



RULES BOOK **SKATE BALL**

2025

Skateball Rules Book

Introduction

Skateball is a dynamic and exciting team sport—unique and innovative—offering a fast-paced and thrilling gameplay experience. The sport aims to promote teamwork, physical fitness, and individual skill within a challenging environment. This book provides a comprehensive guide to the rules of the game, ensuring fair and enjoyable play for all participants.

Definition of Skateball

Skateball is a modern team sport played on roller skates, using a ball for passing and shooting, which makes it one of the fastest, most exciting, and most thrilling sports.

The game is played between two teams whose players move on skates within a defined playing area. Each team aims to score goals in the opponent's net through quick passing, skillful movement, and accurate shooting.

Game Features

- High speed, requiring strong physical fitness and quick reflexes.
- Advanced dribbling and ball-control skills while skating.
- A combination of speed, strength, balance, and skill.
- Suitable for all age groups, from juniors to adults.

1. Game Basics

1.1 The Goal of the Game

The main objective of each team is to score goals by throwing the ball into the opponent's net while preventing the opposing team from scoring.

1.2 Number of Players

- Team composition: Each team consists of 5 outfield players and 1 goalkeeper.
- Substitutes: Up to 10 substitute players are allowed per team.
- Substitution rules: Substitutions are open (unlimited) and may be made during stoppages or even during active play (flying substitutions), provided that the substitute enters the field only after the replaced player has exited the field from his own half.

1.3 Player Uniforms and Equipment

- Uniform: All players on a team must wear a unified kit that clearly distinguishes them from the opposing team.

- Player numbers: Numbers must be clearly visible on the uniform and must range between 00 and 99.



- a. Mandatory safety equipment: All players, including the goalkeeper, must wear a helmet.
- b. Knee and elbow protectors: These must be worn at all times during the match for safety.
- c. Skate shoes: All players must wear appropriate skate shoes (Inline Skates or Roller Skates) throughout the match.



2. The Playground and Equipment

2.1 Field Dimensions

- Option 1 (standard full size):
The field measures 40 meters in length and 20 meters in width
- Option 2 (smaller size):
The field measures 28 meters in length and 15 meters in width.
- Field lines:
All field markings must be clearly visible, including:
 - Sidelines
 - End lines
 - Center line
 - Forbidden Zone line (the semi-circular restricted area)

2.2 Goal

- For adults (over 15 years old):
Width: 2.50 m × Height: 2.00 m
- For children (under 15 years old):
Width: 2.20 m × Height: 1.80 m
- Installation:
All goalposts must be securely fixed and stable to prevent movement or accidental falling.

2.3 Forbidden Zone

- Shape: Semicircle
- Dimensions:
A 4-meter (400 cm) radius measured from the center of the goal, forming a semi-circular restricted area in front of the goal.
- Attacking players:
It is strictly forbidden for any attacking player to enter the forbidden zone during an attacking action.
 - If an attacker enters the zone and gains an advantage or scores, the goal is disallowed and a foul is awarded.
 - Play restarts with a free throw for the defending team.
- Defending players (excluding the goalkeeper):
Defenders are not allowed to enter the forbidden zone under any circumstances.
 - If a defender enters the zone and it directly affects a goal-scoring opportunity, a penalty shot is awarded to the attacking team.

- If the entry does *not* directly affect a scoring chance, a foul is awarded and play resumes with a free throw for the attacking team.

2.4 Penalty Kick Point

- Distance: Located 450 cm (4.5 meters) from the goal line, directly in front of the center of the goal.
This point is used to determine the center of the penalty area and is not necessarily the starting point of the penalty movement.
- Penalty movement:
The player begins the penalty attempt from the one-third line of the field, skating toward the goal. The first shot must be taken before entering the forbidden zone.
- Penalty shots after match time:
In case of a draw and after extra time, penalty shots are taken from a fixed area at 4.5 meters from the goal.

2.5 Ball

- Size 3: For Under 9 and Under 11 categories.
- Size 5: For Under 13, Under 15, and all female categories.
- Size 6: For Under 17, Under 19 (boys), and the Senior/Adult category.

3. Match Duration and Rest Periods

3.1 Junior Matches (Under 15)

The match consists of two halves:

- First half: 15 minutes
- Rest period: 3 minutes
- Second half: 15 minutes

3.2 Adult Matches (Over 15)

The match consists of two halves:

- First half: 20 minutes
- Rest period: 5 minutes
- Second half: 20 minutes
- Added time: Determined by the referee based on stoppages in play.

4. How to Play

4.1 The Dribble

Dribbling:

Players must continuously dribble the ball while skating. Holding the ball or moving without dribbling is considered a foul. 4.1 Dribbling

- Players must dribble the ball using one or both hands while moving.
- Dribble violations:
 - Stopping: If a player stops moving while holding the ball for 3 seconds or more without dribbling, a foul is called.
 - Moving without dribbling: If a player moves 3 meters or more while holding the ball without dribbling, it is considered a foul.

4.2 Passing and Shooting

- Players may pass to teammates or shoot at the goal using one or both hands in any suitable manner.

4.3 Goalkeeper

- Inside the forbidden zone:
The goalkeeper may move freely inside the forbidden zone and may use any part of the body to block the ball (except using the foot to shoot or pass a moving ball). The goalkeeper may use the foot only to block a ball heading toward the goal.
- Outside the forbidden zone:
The goalkeeper may participate as a normal player but may not use the foot to block or play the ball in any way outside the forbidden zone.

5. Goals and Resumption of Play

5.1 Scoring a Goal

- A goal is scored when the ball completely crosses the goal line between the posts and under the crossbar.
- The attacking player must not enter the forbidden zone before the ball fully enters the goal.

- Goal celebration: Celebrations must not exceed 10 seconds. Excessive celebrations may result in a warning.

5.2 Restart After a Goal

- After a goal, the referee blows the whistle and points to the center of the field.
- Play restarts with a kick-off by the team that conceded the goal.

5.3 Kick-off

- The kick-off is taken at the start of each half and after each goal from the center of the field.
- The ball must be stationary on the center line.
- All players must be in their own half before play resumes.
- The kick-off player must pass the ball to a teammate before moving with it.
- The attacking duration is 30 seconds, unless the referee determines active attack beyond this time.

6. Errors and Violations

6.1 Common Errors

- Grabbing an opposing player or their clothing.
- Pushing.
- Obstruction.
- Deliberate violent contact.
- Entering the restricted area (as defined earlier).
- Intentionally shooting at someone's face (yellow card).
- Time-wasting or passive play.
- Dribble violations.
- Touching the ball with the foot (except the goalkeeper inside the forbidden zone when saving).
- Interfering with the goalkeeper inside the forbidden zone.

6.2 Penalties

- Ordinary foul:
 - A foul is awarded to the opposing team.
 - Play restarts from outside the field at the point of the foul (throw-in or end throw-in).
- Deliberate or violent foul:
 - The player may receive a yellow card.
 - If the foul occurs in the attacking third, a penalty shot is awarded.
- Unsportsmanlike conduct:
 - Repeated arguing with the referee.

- Simulation (diving).
- Time-wasting.
- Any behavior judged unsporting.

7. Penalty Kick ("Blanty")

A penalty kick is awarded when:

- A defender (except the goalkeeper) enters the forbidden zone and affects a scoring chance.
- A deliberate or violent foul occurs in the attacking third.

How to Perform the Penalty Kick

- Starting point: The player begins from any point in the final third of the court (before the halfway line).
- Movement: The player must be in continuous movement. Stopping before shooting is not allowed.
- Time limit: The shot must be taken within 15 seconds of the referee's signal.
- Initial shot: The first shot must be taken from outside the forbidden zone.
- No passing: The ball must be shot directly; passing before the initial shot is not allowed.
- Follow-up allowed: If the ball rebounds off the goalkeeper, post, or crossbar, any player from the attacking team may follow the play.

8. Disciplinary Sanctions

8.1 Warnings (Yellow Card)

- First yellow card: Player is suspended for 2 minutes, and the team plays short.
- Second yellow card:
The player is suspended for 2 minutes, removed for the rest of the match, and a substitute may enter after the 2 minutes expire.

8.2 Direct Expulsion (Red Card)

- Given for serious offenses (violent conduct, spitting, abuse, etc.).
- The player leaves the field immediately and cannot return.
- A substitute may enter after 2 minutes.
- Additional sanctions may be imposed by the competition committee.

9. Arbitration

9.1 Referee Team

- Main referee: Controls the match, decisions, goals, fouls, and sanctions.
- Two assistant referees (line referees): Monitor sidelines, ball out of play, and fouls.
- Fourth official:
 - Records goals, fouls, penalties
 - Tracks 2-minute suspensions
 - Provides technical support
 - Monitors substitutions

9.2 Referee's Authority

- The referee has full authority to enforce the rules.
- Referee decisions are final.

10. Additional and Supplementary Rules

10.1 Side Throws

- Restarted with a throw-in when the ball exits the sideline.
- The ball may be thrown with one or both hands.
- The player must keep both feet off the field.

10.2 End Throws

- If last touched by a defender → corner throw for attackers.
- If last touched by an attacker → goalkeeper throw from inside the forbidden zone.

10.3 Corner Throw

- Taken from the nearest corner.

10.4 Goalkeeper Throws

- The goalkeeper restarts play with a hand throw or rolling the ball from inside the forbidden zone.

10.5 Fair Play

- Players and coaches must respect referees and avoid unsporting behavior.

11. General Provisions

- Time stops for major injuries, goals, disciplinary actions, or referee discretion.
- Goals must be recorded on the scoreboard.
- Winners are decided by the final score.
- Draws may be settled by extra time or penalty kicks, depending on tournament rules.

Tie-Breaking System

1. First Extra Time

- 5 minutes, normal play.

2. Second Extra Time – Golden Goal

- 5 minutes.
- First goal wins immediately.

3. Penalty Kicks

- Each team takes 3 kicks.
- If still tied: sudden-death penalty kicks.
- Teams must use different players as designated by the committee.

Gameplay – Skateball

1. Timeout

- One timeout per team per half.
- Duration: 1 minute.
- No timeouts in extra time.
- Must be requested when the ball is out of play and possession is with the team.
- Teams must return to the court immediately when time expires.

2. Player Participation Requirements

- Must be officially registered.
- Must fall within the correct age category.
- Must wear full protective equipment and approved skates.

3. Official and Reserve Uniforms

- Each team must have light and dark jerseys.
- Numbers must be visible on front and back.
- If uniforms are similar, the visiting team must change.

4. Match Start Draw

- Conducted by the referee with both captains.
- Home team calls first.
- Winner chooses either side or ball possession.

5. Changing the Goalkeeper

- Change must occur from the goal area only.
- Starting goalkeeper must leave fully before the substitute enters.
- Substitute goalkeeper cannot enter from the middle of the field.

6. Goal Validity Criteria

- The ball must fully cross the goal line.
- Goals scored while an illegal player is on the field (e.g., substitution violation) do not count.

7. VAR (Video Assistant Referee)

- Only federation-approved systems allowed.
- No external or audience recordings.
- VAR used for:
 1. Confirming goals
 2. Identifying errors affecting play

8. Stadium Facilities

- Venues must have an electronic scoreboard showing score and time.
- The technical committee must inspect:
 - Goal dimensions
 - Lines and distances
 - Surface quality
 - Safety equipment availability

9. Age Groups

- **Under 9 and Under 11** categories are **mixed**.
- The following categories are **separated**:
 - Under 13
 - Under 15
 - Under 17
 - Under 19
 - Adult category (Over 19)
- There is **no maximum age limit** in the adult category.

10. Goal Celebrations

- Celebrations after scoring a goal are allowed for **no more than 10 seconds**.
- The celebration must **not** include any form of provocation toward the audience or the opposing team.
- **Leaving the court or climbing into the stands is prohibited** during the celebration.

11. Safety Procedures and Injury Stoppages

- The referee must immediately stop play in the event of a **serious injury** to protect player safety.
- Medical staff must be called immediately, and play does not resume until the injured player has been removed and the area is secure.
- The referee may also stop play in case of any **danger to players**, equipment malfunction, or issues with the playing field.

12. Complaints and Objections

- A club has the right to submit a **written objection** only **after the match has ended**.
- The complaint is submitted to the **Legal Committee**, which reviews the referee's report and the match video before issuing a final decision.
- Objections from **individuals or players** are **not accepted**—only official club objections are allowed.

Chapter: Referees' Attire, Their Presence, and Players' Presence Before Matches

Article (1): Official Dress of Referees

All referees are required to wear the official uniform approved by the World Skate Ball Federation (WSBF), which includes:

- Official referee T-shirt
- Black sweatpants
- Whistle – referee stopwatch – warning and expulsion cards

No referee is permitted to officiate any match without full adherence to the official uniform.

In case of dress-code violation:

- The referee is excluded from managing the match.
- He is suspended for at least one match.
- If the violation is repeated, the penalty is doubled.

Article (2): Presence of the Refereeing Team Before the Match

The refereeing team must be present at the match venue at least **30 minutes** before the official start time.

During this period, the referees must:

- Inspect the playing field
- Review all safety equipment
- Review players' rosters
- Coordinate with the match organizer and match observer

In case of delay without an officially documented excuse:

- An official incident report is prepared.
- The violation is referred to the Refereeing Committee to impose the appropriate penalty.

Article (3): Players' Presence Before the Match

All players must be present on the field **at least 20 minutes** before the start of the match.

Players must:

- Wear the official team uniform
- Wear all mandatory safety equipment

The match roster officially closes **10 minutes** before the start of the match.

Article (4): Lateness for the Match

If a team is late:

- A grace period of **no more than 10 minutes** from the official start time is granted.
- The delay time is recorded in an official report by the match referee.

Article (5): Failure to Attend After the Grace Period

If a team does not arrive or is incomplete after **10 full minutes** have passed:

- The match is awarded to the present team with a score of **5–0**.
- The absent team is considered to have lost administratively.
- The team is penalized for the match.
- A financial fine is imposed if stated in the tournament regulations.

Article (6): Repeated Delay

- **Second delay:** Financial penalty is doubled.
- **Third delay:** The team is permanently disqualified from the tournament.

Article (7): Administrative Responsibility

The team manager is fully responsible for:

- Ensuring all players arrive on time
- Ensuring adherence to the official dress code
- Ensuring full readiness before the match

No excuse will be accepted unless officially documented by the tournament organizer.

Article (8): Time-Stopping Whistle

The referee uses **two short consecutive whistles** to stop the time.

Time is stopped only in the following cases:

1. Serious injury to any player
2. A request by the assistant referee or fourth official
3. A disciplinary incident requiring a card
4. Verification of a goal or violation within the restricted area
5. Any situation the referee deems necessary to preserve the integrity of the game

Chapter: Referee Signals and Technical Violations

First: Approved Referee Signals

Article (1): Goal Signal

The referee points to the center of the field in the direction of the team that will restart play.

Article (2): Penalty Kick Signal

The referee points directly toward the goal with a fully extended arm.

Article (3): Foul Signal

The referee raises his hand toward the offending team, showing the corresponding gesture for the type of foul.

Article (4): Out-of-Bounds Signal

The referee points with his hand in the direction of play for the team awarded the ball.

Article (5): Match Start Whistle

A single long whistle signals the start of the match.

Article (6): Half-Time and Full-Time Whistle

- Three whistles: two short followed by one long.

Article (7): Time-Stopping Whistle

Time is stopped by **two consecutive whistles**.

Article (8): Substitutions

- Substitutions occur from the halfway line.
- Substitutes may enter from any point on their team's side near the referee's table.
- The substitute may not enter until the replaced player has fully exited the field.

Article (9): Match Time Visibility

Match time must be visible and clear to players, referees, and spectators throughout the entire match.

Second: Technical Violations During Play

Article (10): Jumping on the Defending Player

If the attacker jumps on a defender during a direct challenge:

- A foul is called against the attacker.

Article (11): Screen

- If the defender pushes the attacker executing a screen → foul on defender
- If the attacker pushes the defender during the screen → foul on attacker

Article (12): Using the Foot to Block the Ball

- Foot raised to block the ball → violation
- Foot moved sideways → **no violation**
- Foot moved forward to block → violation

Article (13): Hitting the Ball with the Hand

- Closed fist → violation
- Open palm → no violation

Article (14): Obstruction Using the Foot

- Tackling with the foot → violation + direct yellow card

Article (15): Open-Hand Push

- Pushing with an open hand from front or back → violation
- Repetition → yellow card

Article (16): Pulling a Player

- Pulling by hand or uniform → violation + yellow card

Article (17): Striking the Hand

Hitting the player's hand while possessing or shooting the ball:

- A foul is called.

Article (18): Holding the Ball Without Dribbling

- Holding or moving the ball without bouncing → violation

Article (19): Impeding a Player Without the Ball

- Deliberate obstruction → violation
- Possible warning if intentional

Article (20): Objection to Referee Decisions

- First time: verbal warning
- Repetition: yellow card
- Abuse (verbal or physical): expulsion

Article (21): Deliberate Rough Play

- Violent intervention: direct yellow card
- Reckless or repeated offenses: red card + expulsion

Article (22): Bringing Down a Solo Player

- Direct penalty kick
- Defender warned or expelled depending on severity

Article (23): Use of Unauthorized Body Parts

Prohibited use:

- Head
- Knee
- Shoulder-to-shoulder in direct challenges

Violation → direct infringement recorded.

Chapter on Anti-Doping

(Anti-Doping Regulations) **

First: Definition of Performance-Enhancing Drugs

The term “**doping substances**” refers to any substance or method that meets one or more of the following conditions:

- Internationally prohibited.
- Leads to an illegitimate enhancement of physical or mental performance.
- Included in the lists approved by the **World Anti-Doping Agency (WADA)** or the **World Skate Ball Federation (WSBF)**.

The player is fully and personally responsible for **any substance that enters his body**, whether intentionally or unintentionally.

Second: Tests and Analyses

- The International Federation has the right to conduct:
 - Surprise tests inside or outside tournaments.
 - Tests during training camps or preparation periods.
- Blood and urine collection and laboratory analysis must be performed by **officially accredited medical institutions**.
- A player’s refusal to undergo testing is considered a violation equivalent to a confirmed doping case.

Third: Cases in Which Doping Is Considered Proven

A violation is legally established in any of the following situations:

- Detection of a prohibited substance in the sample.
- Manipulation or attempted manipulation of the sample.
- Refusal to provide a sample for analysis.
- Attempting fraud or falsification during testing procedures.
- Possession of prohibited substances without official medical authorization.

Fourth: Penalties for Proven Doping

1. First Violation

- Suspension for **not less than two (2) years**.
- Cancellation of all results achieved in the tournament in which the violation occurred.
- Withdrawal of medals, awards, titles, and ranking points.
- A financial penalty of **\$1000**, according to federation regulations.

2. Second Violation

- Suspension for **four (4) years**.
- Cancellation of all previous results related to the violation.
- A full ban from participating in any official local or international activity during the suspension.

3. Third Violation

- **Lifetime ban** from Skateballor any activity affiliated with the International Federation.
- Removal of the individual's name from all official records.
- Permanent prohibition from working in any sports capacity (player – coach – administrator – referee).

Fifth: Penalties for Technical or Administrative Staff Involvement

If involvement is proven for any of the following:

- Coach
- Team doctor
- Team administrator
- Any official within the team

Then the following penalties apply:

- Suspension for **not less than five (5) years**.
- Removal from official records in case of repeated violations.
- Legal referral to the competent authorities where applicable.

Sixth: Cancellation of Results and Collective Penalties

- If a single player on a team is found guilty of doping:
 - The team's result in that specific match is cancelled.
 - The opposing team is awarded a victory.

- If more than one player is found guilty:
 - The entire team is disqualified from the tournament.
 - All results of the team in that tournament are cancelled.

Seventh: Reporting and Conditional Pardon

- If the player confesses and fully cooperates with the investigation:
 - The penalty **may be reduced** by a decision from the Medical Committee.
- In cases of concealment or lack of cooperation:
 - The penalty is **doubled**.

Eighth: Legal Obligation and Enforcement

These regulations are **mandatory** for:

- All players
- Referees
- Coaches
- Technical staff
- Administrators
- Member national federations

Appeals may be submitted **only** to the Supreme Legal Committee of the International Federation.

The **World Skate Ball Federation (WSBF)** reaffirms its complete commitment to fighting doping, ensuring fair competition, protecting players' health, and upholding the integrity of the sport.

Any violation will result in the **maximum penalties without leniency**.

Formal Dependency and Accreditation

The **Skateball Rules Book** is an official, accredited publication that follows the guidelines of:

- World Skate Ball Federation (WSBF)

This guide is subject to all regulations and laws approved by the International Federation. It serves as the **primary legal and technical reference** for organizing the game, approving tournaments, managing competitions, and applying refereeing rules at all local and international levels.

It is strictly prohibited to use any rules that contradict this guide without an official written approval issued by the International Federation.

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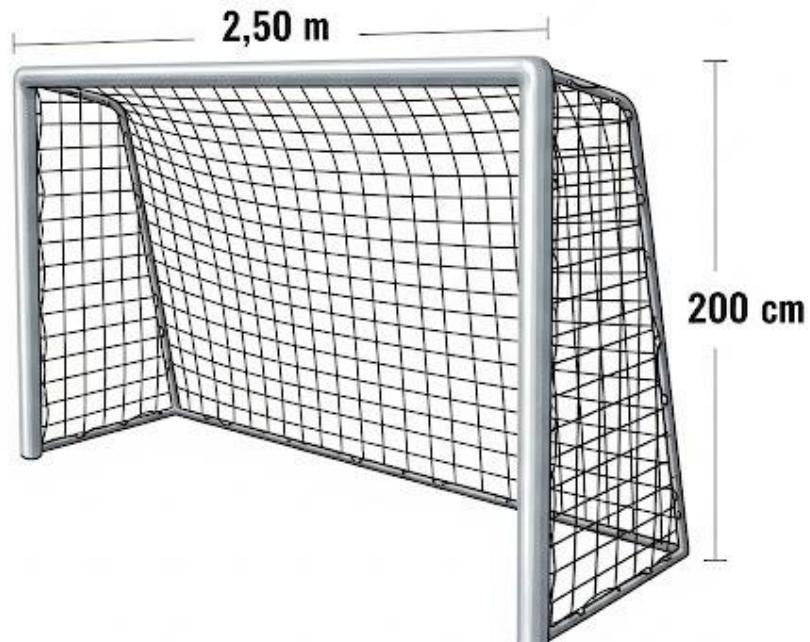
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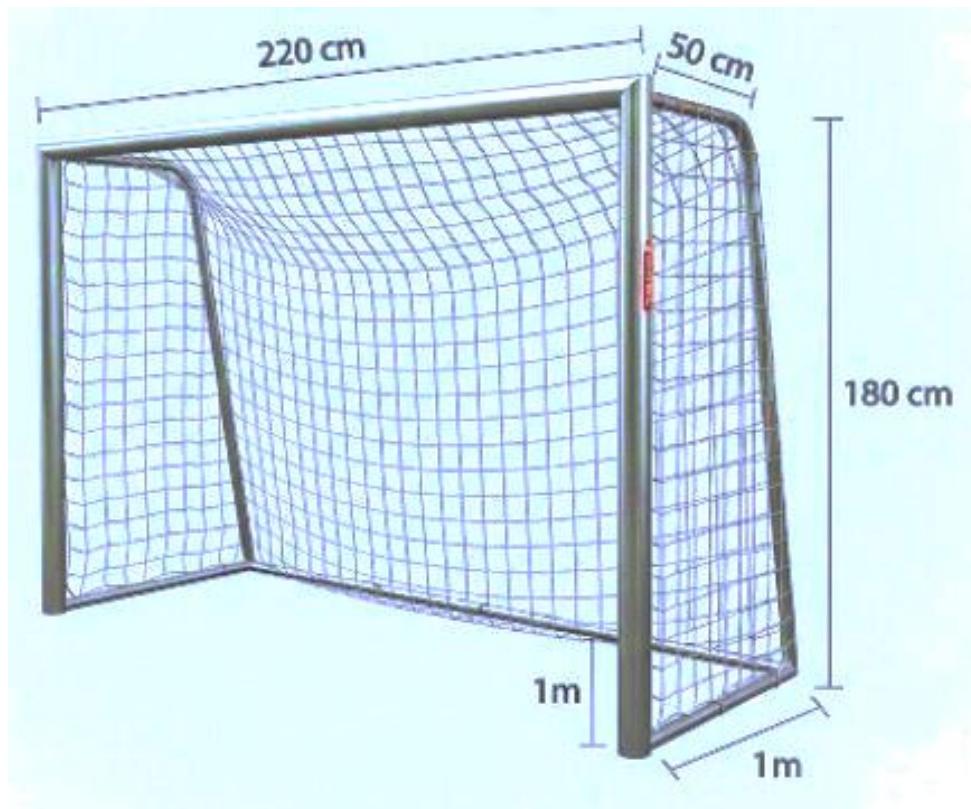
Goal

World Skate Ball

Goal size for age group 17 - General



Goal size for age group 15 years - 13 years - 11 years



:Official referees' attire



REFEREE SIGNALS



GOAL LINE VIOLATION
THE ASSISTANT REFEREE SIGNALS THAT THE ATTACKING PLAYER HAS CROSSED THE GOAL LINE DURING THE SHOOTING ATTEMPT



START OF THE MATCH
A LONG WHISTLE IS BLOWN FROM THE CENTER OF THE FIELD AFTER CONFIRMING THE READINESS OF THE GOALKEEPER, PLAYERS, AND REFEREES



PLAYER FAULT
THE LINE REFEREE RAISES THE FLAG UPWARD, THEN POINTS TOWARD THE TEAM THAT COMMITTED THE FAULT



CORRECT GOAL
A MEDIUM WHISTLE WITH A SIGNAL POINTING TO THE CENTER OF THE FIELD



DELIBERATE TIME-WASTING
A MEDIUM WHISTLE WITH A FORWARD SIGNAL



UNINTENTIONAL FOUL: A MEDIUM WHISTLE, RAISING THE HAND, THEN POINTING TOWARD THE TEAM THAT COMMITTED THE FOUL



STOPPAGE TIME
ANNOUNCED BY THE FOURTH REFEREE AND ESTIMATED BY THE MAIN REFEREE



MEDIUM INTENTIONAL FOUL
A MEDIUM WHISTLE WITH A YELLOW CARD FOR THE PLAYER



PENALTY KICK
A MEDIUM WHISTLE WITH A GESTURE TOWARD THE GOAL OF THE PLAYER WHO COMMITTED THE FOUL



STRONG INTENTIONAL FOUL: A MEDIUM WHISTLE WITH A RED CARD FOR THE PLAYER

Roller Ball Score sheet

Champion name: match no :..... place :..... Date :..... Time :..... Toss A() B()

Age group:

U9	U11	U13	U15	U17	U19	Sen
Male	female					

Team A coach :..... captain:.....

Time out: 1 ()- 2 ()- 3 ()

Team B coach :..... captain:.....

Time out: 1 ()- 2 ()- 3 ()

NO	Player name	YC 1	YC 2	R C	Goals
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NO	Player name	YC 1	YC 2	R C	Goals
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

Final Match Result TA ()/ TB () . Team A Coach..... Team B Coach.....

First Half Result		Second Half Result		Extra Time Result	
TA	TB	TA	TB	TA	TB

Main Referee.....Line Referee 1.....Line Referee 2.....TableRefere.....

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Chapter Seven: Age Groups

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Chapter Eight: Safety and Injuries

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Chapter Nine: Discipline and Behavior

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Chapter Ten: Official Appendices

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