



RULES BOOK
ROLLER BASKET

2025

Comprehensive Official Law

Roller Basket game

.A unified version with an integrated arbitration guide

Chapter One: Definition and General Principles

Article (1): Definition of the game

Roller basketball is a team sport played on inline skates or quad skates without brakes, using an official ball and two baskets. Two teams compete to score as many points as possible within the game's time limit, while adhering to safety rules and maintaining ball control while on the wheels. Control and balance are essential playing skills, and any playing style that endangers players is prohibited.

Article (2): The Spirit of the Game

The game is played according to the principles of fair play and mutual respect between players and referees, with the utmost priority given to the safety of all participants. Any behavior that contravenes these principles is considered an offense requiring the referee's intervention, even if not explicitly stated in the detailed rules.

Chapter Two: Teams and Players

Article (3): Team Formation

Each team consists of five players on the field and a maximum of seven substitutes. A match cannot start with fewer than four players, and if the number falls below three during the match the game is ended and the incomplete team is declared the loser.

Article (4): Team Leader

.Each team is assigned one captain, who is the official representative of the team on the field. Only the captain is allowed to speak with the referee on organizational matters, and the other players are prohibited from objecting to or discussing refereeing decisions.

Article (5): Substitutions

Substitutions are permitted and can only be made during stoppages in play, and from within the team's own half of the field. The player being substituted must completely leave the field before the substitute enters. Any illegal entry or incorrect substitution is a direct technical foul against the team.

Chapter Three: Player Equipment and Safety

Article (6): Uniform

All players must wear a uniform with clearly numbered front and back. Wearing any items or accessories that could pose a danger to the player or others is prohibited. The referee has the authority to disqualify any player who does not comply with these requirements.

Article (7): Mandatory Safety Equipment

Wearing a helmet and non-brake ski boots is mandatory for all players without exception. The match will not be restarted if any player fails to comply with safety regulations.

Article (8): Recommended Safety Equipment

It is advisable to wear knee, elbow and wrist protectors, especially for younger age groups, to reduce injuries resulting from falls or friction.

Chapter Four: The Ball

Article (9): Ball specifications

An official non-slip ball that conforms to basketball specifications is used, ensuring ease of control during skating.

Article (10): Ball size

Size (5) is adopted for the categories under 13 and under 15 years old, and size (6) for the categories under 17 and over 17 years old, in order to achieve a balance between control and safety.

Chapter Five: The Playground and Basketball

Article (11): Dimensions of the playing field

The field is 28 meters long and 15 meters wide, with the lines clearly marked to ensure accurate refereeing.

Article (12): Basket Height

The height of the basket is 3 meters for categories over 15 years old, and 2.5 meters for categories under 15 years old, in accordance with the physical capabilities of each category.

Article (13): Registration Departments

One point is awarded for a shot from within a 3-meter radius, two points from outside the radius up to 6.75 meters, and three points from beyond 6.75 meters. The point value is determined by the position from which the ball is released from the player's hand.

Chapter Six: Match Time

Article (14): Match duration

The match consists of two halves, each half lasting 15 minutes for the under-15 age groups, and minutes for the over-15 age groups 20.

Article (15): Rest time

A five-minute break is given between halves.

Article (16): Extra Time

In case of a tie, an additional five minutes of time will be played, and if the tie persists, the golden goal system will be applied, where the first team to score a goal will be declared the winner.

Chapter Seven: Starting and Resuming Play

Article (17): Start of the match

The match begins with a throw-in from the middle of the field under the supervision of the head referee.

Article (18): Resumption of play after registration

After any goal is scored, play is restarted with a throw-in from behind the end line for the team that conceded the goal.

Chapter Eight: Ball Control

Article (19): Acquisition

A team is considered to be in possession of the ball when it is caught or bounced legally.

Article (20): Acquisition Share

The acquisition arrow is used in shared ball situations, and its direction is changed after each use.

Chapter Nine: Rules of Ball Movement

Article (21): Walking with the ball

Moving more than three steps without bouncing is prohibited, and this is considered a violation in which the ball is awarded to the opposing team.

Article (22): Bouncing

Bouncing during movement is mandatory, and the use of one hand or both hands is permitted.

Article (23): Double

no double dribble in roller basket

Article (24): Return to the rear area

Once the ball has crossed the halfway line, it is forbidden to pass it back into the back area.

Chapter Ten: The Forbidden Zone

Article (25): The Five-Second Rule

An offensive player may not remain for more than five seconds inside the area within a 3-meter radius of the basket, and exceeding this time is considered a violation.

Chapter Eleven: Correction and Intervention

Article (26): Correction

Jumping and aiming are permitted while skiing, provided that others are not endangered.

Article (27): Interference in the ball

Touching the ball while it is going down towards the basket or when it is above the level of the hoop is prohibited, and the basket is considered valid if this happens from the defending team.

Chapter Twelve: Offensive Time

Article (28): Time of attack

The maximum time for a single attack is 30 seconds, and possession is awarded to the opposing team if the time is exceeded without a shot.

Chapter Fourteen: Mistakes and Penalties

Article (31): Ordinary Foul

A regular foul is punished with a throw-in for the opposing team.

Article (32): Offensive Foul

The goal is cancelled if there is one, and a throw-in is awarded to the defending team.

Article (33): Violent Foul

The penalty is two free throws with the affected team keeping possession of the ball, due to the seriousness of this type of foul.

Chapter Sixteen: Discipline

Article (35–38): Technical Fouls and Ejection

Technical fouls are imposed for obstruction, unsportsmanlike conduct, or improper substitution. A two-minute suspension is applied for repeated offenses, and a permanent expulsion is given for violent or serious conduct, with a substitution allowed after two minutes.

Chapter Seventeen: Arbitration

Article (39): Refereeing Team

The refereeing team consists of a head referee, a linesman, and a table official, and their work is integrated to ensure that the law is applied accurately.

Chapter Seventeen: Arbitration (continued)

Article (40): Powers of the Ruler

The referee has full authority to manage the match from the moment they enter the field of play until all parties have left. Their powers include stopping and restarting play, awarding or disallowing goals, determining the type of foul, imposing disciplinary sanctions, and making any immediate decision they deem necessary to protect the safety of the players and ensure the match is conducted in a fair and legal manner. All decisions made by the referee during play are final and not subject to appeal.

Chapter Eighteen: The Registration Table

Article (41): Tasks of the registration desk

The scoreboard manages the official game time, recording points, individual and team fouls timeouts, and substitutions. The referee's decisions are based on what is officially recorded at the scoreboard, and communication between the scoreboard and the referee must be clear and direct throughout the game.

Chapter Nineteen: Timeouts

Article (42): Timeouts

Each team is entitled to request two (2) timeouts per half, each lasting 60 seconds. Timeouts may only be requested during a stoppage in play, and the request must be officially recorded at the scorer's table. The referee may refuse a timeout request if it exceeds the permitted time.

Chapter Twenty: Coaches and Administrative Staff

Article (43): Coach's Duties

The coach is responsible for guiding his players technically and tactically, and maintaining discipline within his designated area. The coach must adhere to sportsmanship and may not

directly challenge refereeing decisions except through the team captain and within the bounds of the rules.

Article (44): Violations of the Technical Staff

Any unsportsmanlike conduct by the coach or administrative staff, such as repeated objection verbal abuse, or disruption of the match, is punished with a technical foul recorded against the team, and the penalty is applied directly without prior warning in serious cases.

Chapter Twenty-One: Objections

Article (45): Formal Objection

The team management has the right to submit a formal written protest within 30 minutes of the end of the match. The protest must be specific, clear, and accompanied by available evidence verbal protests will not be accepted.

Article (46): Appeals Committee

An independent committee is formed to review objections and issue its decision within a timeframe specified by the regulator. The committee's decisions are final and binding on all parties and are not subject to appeal.

Chapter Twenty-Two: Organizing Tournaments

Article (47): Game Systems

The tournaments are organized according to one of the following systems:

- League system
- Knockout system
- The group system

is determined before the start of the tournament and all teams are officially notified.

Article (48): Team Ranking

The teams are arranged in the following order:

1. Number of points
2. Goal difference
3. direct confrontations
4. The organizing committee's decision if the tie persists

Chapter Twenty-Three: The Public and the Institution

Article (49): The Public

The public is prohibited from interfering with the course of the match or influencing refereeing decisions. The referee has the authority to temporarily or permanently suspend the match in the event of rioting or behavior that threatens the safety of players or officials.

Article (50): The playing field

The playing surface must be level, non-slip, and safe for skating. If there is a risk to player safety, the referee has the right to postpone or stop the match until the situation is addressed.

Chapter Twenty-Four: Injuries and Emergencies

Article (51): Injuries

If a player is injured, the referee will immediately stop play if the injury is serious or restricts movement. The injured player may only return to play after being deemed fit to continue and receiving the referee's approval.

Article (52): Emergency Circumstances

In the event of force majeure circumstances such as power outages, timing malfunctions, or bad weather, the necessary decisions will be made to complete the match or reschedule it as deemed appropriate by the organizing committee.

Chapter Twenty-Five: Age Groups

Article (53): Approved Age Groups

- Under 13 years old
- Under 15 years old
- Under 17 years old
- Over 17 years old (adults)

The rules are applied in a manner appropriate to each category, especially with regard to playing time, basket height and ball size.

Chapter Twenty-Six: Recent Times

Article (54): Correction at the end of time

If the ball leaves the player's hand before the allotted time expires, a goal is scored if the ball goes into the basket. If the time expires and the ball is still in the player's hand, the goal is not scored under any circumstances.

Article (55): Errors in the final seconds

Any mistake that occurs before the time expires is legally counted, and the prescribed penalties are fully implemented even if the time expires during implementation.

Chapter Twenty-Seven: Falling and Slipping

Article (56): Player Fall

A player falling due to loss of balance is not a foul in itself. If the fall impedes or knocks down another player, the foul is calculated according to the degree of impact.

Article (57): Deliberate slipping

Any deliberate slip with the intent to knock down an opponent or impede their movement is considered a violent foul and is punished accordingly.

Chapter Twenty-Eight: Using the Body

Article (58): Pushing and Friction

Using the shoulder or arm to push the opponent is prohibited. Non-contributing lateral contact is permitted provided the opponent does not lose their balance.

Article (59): Illegal Seizure

Stopping suddenly in front of a fast-moving player without leaving a sufficient safety distance is considered an illegal reservation.

Chapter Twenty-Nine: Playing with the Ball and the Body

Article (60): Touching the ball with the body

Unintentional contact with the ball is permitted. Deliberate contact with the foot is a direct violation.

Article (61): Hitting the ball

Hitting the ball with one hand only is permitted. Deliberately hitting it with both hands is prohibited.

Chapter Thirty: Tactical Violations

Article (62): Wasting Time

Any action that aims to disrupt the game without offensive intent will be warned first, and penalized with a technical foul upon repetition.

Article (63): Representation

Deliberately falling or feigning injury to obtain a foul is unsportsmanlike conduct and is punished with a direct technical foul.

Chapter Thirty-One: The Basket and the Board

Article (64): Touching the ring

Touching or holding onto the ring during play is prohibited and will be considered an illegal intervention or technical error, as the case may be.

Article (65): Basket vibration

Any player who causes the basket to shake while shooting the ball will have the goal counted correctly for the attacking team.

Chapter Thirty-Two: Jumping and Defending

Article (66): Jumping while skiing

Jumping to shoot is allowed unless the intention is to collide or cause harm.

Article (67): Close Defense

A defender must maintain a safe distance from a fast-moving player. A non-contact defense is legal.

Chapter Thirty-Three: Resuming the Game

Article (68): The Side Throw

The throw-in is taken from the nearest exit point, with both feet remaining behind the line until the ball is passed.

Article (69): Delay in implementation

The throw-in or free throw must be taken within five seconds. Delay results in loss of possession

Chapter Thirty-Four: Accumulated Errors

Article (70): Collective Errors

After five team fouls are recorded against the team in one half, each subsequent defensive foul is penalized with two free throws.

Chapter Thirty-Five: Special Alterations

Article (71): Substitution of an injured player

An immediate substitution is permitted for an injured player. The player may only return after being deemed fit and receiving the referee's approval.

Chapter Thirty-Six: Equipment

Article (72): Damage to equipment

If the helmet or shoe is damaged, the player must leave immediately and a substitution is allowed.

Article (73): Non-conforming equipment

The player is prohibited from participating until the equipment situation is fully rectified.

Chapter Thirty-Seven: Advanced Arbitration Responsibilities

Article (74): Risk Assessment

,The referee has the authority to assess any dangerous behavior, even if it is not explicitly stated and the decision is made in a way that prevents injury.

Article (75): Safety Priority

Player safety takes precedence over time and result in all cases.

Chapter Thirty-Eight: Exceptional Cases

Article (76): Technical malfunctions

The match is stopped in the event of a technical malfunction, and is resumed from the same score and time whenever possible.

Article (77): Shortage of players

If the number of players on a team falls below three, the match is ended and the team is considered to have lost.

Chapter Thirty-Nine: Administrative Penalties

Article (78): Team Withdrawal

The team's withdrawal is recorded as an administrative loss, and the tournament regulations are applied.

Article (79): Fraud or manipulation

Any manipulation or cheating will result in immediate disqualification and an official report will be filed with the organizing body.

Final Chapter: Concluding Provisions

Article (80): Enforcement

This law shall come into effect from the date of its adoption by the competent authority.

Article (81): Final Authority

Any situation not explicitly stated will be decided by the referee's decision, in a way that achieves justice and preserves the safety of the players and the spirit of the Roller Basket game.

Roller Basket Referees' Guide

ROLLER BASKET – OFFICIAL REFEREES GUIDE

Chapter One: General Governance Tasks

Article (1): The nature of the ruling

The referee is the supreme authority on the field of play, represents the organizing body, and his decisions during the match are final and binding on all parties.

Article (2): Responsibilities of the Judge

The judge is bound by the following:

- Applying the law accurately and fairly
- Protecting player safety
- Ensuring the smooth running of the match
- Maintaining the spirit of fair play

Chapter Two: The Refereeing Team

Article (3): Formation of the arbitration team

The refereeing team consists of:

- Head referee inside the field
- Rule line on the opposite side
- Table referee for time management and scoring

Article (4): Main Rule

He is in charge of managing the match on the field, counting goals, announcing fouls, stopping and resuming play, and has the final decision in all cases.

Article (5): Rule of handwriting

The main referee helps in:

- Line monitoring
- Determining the ball's exit
- Monitoring fouls away from the ball
- Supporting the arbitration decision when needed

Article (6): Table Rule

He takes over:

- Official time setting
- Scoring points
- Recording individual and group errors
- Managing timeouts
- Monitoring substitutions

Chapter Three: The Positioning of Referees on the Field

Article (7): Centralization of the main government

The referee moves diagonally within the field, maintaining a clear view of the ball and the players, and avoiding standing in the path of play.

Article (8): The centrality of the line ruling

The linesman is positioned opposite the main referee, and moves in parallel with the play focusing on the backcourt area and side contacts.

Chapter Four: Managing the Start and Resumption of Play

Article (9): Start of the match

The referee confirms:

- Player readiness
- Safety equipment commitment
- ,The players are positioned correctly
then the game is declared to start with the kickoff throw.

Article (10): Resumption of play

The referee confirms:

- Execute throws from the correct position
- .The player must adhere to the legal time limit (5 seconds)
- .Players must not enter the area before the action is executed

Chapter Five: Goal Calculation

Article (11): Validity of the Goal

A goal is counted if:

- The basketball team entered completely
- .It slipped from the player's grasp before the end of time
- .It was not preceded by an offensive error

Article (12): Cancellation of the objective

The goal is cancelled if:

- Illegal interference was found
- An offensive error occurred
- .Time is up and the ball is in the player's hands

Chapter Six: Assessing Violations

Article (13): Ordinary Violations

This includes walking with the ball, foot touching, double dribbling, or any technical infraction. The penalty is a throw-in for the opposing team.

Article (14): Personal Errors

This includes pushing, grabbing, obstructing, or causing physical contact. The referee assesses the severity of the offense based on its seriousness and impact.

Article (15): Violent Misconduct

This includes any action that endangers the safety of the players. It is penalized with two free throws and possession, and may also result in ejection.

Chapter Seven: Technical Errors and Discipline

Article (16): Technical Error

It is calculated when:

- objection
- Incorrect switching
- Delaying play
- Unsportsmanlike conduct

Article (17): Warning

It is used to control behavior before escalation, and is not recorded as a disciplinary point.

Article (18): Temporary Expulsion

It is applied for two minutes, during which the team plays with a numerical disadvantage.

Article (19): Final Expulsion

It is applied in cases of excessive violence or repetition, and substitution is allowed after two minutes.

Chapter Eight: Time Management

Article (20): Stopping the clock

The clock stops at:

- Injuries
- Mistakes
- free throws
- Timeouts

Article (21): Offensive Time

The referee confirms:

- Start counting upon acquisition
- Recount when control changes
- Give the ball to the opponent when 30 seconds have passed

Chapter Nine: Timeouts

Article (22): Request for time-out

The request is only accepted during a stoppage in play, and is executed after the referee's approval and official recording.

Chapter Ten: Dealing with Injuries

Article (23): Player injury

The referee stops play immediately if the injury is serious, and play is not allowed to resume until the player is confirmed to be safe or has been replaced.

Chapter Eleven: Managing Public Behavior

Article (24): Player Conduct

The referee monitors behavior on the field and punishes any unsportsmanlike conduct without hesitation.

Article (25): Conduct of coaches and administrative staff

Any interference or objection will be treated as a direct technical error.

Chapter Twelve: The Public and the Institution

Article (26): Public Intervention

The referee has the authority to temporarily or permanently stop the match if the crowd affects the safety or fairness of the game.

Chapter Thirteen: Special Cases

Article (27): Cases not stipulated

The judge makes the appropriate decision based on:

- Spirit of the Law
- Player safety
- The principle of justice

Final chapter: The arbitration section

Article (28): Obligation

The referee is committed to applying the law impartially, and maintaining integrity and professionalism.

Article (29): Reference

This guide is the official reference for referees and is used in conjunction with the general rules of the game of Roller Basket.

Referee Signals Guide

Roller Basket game

Chapter One: General Principles of Referee Signals

Article (1): The purpose of signals

Referee signals are used to explain the referee's decisions to the players, the scoreboard, and the audience, and are an essential part of managing the match.

Article (2): Rules for performing signals

- .The signal is executed clearly and with one decisive movement
- .The right or left hand is used depending on the viewing angle
- .The signal is preceded by a clear whistle
- .The signal is directed first to the referee's table and then to the field of play

Chapter Two: Start and Stop Signals

Article (3): Start of the match

Lifting the ball up with the hand and then blowing the whistle, followed by lowering the arm to signal the start of play.

Article (4): Stopping Play

Raise your arm upwards while emitting a long whistle.

Article (5): Resumption of play

Pointing towards the team in possession while lowering the arm after the whistle.

Chapter Three: Trend and Acquisition Signals

Article (6): Direction of play

Extend your arm horizontally towards the basket of the team in possession.

Article (7): Side throw

Pointing towards the line of contact with an open palm.

Article (8): Acquisition Share

Signal with an outstretched arm at a 45-degree angle towards the beneficiary team.

Chapter Four: Point Signals

Article (9): Scoring one point

Raise one finger upwards after the basketball goes into the basket.

Article (10): Scoring two points

Raise two fingers upwards.

Article (11): Scoring three points

Raise three fingers while fully extending the arm.

Article (12): Cancellation of the objective

Waving the arms in a crossed manner in front of the chest.

Chapter Five: Violation Signs

Article (13): Walking with the ball

Move the fists in a circular motion in front of the body.

Article (14): Agg hit on the hand

Striking the palm of one hand against the palm of the other hand twice in succession.

Article (15): Foot touch

Pointing to the opposite foot while extending the arm downwards.

Article (16): Crossing the halfway line

The gesture is made by extending a hand backwards and then forwards.

Article (17): Exceeding the offensive time

Raise the arm with the palm of the hand open, then signal to change possession.

Article (18): Five seconds

Raise your open palm and show five fingers.

Chapter Six: Error Signs(Fouls)

Article (19): Personal Foul

The fist is raised upwards, then the gesture is directed towards the offending player.

Article (20): Offensive Foul

The fist is raised, then the gesture is directed towards the basket of the defending team.

Article (21): Payment

Push the palm of the hand forward, aligned with the chest.

:Article (22)Blocking

Place your hands on your hips.

Article (23): Obstruction

Passing the hand behind the leg in a clear movement.

Article (24): Violent Foul

Raise your fists while intensifying the arm movement.

Chapter Seven: Free Throw Signals

Article (25): One free throw

Raise one finger and point to the free throw line.

Article (26): Two free throws

Raise two fingers and point to the free throw line.

Article (27): Calculating the throw

Lower your arm after performing the throw.

Chapter Eight: Technical Error Signals and Discipline

Article (28): Technical Error

Forming the letter(T) using the palms of the hands.

Article (29): Warning

The yellow card was shown to the player.

Article (30): Temporary expulsion

Raise the red card and then point the arm towards the exit area.

Article (31): Final Expulsion

Raise the black card and signal with your hand, then signal the player to leave the field.

Chapter Nine: Time Signs

Article (32): Stopping the clock

Move your arms across your chest.

Article (33): Clock operation

Lower your arm towards the field of play.

Article (34): Time Out

Form the letter(T) and then indicate the student team.

Chapter Ten: Signs of Special Cases

Article (35): The ball is out of play

Point towards the exit line and then identify the beneficiary team.

Article (36): No objective

Moving the arms horizontally back and forth.

Article (37): Replacement

Moving the arms in an alternating circular motion.

Chapter Eleven: Obligations of Judgment by Signs

Article (38): Clarity of the signal

Any unclear signal is immediately repeated to ensure the decision is understood.

Article (39): Unification of Signals

All referees are required to use the same approved signals without individual interpretations.

Final chapter: Official accreditation

Article (40): Reference

This guide is the official reference for referee signals in Roller Basket, and is applied in all approved matches and tournaments.



1.5m

3 m

6.75 m

ROLLER BASKET

28m