



GCIC Throwball

- Each team plays six players in the court.
- Each game is for 21 points.
- Serving or receiving ends shall be decided by Toss and the winner may choose to serve first or select side of the court.
- There is no point on service down (i.e., When Team A serves the ball and service is broken then service will shift to Team B but no point is allotted)
- Three players stand in front row and three players in back row.
- Players need to rotate whenever team gets the service (i.e., player should move one position in clockwise direction). No rotating will be counted as foul.
- Player who is in right most corner of the court will serve the ball.
- Double touch or juggling the ball is not allowed while receiving the ball.
- Ball should not move within the hands during the catch.
- Ball cannot be switched between hands, but side can be switched with two hands (i.e. Catch the ball on left side of your body and move to right and then throw or vice versa) .
- 2 players cannot catch the ball simultaneously.
- Players cannot catch the ball with the assistance of body or legs, doing so will considered as foul.
- The Ball should be served without crossing the service line with one hand, if player touches the service line during the service then it is a foul.
- Any ball after catching should be released within three seconds, else it is considered as foul.
- Players cannot touch the net at point of the game when ball is in air, touching the net is considered as foul.
- During the service, the ball cannot touch the net.
- During the rally ball can touch the net while crossing over to other side of the court (but not the antenna).
- During the rally any ball re-bouncing from net can be caught by other player from same team and can throwback.
- During the rally, if ball pops out from hands of any player unintentionally then other player from same team can catch it and throwback. Purposefully passing ball to another player in team is foul.
- The service ball or the rally ball should not touch the poles. If it touches, then it is considered a foul.
- During the play or rally, players cannot cross the net or obstruct the opponent team.
- Any ball falling on the side-line or end-line is a good ball.
- 2 timeouts (1 min) are permitted for each game.
- To avoid sun glare & wind advantage to any team will rotate courts every 15 points (i.e. once the sum points of both teams are 15, teams will switch side of the court).
- Any ball to be released should be released from above shoulder / shoulder line.
- Umpire decision is final in all aspects.
- Only Captain & Vice Captain to discuss with umpire on any clarifications