever played with the **Raqqet** held in one hand, and must never stop moving.

A player must not deliberately block the **Ball** using his foot, any part of his leg or his free hand.

The player can move in **Drib'up** (*dribbling by bouncing the **Ball** upwards*), in **1Ground** (*by bouncing the **Ball** once on the ground*).

He can pass the **Ball** to a team-mate, either by throwing it upwards or by bouncing it on the ground.

The **Ball** can be restarted after a **1Ground** either by the player or by a team-mate.

**Defence:** The player in defence only has the right to hinder the attacker by using the arm holding the **Raqqet**, without any contact. He has to keep a Shoulder + **Raqqet** distance from the attacker and can't take the **Ball** that is bouncing on his **Raqqet**, except when the bounce rises higher than the player's head.

**Restart of play:** After the ball has been throw out of the playing area or a fault has been committed, play is restarted by making a pass or starting in **Drib'up** (***Ball** / **Raqqet** contact*), with an initial contact outside the line, level with ball's point of exit or with the fault.

After a **Targ**, the team that has sustained it restarts from its **Targett**.

## Scoring :

A **TARG** that touches the TARGGET counts as **1 point**.

A **TARG** that passes the central hole of the TARGGET from the opponent's area counts **2 points**.

A **TARG** that passes the central hole of the TARGGET from the thrower's own zone counts **3 points**.

## Glossary :

<b>RAQQET</b>	Racket of raqball
<b>TARGGET</b>	Target of raqball
<b>TARG</b>	Shot at the Targett
<b>DRIB'UP</b>	Bouncing the ball on the Raqqet
<b>1GROUND</b>	Bouncing the ball once on the ground