



VALENCIAN FRONT RULES OF THE GAME

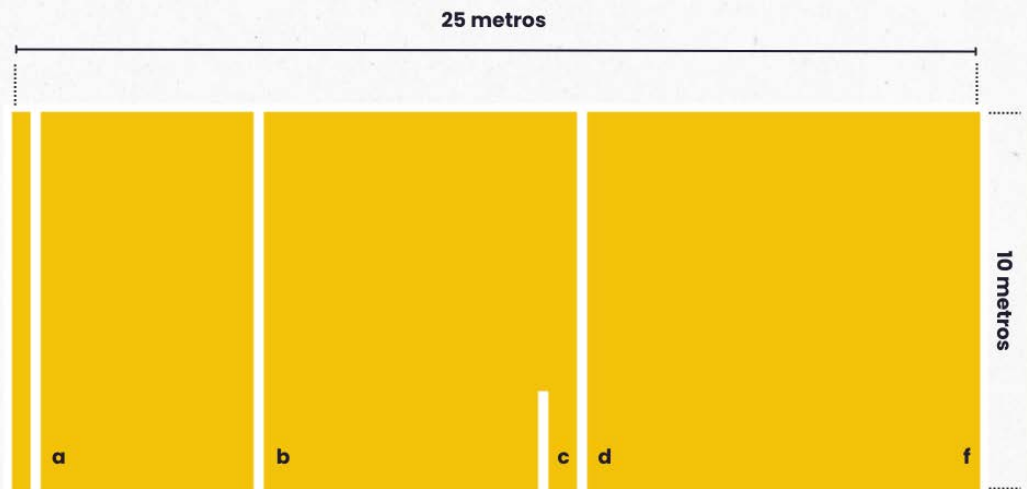
1. PLACE OF PLAY

The pediments consist of: playing field, counter pitch and area for the public. The field and the counterfield will have to be free of obstacles for the proper development of the game. The elements that make up a Valencian pediment are the following:

- a) Frontis: front wall in which you have to hit the ball.
- b) Wall: side wall that delimits the pitch, to the left of the front.
- c) Rebound: wall that delimits the field of play to the opposite part of the frontis.
- d) Lateral line: straight line perpendicular to the front that delimits the field of play to the right of the front and that reaches the rebound.
- e) Service line: line parallel to the front, before which the ball must jump to start the game.
- f) Free-kick line: line parallel to the front, which must be overcome in the serve
- g) Pass line: line parallel to the front, which cannot be exceeded in the serve.
- h) Playing area of the front panel: space delimited on the front panel by the foul plate at the bottom and by the lines marked for this purpose on the upper and right part of the same (following the width line on the ground).
- y) Upper foul lines: upper line that delimits the playing space, where the ball cannot be hit. They can be on the front, on the wall on the left or on the rebound. If there is none, the vertices of the walls will be considered as such.
- j) Tamborí: Work plane with a 45° inclination located in the intersection space between the rebound and the ground.
- k) Blue: numbering in which the wall is divided into equal parts



**MODALIDAD:
FRONTÓN
VALENCIANO**



Measures according to categories:

Court length: 25 m

Width of the field and the frontis:

☑ Male: 10 m with a tolerance of + - 1 meter

☑ Female: 8 meters with a tolerance of +- 1 meter. Height of missing front panel: 90 cm Distance between blues: usually 2.5 m Minimum size of the drum: 25 cm.

Width of all lines: 10 cm.

Distance from the front to the foul line:

☑ Male: 10m

☑ Female: 8m

Distance from the front to the pass line:



☑ Male: 18m

☑ Female: 16m

Distance from the front to the service line:

☑ Male: 12m

☑ Female: 10m

2. THE BALL

The usual ball is the semitec ball from 34 gr to 36 gr., made with thread and goatskin or similar.

The change of ball is decided by the player who is serving.

3. PLAYERS

Teams are made up of 2 players and 1 reserve. The player who participates mainly in the back of the pair is usually called rest or defender, while who plays in the part closest to the front and usually performs the serve, is the pointer. During a match, both players can switch their positions.

4. CLOTHING

Sports equipment is a shirt of your choice and long or short pants.

5. PROTECTIONS

We will play bare handed or with a Wallball glove. Or it will also be possible to play with the following protections: green adhesive tape, tesamoll and cards that can be used a maximum of two layers of each element. In addition, the protection cannot exceed 1 cm. hand in hand.

There is a video guide published on the YouTube channel of the Valencian Pilot Federation in which it is clear how to use the appropriate protection, following this link, you can visit: <https://www.youtube.com/watch?v=61906jRM3OY>

6. RULES OF THE GAME

6.1. Score

Each game is played to 21 goals.

6.2 Starting the game

The first serve will be raffled in coins or colored sheets. The team that serves will choose the ball, and will give it to the opposing team to try and whenever they change the ball. The player who performs the serve will have to notify the opponent beforehand and with his approval, he will jump behind the service line and hit it, depending on his ability, throwing it against the frontispiece above the plate, having to jump between the lines of foul and pass, if he crosses the pass line he will have a second chance, in each turn of service, not being able to leave without jumping off the field of play. The opposing player can return it against the front (within the lines) in the air or at the first jump (the jump on the rebound drum counts as air, except in the first jump after the serve).

6.3 The Game



Once the serve has been carried out and the ball has been returned by the opposing team, it is good and allows the game to continue as long as the teams play it alternately in the air or with a first jump, hitting it against the front panel inside the lines and it falling within the field of play.

6.4 It is good and allows to continue the game:

a) The ball that falls inside the game rectangle.

5.5 It will be fifteen:

a) The opposing team is missing or loses the piloted.

6.6 It will be foul:

a) If the player who takes the service jumps the ball after the service line. The serve begins when the player releases the ball to jump or hit it.

b) If the player who takes the kick, after hitting it in accordance with what is indicated in point a), hits the frontis outside the space delimited by the foul lines or does not jump into the field of play after the foul line . If he jumps after the passing line, he will repeat the serve, and if in the repetition he crosses the passing line again, it will be a foul.

c) If the ball touches any line of the field of play. The foul and pass lines only count for the serve in accordance with point b).

d) If the ball, when it touches the front panel, does not exceed its fault line (90 cm from the ground), or hits it.

e) If the ball exceeds any of the lines that mark the upper limits, or in the absence of these, it exceeds the upper corner of the walls

f) If the ball exceeds the line that delimits the field of play on the right side in the first jump.

g) If the ball hits a player's body. If the player has his back to the player, it will only be a free kick if it hits him above the waist; in case of doubt and at the opinion of the judge, the ball will be returned.

h) If the pilota jumps for the second time before being played.

i) The winner will score 2 points and the loser 0. In case of a tie in the same group. 0 if the losing team does not reach 15 points, if the losing team reaches 21-15, 21-16, 21-17, 21-18, 21-19 and 21-20 the winner will have 2 points and 1 point for the loser.

In case of a tie in the same group.

1.- The confrontation between the two teams involved will be taken into account.



2.- In the event of a triple tie in the same group, only the games/points between the teams involved will be taken into account. The differential between games won and lost will be taken into account. If the tie still persists, the differential between 15 won and lost will be taken into account.

In case of tie of different groups.

1.- The points of the classification of this phase will be taken into account

In case of a tie in the same group.

1.- The confrontation between the two teams will be taken into account involved.

2.- In the event of a triple tie in the same group, only the counts the games/points between the teams involved. will be taken into account differential between games won and lost. If the tie still persists the differential between 15 won and lost will be taken into account.

In case of a tie between different groups.

1.- The points of the classification of this phase will be taken into account.

2.- If the tie persists, the differential between the games will be taken into account won and lost in the group stage. And if the tie persists, it will be taken into count the differential between 15 won and lost

