

Global VX

Official Rulebook

2020



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Rules Committee 2020

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Major Changes

This section summarises the major changes and clarifications that have been made in this iteration:

1. The VX and V2 rule books have been combined.
2. The start has changed slightly. There is NO countdown. Referee ascertains umpires, timekeeper and teams are ready then shouts play and kicks the balls in.
3. The issue of 'power' has been clarified
4. Catches – a bounce shot that is blocked then caught is a catch, the block made the ball live again.
5. Where something is a judgement call (eg power, metre, distracting officials) then warnings are issued first so that players are aware that it is noticed.
6. There is now a penalty for falsely claiming a hit - ie if a player blocks a shot and claims to have been hit to prevent someone taking a catch
7. Timings after injury – time starts after first ball is picked up, not when the balls are kicked in.
8. The point at which a team has to forfeit is now three players, not four
9. Falsely claiming a catch – penalty PLUS the referee has the discretion to penalise for unsportsmanlike behaviour
10. First point(s) scored in each period are worth double.
11. In V2 referees encouraged to be mobile

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1) Equipment

1.1 **The VstiX.** The game will be played with Global VX officially recognised VstiX or Junior VstiX. The structure of the VstiX cannot be modified in any way other than using components from authorised suppliers. Players should adhere to competition rules regarding personalization of VstiX. See Appendix A for details.

1.2 **The ball.** The game will be played with Global VX officially recognised low-impact ball. If this is unobtainable, then a low-pressure 'slow' tennis ball of standard tournament size may be accepted as an interim alternative.

1.3 **Goggles.** Players are recommended to wear eye protection. If these are lensed sports goggles, they need to conform to the standard resistance to low energy impact of a 6mm steel ball launched at a speed up to 45 m/s – 162 km/h.

2) Playing Area

2.1 The playing area for any VX (5v5) game played under the auspices of Global VX, whether in league or tournament play, will be a hall which has a floor area of between 28 and 40 metres in length by 15 and 21 metres wide. (As a point of reference, at its smallest, this equates to a standard basketball court and at its largest to an area the size of four badminton courts, with surrounding run-off space.) The hall will have a minimum height of 5 metres.

2.2 The playing area for any V2 (1v1) game played under the auspices of Global VX, whether in league or tournament play, will be a squash court which has a floor area of between 9 and 12 metres in length by 6 and 8 metres wide. The court will have a minimum height of 5 metres.

2.3 The area must be free of any obstructions and any potential hazards must be made safe to the Referee's satisfaction. Failure to comply will result in the game being postponed or stopped.

2.4 It is within the Referee's discretion to deem an obstruction to be a hazard to players and to require its removal or to be made safe before the beginning of the game.

3) The Game

3.1 The Players

3.1a VX will be played between two teams. Each team can consist of up to 10 players, with a maximum of 5 players per team on court at any one time. The squad size can be larger than 10, determined by the respective league or tournament, but regardless of this a maximum of 10 players per team may compete in any one game. V2 will be played between 2 players. Every player, in both VX and V2, must compete using the correct equipment as per Rule 1.1

3.1b Teams in VX can be of mixed gender but must be in accordance with Rule 6.2. Games of V2 can be held between players of any gender but must be in accordance with Rule 6.2.

3.1c Each team will declare its registered players prior to the commencement of play to the Referee. At a tournament this can be at team registration. Each team must also nominate a Captain and Vice-

Captain at this point. Players in V2 must register with the Referee prior to commencement of play. At a tournament this can be at registration.

3.1d In VX, if through injury and/or ejection a team has fewer than three players on court, the game will be forfeited as per Rule 3.6. Previously the forfeit number was 4. It is partly down to the coach's discretion if (s)he wishes to continue to play a team of three. However it is mandatory to forfeit with fewer than three players. In V2, if a player cannot continue play due to injury or ejection, the game will be forfeited as per Rule 3.6.

3.1e All players will observe any rules regarding uniforms, etc., which may be applied by tournament organizers. See Appendix E for further details.

3.1f All players must be members in good standing of Global VX or any affiliated NGB to play in any Global VX sanctioned games/tournaments and/or leagues. Therefore, they should be familiar with the rules of the game before attending the tournament.

3.1g In VX, only the Captain, or Vice-Captain in their stead, is entitled to enter into discussions with the Referee and then only at intervals. No player, including the Captain or Vice-Captain, is entitled to enter discussion at any point with the Umpires, Score Keepers or Time Keepers. Failure to comply will result in a 3-point penalty for each infringement.

3.2 Substitutions

3.2a A substitute is one of the declared players, as per Rule 3.1c, who is not on court.

3.2b Teams may substitute any number of players at the end of each period.

3.2c In the event of an injury to a player which has required the Referee to stop the game clock (see Rule 3.3a), the player may be substituted. Play will recommence after the substitution is complete.

3.2d A substituted player may return to the playing area provided this is done within the substitution rules.

3.2e In the event of the Captain and Vice-Captain leaving the court simultaneously, a player designated by the Captain will assume the responsibilities of the Captain/Vice-Captain.

3.2f Substitutions do not apply in V2.

3.3 Injuries

3.3a In the event of injury to a player the Referee may at their discretion stop play and stop the game clock. In this event, the coach and/or medical personnel may enter the court, but only for the express reason of attending to the injured player. If in a VX game, the injured player may be substituted (3.2c).

3.3b If an injured player cannot immediately be removed from the court, the Referee will suspend play until such time as this can be done. Other players and officials should leave those designated as First Aiders to deal with the situation.

3.3c In the event of a blood injury, the injured player must leave the court. They will be allowed back on court only when deemed fit to return by a designated First Aider and to the satisfaction of the Referee and within the terms of Rule 3.2

3.3d A previously-injured player may return to the court within the terms of Rule 3.2 if deemed fit by a designated First Aider. The Referee reserves the right to deem a player unfit to return if they feel the safety of the player or other players is at risk.

3.3e All teams and event organisers must ensure they have access to a First Aid kit.

3.3f If an injured player wishes to gain the attention of the Referee, they should drop to one knee during the game. This player is immediately considered out of play (4.2). Another player may also indicate to officials that a player requires attention on such an occasion without incurring a penalty.

3.3g Timings after injury – the game clock restarts **after first ball is picked up**, not when the balls are kicked in. (This to prevent a player dropping to one knee, and then running the clock down with only seconds to go)

3.4 Duration of the Game

3.4a A game of VX will consist of 4 equal periods. The standard length of each period is 4 minutes. Increasing the time (in whole minutes) to up to 10 minutes per period may be determined by the respective league or tournament organizers as long as each period is the same duration. Each interval will last 2 minutes if the period length is increased. Otherwise the intervals will be: first interval 1 minute, half-time 2 minutes, 3rd interval 1 minute. The length of the intervals may be increased, determined by the respective league or tournament organizers. The intervals cannot be longer than the periods of play but intervals may be extended at the Referee's discretion if dealing with injured players or is in a discussion with a Team Captain.

3.4b A Global VX sanctioned game of V2 will consist of 2 halves. The standard length of each half is 4 minutes. Increasing the time (in whole minutes) to up to 10 minutes per half may be determined by the respective league or tournament organizers as long as each period is the same duration. The interval will last 2 minutes. The length of the interval may be increased, determined by the respective league or tournament organizers if they are increasing the period of play. The interval cannot be longer than the periods of play but an interval may be extended at The Referee's discretion if dealing with an injured player or is in a discussion with either Player.

3.4c Variations will be allowed at school level where periods may be shortened in time or number and/or intervals extended; however this will not apply to Global VX -sanctioned games where the duration of the game will be as stipulated in Rules 3.4a and 3.4b.

3.4d In VX, teams must be on court ready to play at the time specified by the tournament organisers. The maximum permitted wait for a team beyond the specified time is 5 minutes. After this period of delay the game will be forfeited. If a player is present at the venue but is not present on court for a punctual start, then point penalties will be applied as dictated by the rules of the tournament or league. In V2, the maximum permitted wait for a player beyond the specified time is 1 minute. After this period of delay the game will be forfeited.

3.4e In the event that both teams/players fail to attend, the league/tournament will review the situation and sanctions may be applied.

3.4f All players must be back on court, hand on the wall, ready to play at the end of each interval. In the event of an injury delaying the recommencement of play, then players are to remain on court unless told otherwise by the Referee.

3.4g Players should remain on court (or within approx 5m of the court) during the intervals, unless they are being substituted.

3.4h If a game requires extra-time, see 3.7, then each period of extra time cannot be longer than the length of a normal period/half for that game. The interval between the cessation of normal play and the commencement of extra time cannot be longer than the length of a normal interval for that game. In V2, each period of extra time is one minute.

3.5 Game Format

3.5a Rule 3.5d applies to VX only. Rule 3.5e applies to V2 only. Rules 3.5b, 3.5c, 3.5f, 3.5g, 3.5h and 3.5i apply to both VX and V2.

3.5b Each period/half is initiated by the Referee, known as kick-off described at 3.5d and 3.5e. If any period/half is stopped for any reason, it will be restarted in the same manner. For the starting positions of the Referee, Players, Umpires, Time Keeper and the balls see Appendix B.

3.5c VX is played with exactly 5 balls, defined at Rule 1.2. They are arranged in the 'classic formation' as per Appendix B at the beginning of each period for the kick-off. V2 is played with exactly 3 balls, defined at Rule 1.2. They are arranged as per Appendix B at the beginning of each half for the kick-off.

3.5d In VX, prior to kick-off both teams will stand at their designated end of the court, with each player having one hand touching the wall. To start the game, the Referee will confirm that the Umpires, Time Keeper and both teams are ready to begin and will then call 'Play' whilst simultaneously kicking the balls into play with sufficient force to spread the balls across the court as evenly as possible. There will be no countdown. The game clock will be started by the Time Keeper at the Referee's call of 'Play'.

3.5e In V2 prior to kick-off players will stand at their designated side of the court, each player having one hand touching the wall. Players must start opposite each other halfway along their designated wall, with one hand on the wall and one foot on the red line. To start the game, the Referee will confirm that the Time Keeper and both players are ready to begin. The referee will start play by calling 'Play'. There will be no countdown. The game clock will be started by the Time Keeper at the Referee's call of 'Play'.

3.5f If a player does not have contact with the wall or has delivered their ball at the call of 'Play' the Referee may, at their discretion, restart the period/half and apply penalties.

3.5g If, during play, a ball goes missing from the court the Referee will introduce another ball into play from their reserves. Any official who notes that a ball is required will make a ball call to the Referee. Any balls other than those used for the game must be stored away. Any person collecting a stray ball from off court must not return this ball into play.

3.5h If too many balls are in play the Referee will stop play to retrieve the ball before restarting the period/half as per Rule 3.5b or 3.5c.

3.6 Forfeits

3.6a If any team/player forfeits a game prior to commencement, then the opposing team/player will be awarded a 150-104 victory. In the case of V2 the opposing team will be awarded a 40-15 victory.¹

6.6b If any team/player forfeits a game after it has started, then the opposing team/player will be awarded a 150-104, victory and in the case of V2, 40-15 . Any points scored during the time elapsed will be ignored unless the strike difference is greater than the strike difference given here.²

3.7 Tournaments

3.7a Tournaments can consist of as many teams/players that the Event Management Committee decides. See Appendices G and H for further details.

3.7b A win in the group stage of a tournament will result in the team/player being awarded 5 points in that group.

3.7c A draw in the group stage of a tournament will result in both teams/players being awarded 3 points in that group.

3.7d A loss in the group stage of a tournament will result in the team/player being awarded 1 point in that group, unless the team/player was beaten by more than double the points they scored. In this instance, they will be awarded 0 points.

3.7e If playing a knockout game, a draw will result in extra time. There can be as many periods of extra time as required in order to produce an outright winner. In V2 each period of extra time lasts 1 minute.

3.8 Results

3.8a Each team/player will be awarded points according to Rules 4 and 5 with the winner being determined by the team/player having scored the greater number of points.

¹ These scores have been calculated as an average from previous tournaments. As the sport progresses the averages will be recalculated at a later stage

² The reason that the average will not be used where a match is under way and the points scored are greater than the average is to prevent a player deliberately forfeiting a match to give a countryman an advantage. See Appendix F

4) Scoring

4.1 Strikes

4.1a A strike is defined as a player being touched by any ball, from any source, on any part of their body from and including the shoulders down to and including the feet, at any time during a game period/half.

4.1b A player's hand up to the wrist, when gripping the VstiX control bar with a closed grip, is deemed to be part of the VstiX and therefore, does not count as a strike. If a player has both hands on the VstiX control bar with a closed grip, they are both considered part of the VstiX. This only applies to a blocking action. An attempt to catch or pick up the ball using the hand(s) holding the control bar will be deemed a foul.

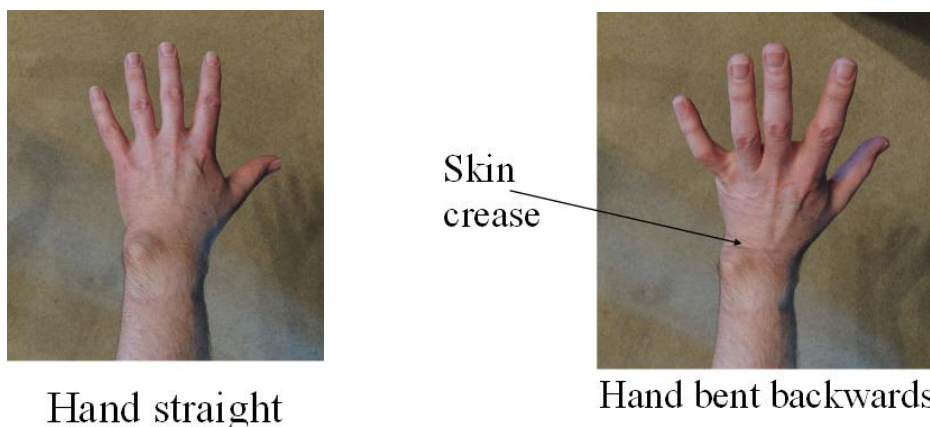


Figure 1 Showing the wrist crease

4.1c The neck and head of a player does not count as a strike.

4.1d If a player is out of play (4.2a) and is touched by a ball, this does not count as a strike.

4.1e Rules 4.1b, 4.1c and 4.1d all take precedence over Rule 4.1a.

4.1f Each strike will be recorded by the Referee (4.2g).

4.1g the first point(s) scored in each period are worth double. The Referee calls 'ice-breaker' and the team (in VX) or player (in V2) that scored the point. This counts for strikes, catches and penalties.

4.2 Out of Play

4.2a Any player touched by a ball as per Rule 4.1 is immediately out of play.

4.2b As soon as a player is out of play, they must immediately cease all movement. They have up to 2 strides to come to a stop. They cannot continue moving. They may only pivot about one foot.

4.2c A player, once out of play due to a strike, must turn to face the Referee and raise their hand in the air. (see Figure 2). This hand must not be holding their VstiX. The player may shout 'Referee' or

'Yes' in order to gain the Referee's attention. Any players with an upper limb incapacity must make the Referee aware before the game. Instead of raising an arm, they may raise their VstiX horizontally into the air.



Figure 2: Players indicating a strike

4.2d In the case of V2 Because of the speed of the game a player may also give an audible cue alongside the visual signal. It is generally the case that, as there are only 2 players, the referee will be on top of the game and players will not need to come to a standstill.

4.2e If a player is in possession of a ball, is guarding a ball or is dribbling when made out of play, they may keep the ball. But if the ball is dropped then Rule 4.2f applies.

4.2f When out of play, a player cannot interfere with any balls. This includes, but is not limited to:

- attempting to collect balls; attempting/making a catch; attempting to pass a ball to a team mate;
- attempting to pick a ball up with their VstiX; attempting to strike an opponent with a ball;
- attempting to push/hit a ball away; standing on a ball; picking a ball up with their hands.

All of these actions incur a penalty

4.2g A player is considered back in play when the Referee says 'Play On'.

4.2h The Referee will award 1 point per strike to the team/player making the strike.

4.2i When out of play, a player cannot be intentionally targeted by opposing players.

4.2j Even when of play, a player must still abide by all of the rules contained here within.

Figure 2, a player out of play, hand raised looking at the referee and a player with an upper limb incapacity raising their VstiX.

4.3 Catches

4.3a A catch is defined as any player, catching any ball from an opposing player's VstiX, using the scoop of their own VstiX.³

4.3b If the ball touches the floor, between contacting an opposing player's VstiX and being caught, it does not count.⁴

4.3c If the ball touches any player, between contacting an opposing player's VstiX and being caught, it does not count.

4.3d Rules 4.3b and 4.3c both take precedence over Rule 4.3a.

4.3e Any player making a successful catch is immediately out of play. Rules 4.2b, 4.2d and 4.2f apply.

4.3f Any player out of play, due to making a successful catch, must turn to face the Referee and raise their VstiX (with the caught ball in the uppermost scoop) vertically into the air and shout 'Catch'. See Figure 3.

4.3g A player is considered back in play when the Referee says 'Catch' or 'Play on'.

4.3h The referee will award 3 points per catch to that player/that player's team.

4.3i As per Rule 4.2f, a player cannot claim a catch when out of play.

4.4 Possession of balls

4.4a A ball is defined as being in possession when it is solely supported by a player's VstiX or is being dribbled by a player using the standard dribble technique (rule 5.1a).

4.4b A ball is defined as being guarded when it is in contact with the floor covered by a downward facing scoop of a VstiX. The scoop of the VstiX must be in contact with the floor.

4.4c A ball is defined as being in play if it is not in possession.

4.4d Any player may attempt to collect any ball in play. No player can attempt to take a ball that is in possession.

4.4e A player's VstiX may come into contact with another player's VstiX, providing this is only to collect a ball that is in play. They cannot use their VstiX to *strike* an opposing player's VstiX away from the ball.⁵

4.4g If a team/player is in possession of or is/are guarding all the balls, they have up to 15 seconds to make at least one ball available to the opposition by putting the ball back into play, as per Rule 4.4c.⁶

³ Please note that as the hand holding the VstiX counts as part of the VstiX for a block, it also applies for a catch

⁴ However, please note the wall does NOT kill the ball as the floor does

⁵ There is a legitimate 'lever' technique to break a guarded ball. Striking the opponent's VstiX when the opponent is guarding a ball is not permitted.

⁶ This is to prevent timewasting. If a whole team has the balls and makes no attempt to play them in an attempt to run down the clock, the referee will call 'play the game.' If they do not do so they can be penalised for unsportsmanlike behaviour.

5 Other Rules of Play

5.1 Dribbling

5.1a The definition of a dribble is for a player to throw a ball from one VstiX scoop and catch it in the other without the ball touching any part of their body, the floor, wall or any other player or other VstiX. The ball cannot be taken from a player who is dribbling using this technique (rule 4.4a)

5.1b A player with a ball in their VstiX can only take a maximum of 2 steps in any direction before they are required to dribble the ball.

5.1c An alternative permitted dribble is defined as bouncing the ball from the scoop to the floor and back to the scoop. This is called the bounce dribble. Players can only take a maximum of 2 steps in any direction before they are required to dribble the ball using the alternative permitted dribble. Balls can be taken from players who are using this technique.

5.2 Throwing the ball

5.2a Any player may attempt to pass a ball to any of their team mates. Rules 4.1, 4.2 and 4.3 apply.

5.2b Players cannot throw a ball with the clear intent to cause physical harm to any other person. In extreme cases, this may be considered violent conduct by the Referee.

5.3 Blocking

5.3a Any player may attempt to use their VstiX to block any balls from touching them.

5.3b Players must not use body parts to block balls. If a player stops or deflects, or attempts to stop or deflect, a ball using any part of his/her body from the shoulders down to and including the feet this will be deemed a strike against that player.

5.3c VstiX must not be used to strike balls.

5.4 Personal Zone

5.4a The personal zone is defined as a virtual cylinder, starting at the waist, extending horizontally outward by 1 metre from the longitudinal centre of the body and vertically up to 0.5 metre above the top the head.

5.4b No other player may enter this personal zone.

5.4c No other player's VstiX may enter this personal zone.

5.4d The personal zone will move as the player does.

5.5 Contact

5.5a Players must not come into deliberate physical contact with any other player.

5.5b Players cannot come into deliberate contact with any other player's VstiX either themselves or contact with their own VstiX.

5.5c The only exception to Rule 5.5b is Rule 4.4e.

5.6 Obstruction

5.6a Obstruction is defined as the act of intentionally preventing an opposing player moving, shooting, catching or blocking. Obstruction can be either with the body or the VstiX.

5.7 Penalties

5.7a A penalty is defined as an infringement of any the rules contained here within. See Appendix C.

5.7b The Referee reserves the right to eject (5.8) any player for repeated penalties.

5.7c Some infringements require a 'judgement call' on the part of the officials (eg infringement of the metre zone, deliberate use of power etc). In these cases the referee can first issue warnings before applying penalties

5.7d A full list of penalties can be found at Appendix C.

5.7e A player can be penalised more than once for the same action.

5.7f When the Referee applies a penalty, it will be announced in the manner described in Appendix C.

5.8 Dissent, Abusive language and Violent Conduct

5.8a Dissent is defined as any player, coach or spectator challenging the decision of an official without following the proper procedures.

5.8b As per Rule 3.1g only designated players may enter into discussion with the Referee.

5.8c Persons are not to distract the attention of the Referee, Umpires or Time Keeper during a game unless in an emergency.

5.8d Abusive language is defined as words or phrases that are intended to cause to offence or insult to another person.

5.8e Abusive language includes any use of foul language, such as swear words, regardless of the context.

5.8f Violent conduct is defined as using the body or VstiX to attempt to cause or causing physical harm to another person.

5.8g Violent conduct includes, but is not limited to: physical violence; throwing VstiX at another player; wrenching another player's VstiX from their grip.

5.8h The Referee reserves the right to eject any player for violent conduct, repeated or extreme abusive language or repeated dissent.

5.9 Ejection

5.9a Ejection is where a player is removed from the remainder of the game by the Referee.

5.9b In VX, no substitution can be made for an ejected player. Ejection can lead to a team having less than 4 players and therefore the game is forfeited.

5.9c In V2, if a player is ejected the game is forfeited.

5.9d Any player that is ejected from a game will be banned from their next game. ⁷

5.9e If a player has been ejected for violent conduct, Global VX, in consultation with the Referee, reserves the right to ban the player for more than 1 game.

5.9f All players being ejected will face further disciplinary proceedings.

5.9g Any player that is ejected has the right to appeal. This must be conducted in the form of a written appeal to Global VX for investigation.

6) Definitions

6.1 Kick-off

6.1a In VX, the balls prior to the commencement of play are placed on/around the halfway line approximately one metre from the Referee's wall and they are arranged in a V shape.

6.2a In V2, prior to the commencement of play, one ball is placed on the 'T' of the court with the other 2 balls are placed in the Vstix of the players, 1 ball per player.

6.2 Age Ranges.

6.2a Age Ranges are as follows: ⁸

Imps: 7 years and under;

Cadet: 8 - 11 years;

Junior: 11 - 14 years;

Youth: 14 - 17 years;

Adult: 18+;

⁷ In the case of a one-day tournament if a player is ejected for **extreme unsporting behaviour** that player is ejected from the game but can take part in further games in the tournament. If a player is ejected for **violent behaviour**, that player can take no further part in the tournament. If that player is a player-coach, (s)he is not allowed to coach from the sidelines.

⁸ There are 'cross-over' ages. This is to allow a coach to make a decision on whether the player is ready to move up or not. Some players at age 14 are not ready to move to the youth category. This is NOT to allow a coach to keep a strong below in a lower category to guarantee trophy wins. Players should be encouraged to progress upwards.

Masters: 40+.

6.2b An Imp, Cadet, Junior or Youth Player may compete up to one level above their age group. Seniors cannot compete as a Master. Global VX reserves the right to deny players the opportunity to compete one level up. Players cannot play one level down, except in the case of Masters players who can compete as Seniors.

6.2c If a player competes up to the next level they cannot step back down except under certain circumstances⁹. Global VX reserves the right to allow players to compete at their current age group if they have previously competed one level up.

6.2d To participate in a tournament or league or competition a player must qualify on age grounds at the beginning of the tournament or league or competition. That player is permitted to compete to the end of the tournament/league/competition even if they surpass the age limit by the end of the tournament/league/competition.¹⁰

6.2e Players found to be deliberately lying about their age will face ejection and disciplinary actions.

⁹ Examples would be (a) if there are no tournaments available for them at the higher level (b) if numbers change in a club and the club now has sufficient players at the higher level but not at the lower level.

¹⁰ This means that a player who has qualified for the Youth World Cup through participating in Youth leagues but turns 18 just before the World Cup is still eligible to compete at Youth Level. The World Cup is the culmination of the season and immediately after that the player will move to senior V2 tournaments.

Appendix A: Equipment

1.1 VstiX The VstiX dimensions Control Bar Length = 760mm Scoop, Length = 280 mm
VstiX Weight: Max: 1lb 8oz, (680g) evenly balanced

1.2 VstiX Junior dimensions Control Bar Length = 500mm, Scoop Length = 280 mm
Junior VstiX Weight: Max: 1lb 2oz (510g) evenly balanced

1.3 Score Counters, the Referee will score the game with a score counter for each team. Score counters can be manual or electronic.



Figure 3 Junior and Senior VstiX



Figure 4 Score Counters in use

Appendix B: Officials

Roles and Responsibilities of Officials.

1.1 The Referee – The Referee is responsible for the management of the game, ensuring all rules are abided by and that all players are in fit state of health to compete. The Referee of the game has the final say on all matters on court. The Referee is responsible for informing Captains, Vice-Captains or designated players of any infringement decisions. This must be done during an interval.

1.2 The Umpires – The Umpires are responsible for assisting the Referee in the management of the game. They are to call all penalties to the Referee in accordance with Appendix C. Each Umpire is responsible for observing one half of the court.

1.3 The Time Keeper – The Time Keeper is responsible for timing all periods/halves and intervals. They are to make the Referee, the Umpires and the players aware of time remaining in each period/half and interval. They are responsible for informing the Referee that a player/team is late for the start of the game and have exceeded the allotted time allowed for delay. They are responsible for informing the Referee if any players are late to return to court after an interval.

1.4 The Score Keeper – The Score Keeper is responsible for recording the scores at the end of each period/half. They are responsible for noting any players that have been ejected. They are to report the scores and information on any ejections to Global VX or the tournament/league organisers.

1.5 All officials must be sanctioned by Global VX. All Officials must be members in good standing of Global VX or any affiliated NGB to take part in any Global VX sanctioned games/tournaments and/or leagues. Therefore, they should be highly knowledgeable of the rules of the game before attending.

1.6 In VX, the positioning of the Game Day officials is as follows: Umpires each start in a corner on the wall opposite the referee, in order to assess whether or not players have broken contact with the wall prior to the call of 'Play'. After the call of 'Play' they are to move to halfway along their half. They may then move along the wall in their half of the court in order to maintain a good view of the game. They must maintain line of sight with the Referee. The Referee starts the game at the halfway point on the opposite wall to the Umpires.

1.7 In V2 there are no Umpires, only the Referee, Timekeeper and Scorekeeper. Once the Referee has started play, the Referee is free to move around court in order to maintain the best view and to avoid interfering with the game.

1.8 During the intervals, Officials may discuss any potential infringements or ejection decisions with the Referee. but the Referee has the final say on decision.

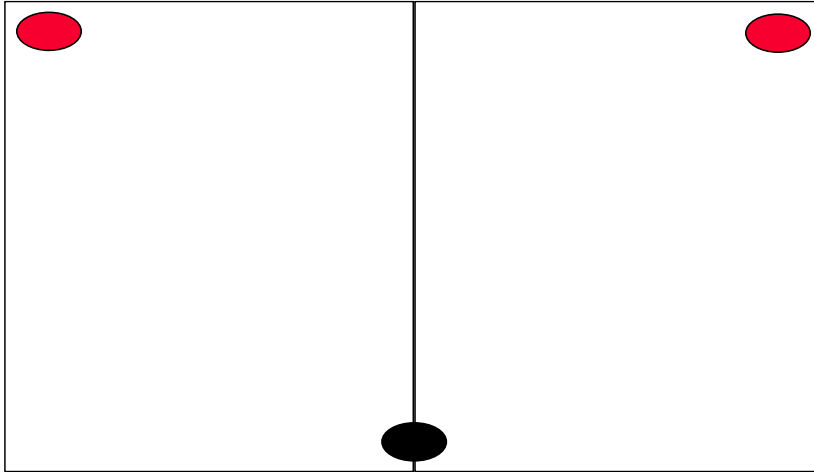
1.9 The Referee will announce the scores at the end of each period/half.

1.10 The Time Keeper will announce the time remaining of each period/half and interval in the following manner: Halfway, 1-minute, 30 seconds remainin, 10 seconds, and 5, 4, 3, 2, 1. Each period/half will end by a whistle blast. At the end of an interval, the Time Keeper is to make the Referee aware that the interval is over.

1.11 The Referee will call the scores during the game as often as possible

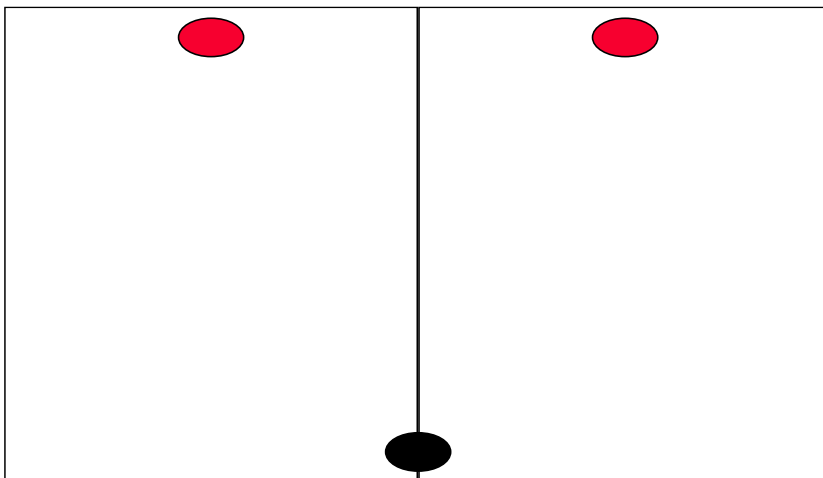
1.12 To start the game in VX, the Referee will confirm that the Umpires, Time Keeper and both teams are ready to begin and will then call 'Play' whilst simultaneously kicking the balls into play with sufficient force to spread the balls across the court as evenly as possible. There will be no countdown. The game clock will be started by the Time Keeper at the Referee's call of 'Play'.

1.13 To start the game in V2, the Referee will confirm that the Time Keeper is ready. The referee will ask one player if they are ready and raise one arm; The referee will ask the other player if they are ready and raise the other arm so both arms are now in a V. The referee will then start play by calling 'Play' and bringing both arms across the body into the shape of an X. There will be no countdown. The game clock will be started by the Time Keeper at the Referee's call of 'Play'.



- Referee
- Umpires

Figure 5: Starting Position for Officials in VX



- Referee
- Umpires

Figure 6: Umpires move from end wall to half way along their half

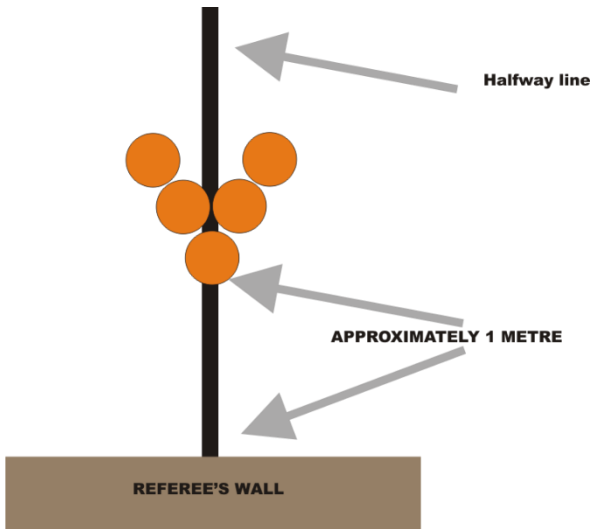


Figure 7: Position of the balls for starting VX

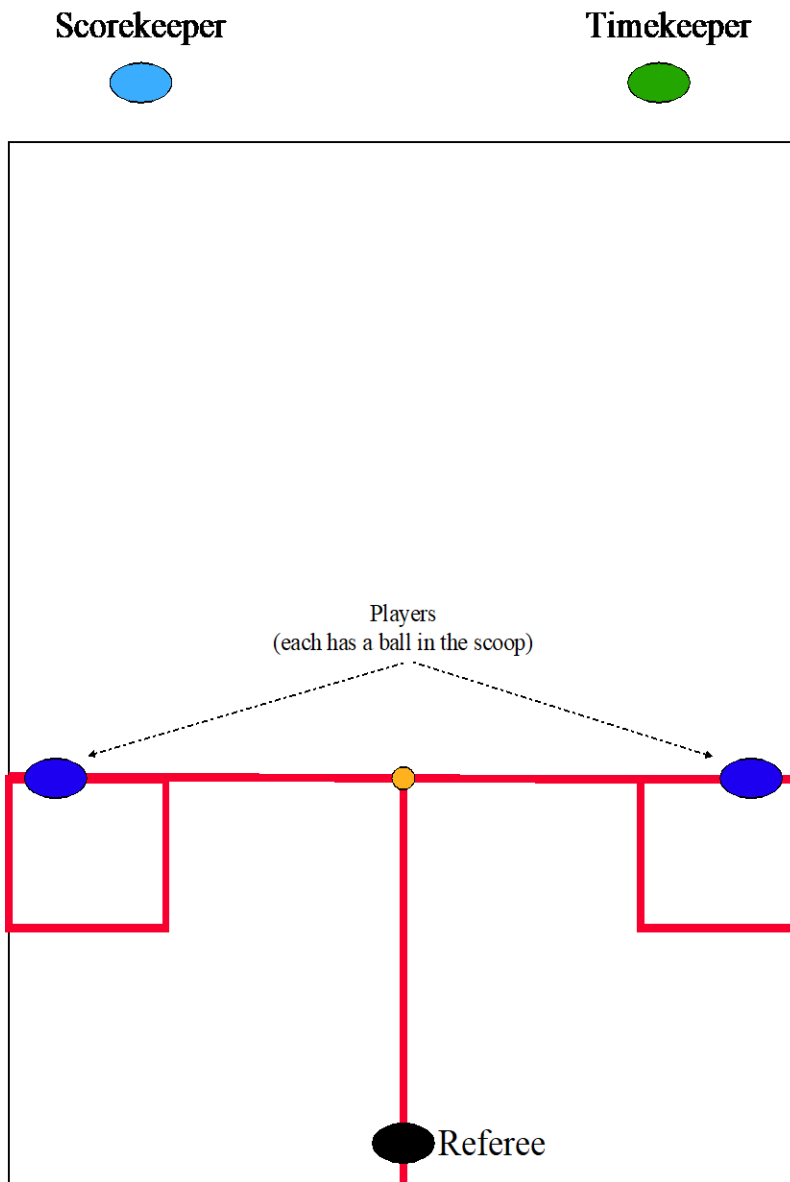


Figure 8: Positioning of Officials in V2

Appendix C: Penalties

1.1 All Penalties will incur 3 points, awarded to the opposing team/player.

1.2 The following is a list of potential infringements that a penalty will be awarded for.

1. Not declaring a strike.
2. Playing on before the Referee has called 'Play On'.
3. Moving whilst out of play.
4. Interfering with balls whilst out of play.
5. Not facing the Referee whilst out play.
6. Feigning injury.
7. Continuing to play after the end of the period/half.
8. Not being ready to play after the allotted time for that interval or before the start of the game.
9. Breaking contact with the wall before the commencement of play.
10. Playing the ball in the scoop before the commencement of play. (V2 only)
11. Not playing the ball in the scoop within 5 seconds after the commencement of play. (V2 only)
12. Deliberately hitting an opposing player who is out of play.
13. Taking more than 2 steps without dribbling.
14. Striking a ball with the VstiX.
15. Entering another player's personal zone.
16. Moving a VstiX into another player's personal zone.
17. Obstructing another player.
18. Dissent with the Referee.
19. Attempting to distract any official.
20. Using abusive language, including swearing.
21. Hitting another player with a VstiX.
22. Any form of violence towards any other person. The referee also has the option of ejecting the player if necessary.
23. Time wasting, by keeping all of the balls in possession or guarded for greater than 15 seconds.
24. Unsportsmanlike behaviour – this is at the referee's discretion. See the Scenarios Appendix for examples.
25. Excessive Power. If the referee feels it is being used to cause pain and/or injury then the referee can issue a penalty however in general will initially issue a warning before penalising.¹¹
26. Penalty for falsely claiming a hit - ie if a player blocks a shot claims to have been hit to prevent someone taking a catch
27. Falsely claiming a catch – this is a penalty PLUS the referee has the discretion to penalise for unsportsmanlike behaviour, however the officials need to be sure the false claim was deliberate. If the Referee thinks the false claim was made in good faith they can simple refuse the catch
28. Distracting officials (see 31.g)

¹¹ Sometimes a shot needs to be faster/harder because a player is good at catching. Bear in mind we are having to cater here for elite players as well as developing players. Elite players will be able to cope with and play at faster level so a large of this is down to referee's discretion.

1.3 During each period/half, Where something is a judgement call (eg power, metre, distracting officials) warnings can be issued first so that players are aware that it is noticed. This is at the Referee's discretion, however if the breach requires a player to be ejected there is no room for discretion.

1.4 Penalties are to be called by the Referee by them shouting 'Penalty'. The Referee will also state which team/player has received the penalty and they will also state why the penalty was awarded.

1.5 Umpires will inform the Referee of any Penalties by calling 'Penalty'. They will state which team has induced the Penalty and will hold one arm horizontally pointing toward the starting wall of that team. They must ensure the Referee acknowledges this before lowering their arm. The Referee, on seeing a penalty call from an Umpire will apply the Penalty as per 1.4 in this Appendix

1.6 Only the Referee can eject a player.

1.7 A player can be breach more than one rule for an individual action and therefore can receive more than one penalty for it.

1.8 It is strongly recommended that Referees use their full discretion and initially give players the benefit of the doubt, unless the penalty is clear. Verbal warnings, issued during gameplay and during the intervals are to be used to minimise the number of penalties committed.

Distracting a game day official

The job of game day official is particularly demanding and is made more difficult by players and other persons taking their attention away from the game for trivial or personal reasons. This can be hazardous to players and officials as well as potentially altering the outcome of the game through points being missed / players standing for longer than they need to.

A three point penalty will be given if any person on or off the field of play; players, team staff & volunteers or spectators supporting a particular team attempt to divert the attention of any game day official away from the game in progress without due cause. Due cause includes any emergency that would require the stopping of the game.

Please note: in the case of abuse of players or officials by spectators, the Referee may stop the game and warn the relevant spectators that such behaviour may incur penalties for their team. Furthermore the Referee can stop the game to ask that such spectators be removed. Matches would start with a Referee's restart

Penalties will be given for any of, but not limited to the following list of common distractions;

Questioning a Referee's decision

The Referee's decision is final

Honesty is in the spirit of the game and this extends to the impartial officials as well as players and coaches

Where there is any accusation of dishonesty amongst officials this must be directed in writing to the Head of Technical Development of the Global VX.
Rule clarification will not be allowed during the game

Enquiries about game timing

Where a game clock is not displayed the time keeper will call the time at set increments as outlined in Appendix B 1.10

Enquiries about scores

Where a scoreboard is not displayed, officials will announce the score at each break after the officials' conference and before the commencement of the next period. They may also, at their discretion, give the score directly to a single representative of each team, be it the coach, captain or nominated representative. It is this representative's responsibility to pass the score on to his/her team and to be available for obtaining the score from the official.

Appendix D: Advertising & Sponsorship

1.1 Advertising will be allowed in the game area but the rules governing advertising must be adhered to as laid down in the forthcoming Global VX Advertising and Media rules. Copies will be available from the Global VX head office on request.

1.2 Sponsors Red List: Absolutely forbidden for any form of association with VX Anything to do with pornography Anything to do with drugs

1.3 Amber List: Acceptable for 18+ teams & leagues Approval should be sought from Global VX Alcohol companies

Appendix E: Uniforms and Team Kits

- 1.1 The Referee will wear a bright orange jersey so they can be easily identified by all players and other officials.
- 1.2 Umpires will wear bright green jerseys so they can be easily identified by all players and other officials.
- 1.3 Other Officials and Volunteers will wear blue jerseys
- 1.4 Players on the same team must wear the same colour top.
- 1.5 Team kits cannot be bright orange or bright green to avoid confusion with the officials.
- 1.6 Team kits must be in accordance with Appendix D.
- 1.7 Teams must have different colour tops; the Referee can order either team to change top or to wear coloured bibs.

Appendix F: Scenarios to Assist with Interpretation

Scenario 1 – Obstruction

A: Player from team A is dribbling towards a pair of opponents in order to attack them. A third opponent comes between attacker A and the other two players, either to attack player A or to force them to deal with the new target or threat. This is a legitimate action and not deemed to be obstruction.

B: Player A picks up the ball, pivots to move forward and Player B steps in front of them, face to face leaving Player A with no room to move other than backwards. This is a clear case of obstruction. If Player B breaches Player A's Personal Zone, then they have also breached this rule.

Scenario 2 – Unsporting and Extreme Unsporting Behaviour

A: A player throws their VstiX at a ball to prevent an opponent reaching it. This is deemed unsporting behaviour and is penalized with 3 points.

B: A player throws a VstiX at a player, Official or spectator. This is deemed violent behaviour and the player is ejected and receives a 3-point penalty. As it's violent behaviour the player receives an automatic one-match ban and is subject to disciplinary proceedings.

C: A player takes another player's VstiX and throws it away from the owner, either on court or off court. This is deemed extreme unsporting behaviour and is penalised by ejection from the game and a 3-point penalty. The manner of how they take the VstiX will determine, at the Referee's discretion, if it is also violent conduct.

Scenario 3 – Catches

A: A player from Team A throws the ball at an opponent in Team B. The ball hits the opponent, bounces off and is caught by a player in Team B. Result: No catch – 1 point to Team A; 0 points to Team B. The ball was neutralised by hitting the player in Team B.

B: A player from Team A throws the ball at an opponent in Team B. The ball hits the opponent, bounces off and is caught by a player in Team A. Result: No catch – 1 point to Team A for the hit. The ball was neutralised by hitting the player in Team B.

C: A player from Team A throws the ball at an opponent in Team B. The ball hits the opponent, bounces off and is caught by the original attacking player. Result: No catch – 1 point to Team A. The ball was neutralised by hitting the player in Team B.

D: A player from Team A throws the ball at an opponent in Team B. The ball hits the opponent, bounces off, hits the wall and is then caught by a player in Team A. Result: No catch – 1 point to Team A; The wall does not 'kill' the ball for the purposes of a catch in progress however the hit on the player in Team DOES neutralise the ball.

E: A player from Team A throws the ball at an opponent in Team B with a bounce shot, bouncing the ball off the floor to hit the opponent. The ball hits the floor is blocked by the player in Team B and is caught by a player on Team B Result: No catch. The ball touched the floor between leaving the VstiX of an opposing player and being caught.

F: A player from Team A throws the ball at an opponent in Team B with a bounce shot, bouncing the ball off the floor to hit the opponent. The ball is blocked by the player in Team B and is caught by a player on Team A Result: Catch. The ball touched the floor, but because after being blocked it was caught, the ball didn't touch the floor or another player between contacting the player on Team B's VstiX and being caught by the player from Team A.

G: A player from Team A throws the ball at an opponent in Team B. The opponent blocks the ball which bounces off and is caught by a player in Team B. Result: Catch – 0 points to Team A; 3 points to Team B.

H: A player from Team A throws the ball at an opponent in Team B. The opponent blocks the ball which bounces off and is caught by a player in Team A. Result: catch – 3 points to Team A for the catch.

I: A player from Team A throws the ball at an opponent in Team B. The opponent in Team B blocks the ball which bounces off and is caught by the original attacking player. Result: catch – 3 points to Team A.

J: Player A is dribbling but fumbles the ball and it drops. Player B of the opposing team catches it before it touches the floor and does not breach Player A's personal zone. Result: Catch, 3 points to Player B.

K: Player A tries to scoop the ball up but the ball flies out of the end of the scoop and is caught by Player B of the opposing team. Catch. 3 points to Player B

Scenario 4 – Possession of balls

A: Player A is dribbling and Player B attempts to catch the ball mid-air during Player A's dribble. Result: Penalty for breach of Player A's personal zone but no penalty for attempting to take a ball that is in possession. 3 point penalty against Player B.

B: Player A has a ball in their scoop, Player B attempts to knock the ball out of Player A's scoop. Result: 2 penalties, 1 for attempting to take a ball that is possession and the second for making contact with another players VstiX. 6 points against Player B. The Referee could also consider this violent conduct, depending on the ferocity of the strike. There could be a further penalty if Player B breaches Player A's personal zone during the attempt.

C: Player A and Player B are attempting to catch a ball that has just bounced off the wall. Their VstiX make contact as they both try to collect the ball. Result: No penalty, as both players are attempting to collect the ball.

D: Player A and Player B are attempting to catch a ball that has just bounced off the wall. Player B uses their VstiX to knock Player A's VstiX out of the way. Result: Penalty for striking another player's VstiX. 3 points against Player B. The Referee could also consider this violent conduct and/or unsportsmanlike behaviour.

E: Player A is guarding a ball, as they lift their VstiX to scoop the ball it lifts away from the ground and Player B collects the ball, making contact with their VstiX. Result: No penalty, as soon as Player A's VstiX lifts off the ground, the ball goes from guarded to being in play, meaning VstiX may come into contact as long as Player B does not use their VstiX to strike Player A's VstiX out of the way.

F: Player A is guarding a ball; Player B uses their VstiX to strike Player A's VstiX away and collects the ball. Result: Penalty, Player B has used force to strike another player's VstiX.

G: Player A is guarding a ball; Player B uses their VstiX to go underneath and lift Player A's VstiX away and collects the ball. Result: No Penalty, Player B has not used force to strike another player's VstiX and has used a legitimate technique.

H: Player A and B are both running to collect a ball, they breach each other's personal zone and there is limited physical contact between them both as they race to the ball. Result: Referee's discretion. As there is a breach of the personal zone by both players and both players make physical contact, the Referee could elect to penalise both for both offences. Alternatively, the Referee could shout a warning to both players instructing them to 'back off' or to 'watch the metre'. The Referee must take into account the game style, and also the physical size of both players.

I: Player A and B are both running to collect a ball, they breach each other's personal zone but then Player B shoulder barges Player A out of the way. Result: Penalty for physical contact. 3 points against Player B. The Referee could also consider this violent conduct and eject Player B and apply a second penalty for ejection. The Referee must take into consideration the physical size of both players to prevent player's "diving".

Scenario 5 – Out of Play

A: A ball strikes Player A who turns to the face the Referee and raises their arm. Player A is then struck by another ball from Player B. Player B was already targeting and had begun to fire a ball at Player A as they began to declare the first strike. Result: No penalty, Player B was not deliberately targeting a player who is out of play. The speed of the game resulted in 2 balls almost simultaneously. 1 point against Player A for the original strike, the second strike does not count as they are out of play.

B: A ball strikes Player A who turns to the face the Referee and raises their arm. Player A is then struck by another ball from Player B. Player B saw that Player A was out of play but fired a ball anyway. Result: Penalty against Player B for deliberately targeting a player who is out of play. 1 point against Player A for the original strike, the second strike does not count as they are out of play. 3 points against Player B for the penalty.

C: A ball strikes Player A who turns to the face the Referee and raises their arm. The Referee calls 'Play On'. Another ball then strikes Player A before they lower their arm. Result: 2 successful strikes against Player A. They are back in play as soon as the Referee calls 'Play On'.

Scenario 6 – Multiple Penalties

A: Player A is out of play. Whilst waiting for the Referee to call 'Play On', Player A moves to get in between Player B and a ball. Player A then kicks the ball at Player B, resulting in a strike against Player B. Result: 3 penalties against Player A. The first for moving whilst out play. The second for obstruction. The third for interfering with a ball whilst out play. It is not a penalty for not declaring a

strike as Player A is already out of play. The Referee could deem this as unsportsmanlike behaviour. Player B must also declare the strike or will face a penalty as well. In sum, 10 points against Player A. 1 for the strike and 9 for the 3 penalties. 1 point against Player B.

B: If a player is not ready (hand not on the wall) - 3-point penalty, if they have run on from halfway, the Referee can issue 3 points and may restart the period. The reason for this is that if a player waits near the half way line and runs on late they incur a three point penalty but may gain possession of 3 balls. This is why referee can apply three points and restart the game. The Referee could apply 6 points – ie could also apply a 3-point penalty for unsportsmanlike behaviour

Scenario 7: Timewasting

An example of timewasting is where a team that is slightly ahead gains control of all the balls. They know there is not long to go and hold on to the balls, dribbling them but making no attempt to play them. In this case the Referee would shout 'play the game' and if they do not do so would apply penalties for unsportsmanlike behaviour.

Appendix G – Tournament organisation.

- 1.1 All players and teams must register with the administration team prior to the tournament. This will include a check on each player's age and registered status with Global VX.
- 1.2 If any player cannot attend, the Event Management Committee (EMC) may allocate reserves as they see fit. Global VX recommends that the NGB of the original player should be allowed to enter a reserve before the reserve place is opened to other Nations. Individual tournament organisers can deviate from this as they see fit.
- 1.3 Due to the new nature of the sport, tournament organisers reserve the right to enter any player/team into a tournament as a wildcard.
- 1.4 It is recommended that, where possible, tournaments are to have a group stage and a knockout phase, culminating in a final.
- 1.5 For the group stage, it is recommended that there is a minimum of 3 teams/players per group and a minimum of 4 groups.
- 1.6 Tournament organisers may diverge from this Appendix if they are running a particularly small tournament.
- 1.7 Forfeits. If a match is forfeited then an average strike difference is applied *except in the case where a match has already started and the strike difference is greater than the average forfeit would give*. This is to counter the scenario where in a group stage a player from country A is playing against a player from country B. It is very tight at the top between the player from country A and another player from country B. In this match country A is losing heavily and forfeits because the average forfeit strike difference is less and would give his countryman a better position because of the strike difference

Appendix H -Notes to tournament organisers.

- 1.1 These rules are to be interpreted and upheld within the spirit of the game. The Cornerstones are to be at the forefront of all Referees' minds. As such, it is up to the tournament organiser to dictate to the Referees how they expect the rules to be implemented in accordance with Global VX's guidance depending on the level of competition and age group.
- 1.2 Tournament organisers should ensure a high level of standardisation amongst the Referees at their tournaments and they should ensure that each Referee has other Referees watching, to assist in any disputes or to comment at any subsequent disciplinary hearings.
- 1.3 It is strongly recommended that all tournaments have an Event Management Committee (EMC). The EMC are there to assist the Referees, provide guidance to players and coaches and handle any complaints or contentious decisions by the Referees. The EMC is to be Global VX's eyes and ears on the ground at any event and should write a report on each Global VX sanctioned tournament to ensure that VX continues with its forward momentum.
- 1.4 The EMC is to consist of, but is not limited to: The Tournament Organisers, The Head Referee, The Lead Administrator, Heads of attending NGBs. The EMC is recommended to consist of at least 3 people, preferably from different NGBs. If this is unachievable, experienced players and coaches may be invited to the EMC.
- 1.5 The EMC is to advise the referees at each tournament as to the level of play that is expected, and thus the level of discretion that is to be given to players during gameplay.

Appendix I – Terminology

1. Global VX = the International Governing Body of the sport
2. VX – the team version of the sport, 5v5 with 5 balls
3. VstiX = The implement used to play VX it is made up of a control bar and 2 scoops
4. Score counter = The implement used to count the number of strikes culminating in the total score
5. Personal Zone = A one metre zone starting from the centre of a player's body. This zone reaches from the waist upwards in the form of a virtual cylinder. This zone cannot be entered by another player's scoop
6. Referee = The head game official who registers strikes and oversees the whole game
7. Umpire = One of two officials who act as the eyes and ears for the Referee and will signal to the Referee any infringements that they see.
8. Ejection = Where a player is sent off the court for the remainder of the game. Another player cannot take his/her place for the remainder of the game
9. Suspension = a player is banned from playing for a number of games.
10. The Classic formation = The V shape adopted with the game balls used by the Referee prior to the kickoff. See Figure 7
11. Kickoff = The action used by the Referee to put the balls in play
12. Foul Play = An action used to gain an unfair advantage over an opponent.
13. Game Clock = The time kept by one of the game day Officials or the Time keeper that dictates the length of time that the game has been played.
14. Game Day Official = Refers primarily to the Referee and the Umpires, but also includes timekeeper and scorekeeper where present.
15. Referee's restart = when the game is stopped (eg for injury) the clock is stopped the balls are returned to the Referee, players restart from their respective ends and the Referee kicks the balls into play as per the game start. The clock is restarted.
16. Interception = an action where a player intercepts an attempted pass between two opponents.
17. V2 is the name of the singles discipline of 1v1 generally played on a squash court
18. V3 is the name of the singles discipline of 1v1v1, generally played on a squash court
19. V4 is the name of the pairs discipline, 2v2, generally played on a squash court
20. V6 is the name of the triples discipline, 3v3
21. The 'mouth' refers to the 'cut-out' at the end of the scoop
22. The wrist – if a hand is bent backwards, the crease in the skin provides the dividing line between hand and arm to determine a strike or a block.