

# NEWCOMBE BALL RULES 2025

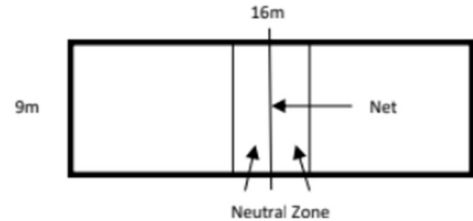
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## GAME OUTLINE

The game is played with 2 teams of 12-14 players. The aim is to make the ball touch the ground on the opposing team's court, after being thrown over the net.

## EQUIPMENT AND FACILITIES

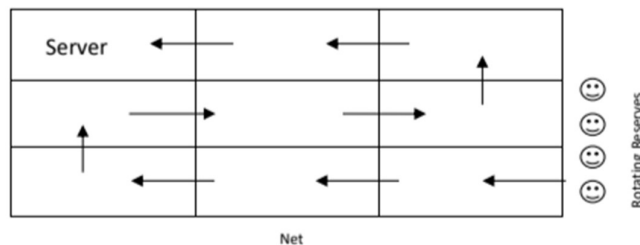
- The court, measuring 16mx9m should be **clearly** marked.
- The neutral zones clearly marked, 1m each side of the net.
- The **net height is 160cm - 200cm (maximum)**.
- A volleyball is used for Newcombe Ball.



## PLAYERS

- Each team consists of 12-14 players which includes 3-5 rotating reserves. **There is a maximum of 14 players in each team.**
- The players are rotated during the game, using the reserves who line up on the sideline on opposite sides of the court.
- When both teams have served and the umpire has called 'rotate', the serving players leave the court (behind the back line) and join the end of their rotating reserve line. The new player enters the front line.
- Once a player has been replaced, for example due to injury, they cannot take any further part in the game.

## SERVING ROTATION (reversed for the opposition)



## SERVING

- The serving player must step behind the back line, outside of the court and wait for the umpire to call 'serve'. When the serve is completed, the player steps back inside the court area. If the ball is served **on** the back line or inside the court, the point is lost. Once the umpire has called 'serve', no stepping or bounce of the ball is accepted.
- If the player in the serve position is unable to serve over the net, another player in the back line may take the serve from their back line position. Firstly, the player in the server position must take the ball, then pass it underarm/roll to the capable server. This player will step behind the back line to serve (and return after the serve). This must be clear to the umpire. Once 'serve' is called, the player with the ball must serve.
- The ball must be thrown over the net. If the ball touches the net but goes over, it is counted. If the ball hits the net and impedes the point (extreme situation), coaches can agree to lose the point.
- Each team takes turns serving alternatively.
- After each team has served, the umpire will call 'rotate' and teams will rotate simultaneously.
- The ball is passed (rolled) under the net to the team commencing the next serve.
- Line balls are **OUT**.

## GENERAL PLAY

1. A coin is tossed and the visiting team calls. The team that wins the toss decides the side of the court they will play on first.
2. The **Visiting Team serves first**.
3. Games are played with the **Home Team ball**.
4. Players line up outside the court. The Home Team enters the court along the neutral line, whilst the opposing team claps. Then the Visiting Team enters their side of the court similarly, while the Home Team claps. The teams shake hands under the net or wish each other good luck and players take up positions ready for play to begin.
5. The umpire (one school coach) calls "**SERVE**" to commence the game. A whistle may be used to halt the game if necessary.
6. The **ONLY** calling out permitted is the call for the ball on service and congratulations for a good catch or pass. Unsportsmanlike behaviour will not be accepted.
7. Players must not run with, hit or kick the ball. It must be caught.
8. Players may only hold the ball for **3 SECONDS**.
9. Players may only pass the ball to one player in their team, before it crosses the net. If 3 players touch the ball, the point is lost (3 hand touch).
10. An accidental deflection or ricochet off any part of a player is **not counted** as a pass, unless the player intentionally attempted to catch the ball.
11. A pass **is counted** if a player touches the ball in a failed attempt to catch it and the ball is subsequently caught by another player.
12. Players must keep one foot grounded, when the ball is in their possession. The other foot may allow the player to regain balance, throw the ball or pivot. Note: Grounded foot does not mean the whole foot but the heel or ball of the foot. The grounded foot may not be dragged.
13. The ball may be picked/caught from the net. Note: if the ball hits the net but does not go over, a player from the same team may gain possession of it before it falls to the ground, as long as no other rule is infringed.
14. Players should defend their ninth of the court to prevent excessive movement or collisions, and to promote harmony and fairness to all team members.

## SCORING

- School coaches alternate umpiring the sets. Students must not umpire or score.
- A point is awarded when the ball touches the ground wholly within the lines of the opposition's court.
- When the ball touches the ground on the thrower or server's side of the net, a point is awarded to the opposing team.
- If a ball is thrown out of the court, into or under the net or falls into neutral space, the opposition is awarded the point.
- If a reserve catches or attempts to catch a ball, when it has been thrown out of the court, the opposition is awarded the point.
- Both teams will play 3 sets.
- The set is won when the first team reaches a score of 18.
- To begin the next set: Await umpire instruction - If a team served before the end of the set, the team must rotate (this may be 1 or both teams); teams then swap ends of the court, moving clockwise around (not under) the net; players retain their court position on the new side for the next set.
- At the end of play, the **winner is the team who has won 2 or 3 of the 3 sets, best of 3 rule**.
- The scores (winning school, sets won and points earned) for the game must be entered into the Google Drive document on the Friday afternoon, every week.