
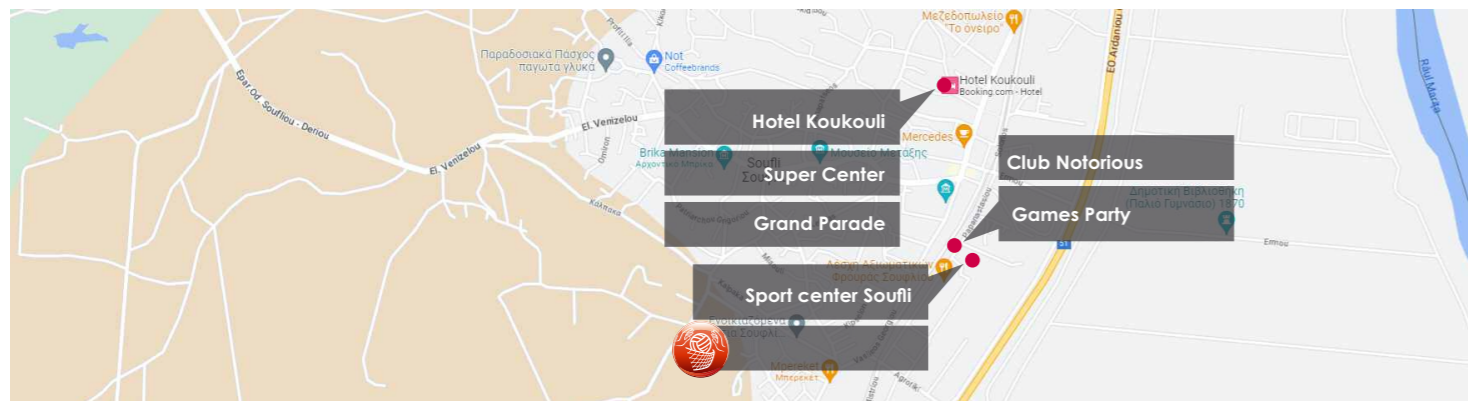
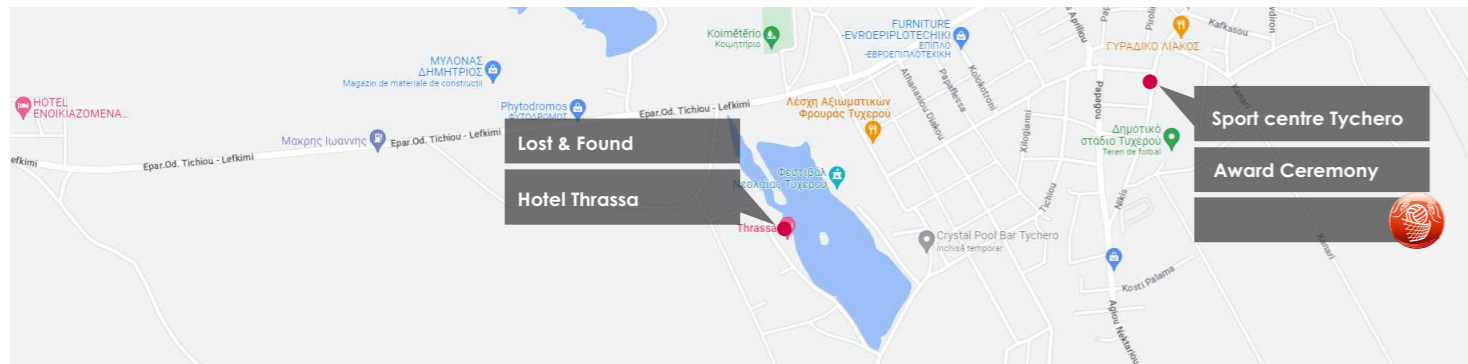


Official Programme & Sports Location

Official programme BALKAN CATCHBALL CUP 2023		28 Friday	29 Saturday	30 Sunday
Super Center	Hotel Koukouli Soufli 68400	17:00-18:00		
Grand Parade	Hotel Koukouli Soufli 68400	19:00		
Games Party	Club Notorious Papanastasiou Neophytos, 68400 Soufli		22:00	
Award Ceremony	Sport centre Soufli M. Papanastasiou 5, 68400 Soufli			15:00
 Catchball	Sport centre Tychero Nikis 71, 68003 Tychero		09:00	09:00
	Sport centre Soufli M. Papanastasiou 5, 68400 Soufli		10:00	09:00



Sponsors

CONTACT

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2023 BALKAN Catchball Cup

Soufli, GREECE
28-30 April



Catchball
Play sport. Have fun. Make friends



Partners

General Information & Competition specific details

Official Language

The Official language of the Games is English.

Lost & Found

Hotel Thrassa - Tycher0 680 03

Pool Play Scoring System

Win = 4 points Draw = 2 points
Loss = 1 points Forfeit = 0 points

Forfeits or No Shows

In the case of a forfeit, the opponent receives 4 points plus a predetermined score as follows:

Catchball	2-0
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Health

Indoor venues are strictly non-smoking. Smokers are requested to respect non-smokers wishes at outdoor venues.

Adverse Conditions

Adverse conditions beyond the control of the Games may cause modification, disruption or cancellation of events. No refunds are made.

Medal Presentation

Medals are presented on Sunday at the Awards Ceremony. Medalists should make every effort to attend. No medal is given to any person other than its winner. A lost or stolen medal may be replaced for a fee of 25 Euro.

Appeals Procedure

There is no appeal against the decision of an official made during competition. Appeals relating to Games requirements are overseen by an Appeals Committee consisting of 2 Sport Organising Committee members and 1 Games representative. Appeals must be submitted in writing to the Sport Co-ordinator with a fee of 25 Euro within 15 minutes of the end of the competition period in question. The decision of the Appeals Committee is final. The fee is non-refundable unless the appeal is upheld. The Sport Co-ordinator has the right to impose sanctions on a player or team should it be deemed necessary.

Rules

General

Each team will consist of at least 6 players and may include one coach and one assistant coach. A team may contain up to 2 special defence players: Liberos.

There are always six players on court, who must rotate one position clockwise every time their team wins open serve from the opponent team. Only the three players at the net positions (front-row players) can spike or block near the net. A substitution is the act by which a player, other than the Libero or her replacement player, enters the game to occupy the position of another player, who must leave the court at that moment. Each team may request up to 6 substitutions in every set.

Serve

The server must throw the ball within 5 seconds, after the referee whistles for serve. The rally continues until the ball is grounded on the court, goes "out" or a team fails to return it properly.

All actions must be according to the Official Game Protocol – see the full version of the Rules.

Scoring points

Teams score a point on every rally, regardless of which team served. The team winning a rally scores a point. When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.

All matches are played as a "Winning Sets" system. A team wins the match if it wins in two sets. The first two sets are scored up to 21 points, while the third set (if played) is scored up to 15 points. The team must win a set with a minimum lead of two points. There is no limit, so in case of a tie (24-24 in 1st and 2nd sets, or 14-14 in the 3rd set), a set continues until a two-point lead is achieved.

Playing the ball

Each team has up to three contacts with the ball before returning it to the opponent side (in addition to the block contact). Each contact with the ball action is catch and throw. A player may not contact the ball twice in succession or the ball may not contact various parts of her body in succession. Exceptions:

a) when blocking, consecutive contacts may be made by one (or more) blocker(s) provided that the contacts occur during one action (blocking);

b) at the first contact of the team, the ball may contact various parts of the body consecutively provided that the contacts occur during one action (catching attempt). It is forbidden to hit (or kick) the ball intentionally with any part of the body, including reaching a hand or a foot to prevent the ball of elapsing the player. However, the ball can "hit" the player and be rebound in any direction.

Catching & Moving with the ball

During the catch attempt (first contact), a player may have a few steps, being in motion (momentum) to catch the ball, until she stops. Making steps while holding the ball:

- a) prior passing the ball to a team-mate or throwing the ball over the net without jumping, it is allowed to make one step;
- b) prior spiking (attack throw during jumping) or passing the ball to a team-mate while jumping, it is allowed to make up to two steps followed by a leap.

Delay the game

Delaying the game action is when a player holds the ball without lifting her foot/feet from the floor. It is allowed to delay the game action for one second only.

Player at the net

It is permitted to touch the opponent's court with a hand (hands) or foot (feet), provided that some part of the penetrating hand (hands) or foot (feet) remains either in contact with or directly above the center line.

Contact with the net by a player between the antennas is a fault, unless it is made unintentionally, while the ball is far away from the net.

Block

Blocking is the action of players close to the net to intercept the ball coming from the opponent. The block is executed by reaching player's hands higher than the top of the net. Only front-row players may complete a block. Consecutive (quick and continuous) contacts may occur by one or more blockers provided that the contacts are made during one action.

Spike

Any action, which directs the ball towards the opponent, except for serve and block, is considered as an attack throw. A spike is an attack action executed while jumping. When spiking, it is allowed to make up to two steps while holding the ball, followed by a leap. When reaching beyond the net with the ball, the player must complete the attack throw by releasing the ball. If the ball is thrown back to her court, it is an attack throw fault.

Codes of conduct

Sportsmanlike conduct - Participants must know the "Official Catchball Rules" and abide by them. Participants must accept referee's decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the team's game captain. Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.



Sport Co-ordinator
Alina Ionescu
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Fair play

Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the referees, but also towards other officials, the opponent, team members and spectators. Communication between team members during the match is permitted.

Practice

Is subject to court availability. Warm up is limited to 5 minutes prior to match start. Each team must have their own practice balls.

Equipment

Team must wear numbered matching shirts. Non marking sport shoes only allowed.

Results

Captains must sign and return a completed Match Card immediately after the match.

Participants



THE ULTIMATE MIX

OF SPORT, BUSINESS AND TOURISM