

Competition rules Knotsball

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1. In general

1.1 Fair play

- Players must behave with respect and in the spirit of "fair play", to their opponents, team members, spectators, and SCB staff members.
- The team captain is at the end responsible to make sure all team members play and behave with respect.

1.2 Aim of the game

- The aim of the game is to score as many goals with the ball, by hitting the ball with the knots to the goal of the opponent.

2. Competition

2.1 Team Captain

- As team captain, you are the contact person with SWU Thymos and are responsible for your team. Competition-related information will be sent to the captain only. As captain, you are responsible for distributing the information to your team members. The team captain is also responsible for filling in the scores and reporting complaints to SWU Thymos if rules are violated.
- Scores can be filled in by the team captain of the winning team on the TIC tool on the SCB website (scb.wur.nl). Scores should be filled in before the end of the competition, otherwise, the score will not be included in the final result.

2.2 Participation competition

- A team is expected to play all games in the competition. It can happen that a game is missed due to unforeseen reasons and cannot be rescheduled. If a team only plays half or even less of the scheduled games, the team will be removed from the competition. The scores of games that are (not) played by that team will be removed retrospectively.

2.3 Own risk

- During a game of knotsball, accidents can happen. Participation in the SWU Thymos Internal Competition is completely at your own risk. SWU Thymos or Sports Centre the Bongerd cannot be taken responsible for any kind of injury nor loss of personal belongings.

2.4 Absence team

- If a team is unable to attend a scheduled match, the team captain will report this at least 24 hours before the game to the opponent **and** to SWU Thymos. If the schedule permits it, an alternative free time will be sought to reschedule the deferred game. If you agree with your opponent to play at another time, SWU Thymos should be informed via email, so they can reserve the field/hall for you. If there is no place in the schedule to catch up the game, the team that was unable to attend in the first place will lose the game with 5-0.
- If a team does not show up to a match without announcing it beforehand, the team that does not show up, loses the game with 5-0. After not showing up once without announcing, the team will get a warning. If it happens again, SWU Thymos has the right to remove the team from the competition.
- In both instances, if the team does not show up without an announcement or reports it later than 24 hours in advance, the opponent has the right to decide whether they want to reschedule the match or take the win - if the schedule permits so.

2.5 Team members

- The minimum number of players registered in the BSA should be 6 players.
- The team captain has to ensure that all team players have valid sports rights.
- When not enough team members can attend a game, other people may be invited to join the game. These reserve players also need to have sports rights. However, it is not allowed to ask someone who plays at a higher level of the competition. When someone from a higher level joins, **3 points** will be subtracted from the score at the end of the game. It is the responsibility of the opponent to report this.
- There is a maximum number of players who are not members of your team that can join the game. On the minimum, half of the players in a team should be registered in the BSA. If this is not the case, SWU Thymos has the right to remove you from the competition.

3. Playing field and materials

3.1 Playing field

- The playing field is one-third of the big sports halls (hall 2 and 4). The blue screens or the white division wall mark the field.
- On both short sides of the field a mat will be placed, the long side on the floor. Those will be the goals.
- The ball can be played via the walls. So a ball is never "out" unless it goes over the blue screens or on the tribune.
- When the ball is out of the playing field, it's a free ball from the place where the ball went out of the field, by a player of the team that did not hit the ball last.

3.2 Materials

- All players in the field have a knots. The knots is a plastic tube with a head of soft foamy material. If the head of the knots is broken, please put the broken knots in the 'broken knots bin' at the SWU Thymos office, so SWU Thymos can repair it.
- The knots cannot be modified in any way to negatively influence the game or make dangerous situations happen. For example, it is not allowed to make the knots thicker or heavier. This could create risks of injuries.
- The knots should be safe for all players. The tube should not stick through the knots at the bottom and the head of the knots should not be loose.
- Materials should be put back in place neatly after the game. If this does not happen **3 points** can be subtracted for both teams.

4. Participants

4.1 Teams

- In a game, 2 teams will play against each other.
- Knotsball is played with 4 players. **At least 1 woman should be in the field.** When a team plays without women, **3 points** will be subtracted from the score at the end of the game. It is the responsibility of the opponent to report this to SWU Thymos.
- **Everybody** playing a match needs to have valid sports rights and has to take their WUR card with them every match.
- A knotsball team consists of at least 6 players.
- There is no maximum size of a team.

5. Game instructions

5.1 Game

- The match starts with a face-off: the ball is put in the middle and one player of each team tries to capture the ball.
- The length of one match is 30 minutes. This includes preparing and clearing up the field and materials.

5.2 Points

- You get a point when the ball hits the mat. It does not matter which part or side of the mat is hit, also the sides of the mat count for a point.
- After gaining a point the game will be resumed with a keeper ball.

5.3 Winning a match

- The team with the highest number of points after half an hour of playing wins the match, a draw (even score) is possible.
- For a victory, 3 competition points are given (in the final ranking), for a draw 1 competition point for each team, and for a loss 0 competition points.
- Scores should be filled in by the team captain of the winning team in the TIC tool on the SCB website (scb.wur.nl); if it resulted in a tie, the team captains arrange who fills in the scores on the website.

5.4 Mistakes in playing

- A mistake is made in the following situations:

- a. When a player actively plays the ball with any part of his body.
- b. When the player plays the ball while making a diving movement.
- c. When a player is actively involved in the game but not holding a knots.
- d. When a player puts a knots between someone's legs.
- e. When a player blocks the way of the opponent on purpose while the ball is not around.
- f. When a player stops the ball with a hand.
- g. As keeper: it's not allowed to hit the floor with more than two body parts at once (the keeper must keep standing).
- f. When a player plays with the knots above shoulder height.
 - When a mistake is made during a match, a free ball will be given to the opponent.
 - The ball can be stopped with your foot. However, it is not allowed to play soccer.
 - A keeper is not allowed to touch the ground with one or both knees.

5.6 Change of players

- During the game, players can be changed as many times as wanted.
- The player that comes into the field can play the ball as soon as the player he switches with is not in the field holding a knots anymore.

6. Game resumption

6.1 Free ball

- A free ball is played from the position where the mistake was made.

6.2 Insertion of the ball

- Insertion of the ball happens from the position where the ball left the playing field, close to the side of the field.

6.3 Keeper ball

- The keeper ball is played within a distance of 3 meters of the goal. The ball is put on the ground and then put into the game with the knots.
- All players should be on their own side of the field when the keeper ball is played.

7. Leaving on time

- It is the responsibility of the team captain that the team has cleaned up and left the sports hall empty on time!
- When a sports class is being held after your knotsball game, make sure you are definitely leaving on time. This way, SCB staff members and the sports programme are not hindered by your knotsball game.
- If you have not left on time and thus hinder other games or the rest of the sports programme , **3 competition points** will be subtracted.
- If you hinder the sports programme of the SCB in any way during or right after a knotsball match, SWU Thymos has the right to remove your team from the competition.

8. Contact

If there is anything unclear or if you have problems, please contact SWU Thymos.
 During office hours, tel: 0317-482746 or e-mail us at any time: swu.thymos@wur.nl.