



OFFICIAL RULEBOOK

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NIŠ, SERBIA



IESN

INTERNATIONAL EXCHANGE
ERASMUS STUDENT NETWORK

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I. GENERAL RULES

- 1) Each ESN Country must have a minimum number of players on the field; they must be dressed with the same color (vests can be provided by the OC) in each of the three sports as follows:
 - 5 players for Futsal
 - 3 players for Basketball
 - 6 players for Volleyball
 - Mixed doubles for Tennis
- 2) Each team must have the following number of girls on the field at all times:
 - 1 for Futsal
 - 2 for Volleyball
- 3) **If for some reason it is impossible to have said amount of girls on the field, the team should consult the competition committee.*
- 4) The game schedule must be respected at all times.
- 5) The OC will try to make it possible that an athlete can participate in all sports but in case of scheduling conflicts, a country must have enough people in their delegation to have the minimum amount of players.
- 6) At the beginning of the championship each team will appoint a captain.
- 7) Issues, questionable matters and unclear rules outside of games should be discussed between the OC and the country representative of each countries, with the presence of the Competition Committee.
 - a. The country representative is appointed by each country on players registration;
- 8) All participants should have medical insurance covering the sport in which they play.

II. GAME RULES

1) Basketball (3 on 3), Male and Female Tournament

a) Field

- i) The games will take place on a basketball half-court.

b) Teams

- i) Each team consists of three players on the field plus a maximum of two reserves.

c) Officials

- i) There will be at least 1 referee for each half of the field.

d) Beginning of the games

- i) Before each game, the teams have the right to warm up for up to 10 minutes on the field – The OC may ask participants to warm-up next to the field in order not to compromise the agenda of tournament.
- ii) A coin toss will decide which team has the first possession
- iii) If a team is not present for the scheduled start of the game, the referee can decide to have said team forfeit the game. Justified objections can be made to the competition committee within 15 minutes. The competition committee has final say on the forfeit.

e) Score

- i) Each basket scored from inside the semi-circle (inside the 6.75 m line) will be awarded with 1 (one) point.
- ii) Each basket scored from outside the semi-circle (beyond the 6.75 m line) will be awarded with 2 (two) points.
- iii) Each made free throw will be awarded with 1 (one) point.

f) Duration of the game

- i) There will be one period of 10 minutes¹ per match.
 - (1) The time will be stopped during dead ball² situations and during free throws in the last two minutes of the game. The time will be restarted after the ball is touched in bounds
- ii) A team wins if:
 - (1) It scores more points than the other team at the end of the 10 minutes.
 - (2) If it reaches 21 points with at least a two point advantage before the end of the 10 minutes.
 - (3) If there is a tied score at the end of the period in the group stage, the game ends in a tie.
 - (4) If there is a tie in the knockout phase, there will be an overtime period played:
 - (a) Before the overtime starts there will be a one minute break.
 - (b) The first team to get a 2 (two) point advantage in overtime wins the game.

¹The timing of all sports might change; you will be informed at latest at the opening ceremony about the duration of the games for all disciplines.

²Dead ball = breaks, interruptions, fouls, ball goes out of bounds, etc.

g) Fouls and Misconduct

- i) Players shall be warned and can eventually be excluded from the game if:
 - (1) They persistently infringe the rules of the game;
 - (2) They show dissent with any decision of the referee;
 - (3) They are guilty of ungentlemanly conduct;
- ii) A team is in penalty when it has committed 7 team fouls.
- iii) Fouls committed during shooting the ball from within the semi-circle will be penalised with one free throw.
- iv) Fouls committed during shooting the ball from outside the semi-circle will be penalised with two free throws.
- v) Fouls committed followed by a made shot will be penalised with one free throw.
- vi) If a team has reached 7 total fouls, then, for each extra foul, the other team is awarded two free throws.

h) Time stalling

- i) Time stalling or inactive play will be considered as breaking the rules, ex.: a player holds the ball without playing it for more than 5 seconds; the player stays in time-out longer than the given period. The consequences will be decided by the referee of the game.
- ii) The timer starts when the ball is in the hands of the team in offense.

i) **How the ball is played**

- i) After a made basket or after the last free throw: a player from the team that did not score will take the ball from under the basket (but not behind the line) to a place outside of the semi-circle. The team which is on defense is not allowed to attack the ball until it reaches the outside of the semi-circle.
- ii) After a missed shot or after the last free throw: if the team that is on offense rebounds the ball it has the right to attack the basket without taking the ball outside of the semi-circle. If the team that is on defense rebounds the ball, then it must take the ball outside of the semi-circle.
- iii) After an interception of the ball: if the action takes place inside the semi-circle, then the ball must be passed or dribbled outside of it.
- iv) Possession of the ball: the possession of the ball given as a result of game interruption will start with the exchange of the ball between the attacker and the defender outside the semi- circle.
- v) Semi-circle: A player is considered to be outside the semi- circle when both of his feet are standing outside of the line without stepping on it.

j) **Player replacement**

- i) Each team has the right to substitute only when the game is interrupted.

k) **Time-out**

Each team has the right to one 30 second time-out. A player can request a time-out only when the game is interrupted (ex.: after a scored basket, after the one/two free throws).

**Note: Any other situations that are not considered in the above rules will be decide on by the referees according to the rules of the FIBA 3x3 Championship.*

2) Futsal

a) Field

- i) The field of the futsal games has to be appropriated for the playing of 5 vs 5.

b) Teams

- i) Each team consists of five (5) players (4 players + 1 Goalkeeper) on the field plus a maximum of three reserves. There must be at least 1 female player on the field during the game.

c) Officials

- i) There will be at least 1 referee for each match.

d) Starting of the game

- i) Before each game, the teams have the right to warm up for up to 5 minutes on the field – The OC may ask participants to warm-up outside of the field not to compromise the agenda of tournament.
- ii) A coin toss will decide which team gets the first possession
- iii) If a team is not present for the scheduled start of the game, the referee can decide to have said team forfeit the game. Justified objections can be made to the competition committee within 15 minutes. The competition committee has final say on the forfeit.

e) Score

- i) A team scores one goal when the whole ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

f) **Duration of the game**

- i) Each match lasts 20 minutes divided in two halves with 10 minutes each and a short break them; the timer will be stopped under circumstances such as severe injury of a player, penalty or any other situation that involves a longer period of gameplay intermittence.

(1) If there is a tie score at the end of the period, when it is not in the group stage, then penalties should be drawn according to chapter “h) - v)” of this rulebook.

g) **Fouls and Misconduct**

- i) Direct free kick is awarded when a player intentionally commits any offense.

- ii) Indirect free kick is awarded when any offenses are committed (kick taken from the 6-meter line when infringement takes place in the penalty area):

iii. Misconduct

Players shall be cautioned (i.e., shown yellow card) when:

- (1) A substituting player enters the pitch from any other position than the half line, without the referee’s agreement or before the player he is substituting has entirely left the pitch
- (2) They persistently infringe the rules of the Game
- (3) They show dissent with any decision of the referee
- (4) They are guilty of ungentlemanly conduct
- (5) These 4 (four) yellow card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line if the infringement takes place in the penalty area).

Players shall be sent off (i.e., shown red card) for:

- (1) Serious foul play
- (2) Violent conduct
- (3) Foul or abusive language
- (4) Second instance of cautioned offense (i.e., second yellow card)
- (5) Intentionally impeding a clear goal opportunity (e.g. through a "tackle")
- (6) Intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (1), (2), (5) and (6); indirect free kicks, for (3) and (4) (from the 6-meter line when the infringement takes place in the penalty area).

Rules of Expulsion:

- (1) The player who received a red card is sent off from the pitch until the end of the game and is not allowed to be on the reserves' bench.
- (2) Shorthanded teams can change a dismissed player after 2 minutes of playing time or after the opposing team scores - whichever comes first.
- (3) The 2-minute punishment shall be checked by the time-keeper (or by the assistant referee, if there is no time-keeper).
- (4) The substitute cannot come onto the pitch until the ball is out of play and he has the referee's consent.
- (5) In case the dismissed player is the goalkeeper, the shorthanded team can immediately change one field player who will have to leave the pitch for 2 minutes for the second goalkeeper to come onto the pitch.

h) How the ball is played at:

i) Penalty Kick

- (1) A penalty kick is taken from the penalty mark at the mid-point of the 6-m-line.
- (2) All players except the kicker and the goalkeeper must be out of the penalty area until the moment the ball has been kicked.
- (3) The kicker cannot play the ball a second time until it has been touched by another player or hit the crossbar or posts.

ii) Kick-in

- (1) To be taken in place of the throw-in.
- (2) The ball is placed on the touch line or outside of the pitch before kicking.
- (3) The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- (4) The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- (5) The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- (6) Players cannot score directly from a kick-in.

iii) Goal Clearance

- (1) To be taken in place of a goal kick.
- (2) From inside the penalty area, the goalkeeper throws the ball into play.
- (3) The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over by the opposite goalkeeper.

iv) **Corner Kick**

- (1) The ball is placed on the corner. If the ball is misplaced, the corner kick is taken over.
- (2) The kick must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- (3) The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- (4) It is allowed to score a goal directly from a corner kick.

v) **Penalty Kick Shoot-out**

- (1) Main referee chooses the goal to be used.
- (2) Coin tossed to decide order.
- (3) Three kicks to be taken by 3 different players selected from the 7 suitable players. Captain of each team announces these 3 to the main referee before the kicks are taken.
- (4) If two teams are still tied after 3 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
- (5) Dismissed players are not eligible to take part in penalty kicks.
- (6) Any eligible player may change places with his goalkeeper.

While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.

i) **Time-Out**

- i) Each team has the right to call upon 2 (two) minute time-out, once per game.

**Notes: Any other situations that are not considered in the above rules will be decided by the referees according to the rules of the European Mini-football Federation (EMF).*

3) Volleyball

a) Field

- i) The field of the volleyball games is equal to those in the main sports gyms in the world.

b) Teams

- i) Each team will consist of six (6) players on the field plus a maximum of two reserves per game. Each team must have at least 2 female players present on the field at all times.

c) Officials

- i) There will be at least 1 referee for each match.

d) Starting of the games

- i) Before each game, the teams have the right to warm up for up to 10 minutes on the field – The OC may ask participants to warm-up outside of the field not to compromise the agenda of tournament.
- ii) A coin toss will decide who serves first
- iii) If a team is not present for the scheduled start of the game, the referee can decide to have said team forfeit the game. Justified objections can be made to the competition committee within 15 minutes. The competition committee has final say on the forfeit.

e) Score

- i) The set is until a maximum number of 25 points.
- ii) In case of scheduling conflict, the OC might also set a maximum amount of time per game.

f) Duration of the game

- i) There will be a one set match. First team that reaches 25 points wins.
 - (1) The winning team needs to have at least a 2 point lead in order to win the game, ex.: team A leads 24-23, in this situation it needs one point to win at a difference of two points; if team B scores and the score is 24-24, then the game will continue until one team reaches a 2 point difference over the other.

g) Fouls and Misconduct

- (1) A substituting player enters the pitch from any other position than the half line, without the referee's agreement or before the player he is substituting has entirely left the pitch
- (2) They persistently infringe the rules of the Game
- (3) They show dissent with any decision of the referee
- (4) They are guilty of ungentlemanly conduct

h) Time-Out

- i) Each team has the right to call one minute time-out, once per game.

4) Tennis

a) Field

- i) The field of the tennis games is equal to those in the main sports gyms in the world.

b) Teams

- i) Each team will consist of two players, one male and one female

c) Officials

- i) There will be at least 1 referee for each match.

d) Starting of the game

- i) Before each game, the teams have the right to warm up for up to 10 minutes on the field – The OC may ask participants to warm-up next to the field in order not to compromise the agenda of tournament.
- ii) A coin toss will decide which team has the first possession
- iii) If a team is not present for the scheduled start of the game, the referee can decide to have said team forfeit the game. Justified objections can be made to the competition committee within 15 minutes. The competition committee has final say on the forfeit.

e) Score

- i) The rules will follow the ATP Next Gen Finals rules
- ii) Each game will have up to five sets and the winner will be the first to win three sets.
- iii) A player will win a set if he or she wins four games.
- iv) Each game will consist of the four points.
 - (1) If the score is 40-40, the next point wins the game.

f) Duration of the game

- i) The game will end when the first team wins three sets. There is no time limit.

g) Service

- i) When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game. In a tie-break game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

h) Misconduct

- (2) If a player persistently infringe the rules of the game
- (3) If they show dissent with any decision of the referee
- (4) If they are guilty of ungentlemanly conduct

i) **Equipment**

- i) The players are expected to bring their own rackets or can be provided by the OC if announced upon registration.

***Notes:** Any other situations that are not considered in the above rules will be decided by the referees according to the rules of the International Tennis Federation (ITF).