



RULES OF LLARGUES

Art.1: Teams

- a. A male team will consist of 5 titular players and 2 reserve players. All will be inscribed on the arbitration sheet with your personal number.
- b. Before the match, the 2 players who will serve will be indicated on the referee sheet.
- c. During the match, a maximum of two changes can be made and the replaced player can not return to the field of play. The captain indicates the changes to the referee before the reserve player can enter the field. The captain gives the referee the number of the player who leaves and enters.
- d. The reserve player who replaces a player who was making the serve, will also serve. The same goes for a player who is not making the serve. His change would not make the serve either.
- e. If a player has to leave the game due to injury or another reason, the game continues with 4. This means that if the player leaving the field is the server, he loses the service game.
- f. Players who have been replaced can no longer come back.
- g. All players will wear their number on their shirt in a visible part.

Art.2: The material

- a. The ball used in the competition is the "badana", black/yellow, weighing approximately 38 to 40 grams and an approximate diameter of 5 cm. These will be available in the Valencia Federation and a stamp will be placed to make them identifiable.
- b. The series of balls that will be used in the tournament will first be approved by the tournament director. They will be marked with a sign of the tournament.

Art.3: Protection

- a. It will be played with bare hands or, at most, it will be possible to play with the following protections: green adhesive tape, tesamoll and cards that can use a maximum of two layers of each element. In addition, the protection can not exceed 1 cm. of the hand. There is a video guide published on the Youtube channel of the Federació de Pilota Valenciana in which it is evident how to use the appropriate protection, following this link, you can visit: <https://www.youtube.com/watch?v=61906jRM3OY>
- b. The protections used by each player can be controlled by the referees before the start of the game, during and after.

Art.4: The game

- a. The player who serves can not touch or exceed the lines that delimit the specific space provided for this purpose. The player who is at the service can ask for a new ball or change the ball (always to the extent of the organization's possibilities, which it has available for the match).
- b. Serve: the ball can not exceed 72 meters without bouncing before, if it does, it will be fault of service. In each service, there will be a second chance if the ball passes the front line without bouncing before, if it goes out by the side lines, it will be a direct fault, without the possibility of getting back in that same point.
- c. The serve will throw the ball with one or two hands (according to their habits), it will be able to hit above and below.
- d. In official competitions, the service will be rotating by two players in each team. The player who starts a game will have to finish it. If for one reason or another the turn is not respected, the game will be for the other team.
- e. If the ball leaves the lateral limits after a first jump within the limits of the field, a chaza will be made at the starting point.
- f. The ball can be played without bouncing or with one bounce and can be hit with one or both hands.
- g. The ball will always have to bounce within the limits, but, to return it, the player may be out of lateral limits.
- h. A player will lose the point if the ball touches any part of the body, except the bare hand or the forearm. If the ball touches one hand and then the other (not simultaneously) will lose the point.
- i. A change of field will be made as soon as 2 chazas have been marked or when the socrer indicates 40 and only one chaza.
- j. At the time of service, all players, except the serve, are within the limits of the game. Once the server hits the ball, the lateral limits can be exceeded, but not the frontal lines. If this happens, the team will lose the point.
- k. All lines are GOOD
- l. The player (s) can not cross the center line until the serve has hit the ball for service.
- m. When a player voluntarily moves himself in front of the opponent at the moment he wants to hit and/or stop the ball, he loses the point.
- n. The matches will be played in six games.
- o. During the game, each team can have 2 dead times. The captain will ask the referee for the time-out just after a completed game. The players will spend the timeout in the neutral zone. A Time-Out lasts 1 MINUTE.
- p. In the neutral zone, which is outside the playing field, the following persons will be admitted: 1 coach, 1 second coach, 2 reserve players and 1 physiotherapist. The neutral zone will be clearly demarcated, as in a football field. This must be placed at a safe distance from the field (see image below).
- q. The score will be as follows: 15, 30, 40 and game. In case of a tie at 40/40, the game will go to the team that wins the next point.
- r. The team that wins with 6-0, 6-1 or 6-2 will have 3 points and the loser 0 points. In the case of 6-3, 6-4 or 6-5, the points are divided: 2 for the winners and 1 for the loser.
- s. To designate the champion of this modality, he will be the one with the most points. Resolution system in case of a tie.
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 the games won and lost will be taken into account. If the tie still persists, the differential between 15 wins and losses 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.

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

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Art.5: The "chazas"

- a. When the ball leaves the lateral limits after one or more bounces, a chaza will be made at the starting point.
- b. When the ball has given 2 or more bounces and is stopped by a player with any part of the body, a chaza will be marked at the stop point.
- c. The referee will mark the chaza himself at the starting point or at the stopping point.
- d. The chaza will be won when, after the corresponding change of field, the ball goes beyond the chaza, after having given one or more bounces.
- e. The chaza will be won when the player stops the ball returned by the other team BEFORE it crosses the chaza, regardless of the position of the player's body.
- f. The location of the chaza is determined by the position of the ball and not by the position of the player's body.

Art.6: The dimensions and the surface of the game

- a. Male competition playing field (same as younger court):
- b. Total length of the field: 72 meters
- c. Width at the end of the field, where is the square of service: 19 meters
- d. Distance from the bottom line to the center in the field where is the server: 30 meters
- e. Distance from the rest field: 42 meters
- f. Width in the center line: 8 meters
- g. Front line width of the rest: 10 meters
- h. The measurements in the service box are: 3 meters wide and 5 meters long
- i. The floor surface will be concrete and/or asphalt. The grass or synthetic grass will no longer be accepted.

**MODALIDAD:
LLARGUES**

