



GLOBAL

The Global VX

Official V2 Rulebook 2015

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Global VX V2 Rules Rev 3.0 2015

Rules Committee 2015

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V2

1) Equipment

1.1 The VstiX. The game will be played with the Global VX officially recognised VstiX Pro or VstiX-Junior. 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.

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 ó 162 km/h.

2) Playing Area

2.1 The playing area for any V2 game played under the auspices of the Global VX, whether in league or tournament play, will be a squash court which has a floor area of between 40 and 30 feet in length by 20 and 25 feet wide. The court will have a minimum height of 10feet.

2.2 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.

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

3) The Game

The Players

3.1a The game will be played between two players- each player having the correct equipment as per rule 1.1.

3.1b Players can be of any gender but must adhere to the rules pertaining to age ranges (see Rule 6.2, Age Ranges).

3.1c Each player will submit a player form to the referee prior to the commencement of play.

3.1d If through injury and/or ejection a player cannot carry on, the game will be abandoned. (See Appendix 2)

3.1e All players will observe any rules regarding uniforms, etc., which may be applied by tournament organizers.

3.1f All players must be members in good standing with 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

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Injuries

3.3a In the event of injury to a player the Referee may at his/her discretion stop play (and stop the game clock)¹. In this event, the team coach and/or medical personnel may enter the court, but only for the express reason of attending to the injured player. The injured player may be substituted (see Rules 3.1d and 3.2b). Play will resume with a Referee's restart.

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 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. He/she 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 (s)he feels the safety of the player or other players is at risk.

3.3e All event organisers must ensure the availability of a first aid kit.

Duration of game

3.4a The game will consist of two halves. The standard time period for each half is four minutes. Increasing the time period (in whole minutes) to up to 10 (ten) minutes per half may be determined by the respective league or tournament organizers. The half time interval will last two minutes. The length of the intervals may be determined by the respective league or tournament organizers *if* they are using longer time periods for the halves.

3.4b 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 Rule 3.4a.

3.4c Players must be on court ready to play at the allotted time. The maximum permitted delay to the game start is 5 minutes. After this period of delay the game will be forfeited and awarded to the player that is on the court ready to play. 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.

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

3.4e The person designated as timekeeper will time all periods and intervals

3.4f After any incident requiring the stopping of the clock, the game will recommence with a referee's restart.

3.4g Players should remain on court (or within approx 5m of the court) during the intervals.

3.4h During the interval, in addition to the players already on court, only the coaches are allowed onto the playing area.

Game Format

3.5a Prior to the commencement of play the match balls are placed one in each player's VstiX and one in the centre of the court (see Definitions).

3.5b At the start of the game players will stand at their designated side of the court, each player having one hand touching the wall. The referee will warn players the game is about to start by reminding each player in turn that (s)he must have one hand on the wall. Any player who breaks contact with the wall prior to the referee putting the balls in play will incur a points penalty. Players must deliver the ball that is in their scoop within 5 seconds of the referee starting the game. The referee will start play by sounding his/her whistle or by calling play. The game clock will be started at the referee's signal.

3.5c If, during play, a match ball goes missing from the court the designated game day official will introduce another ball into play from his/her reserves. Any official who notes that a ball is required will make a ball call to the designated official. Any balls other than those used for the game must be stored away. Any person collecting a stray ball from off

¹ A player who is injured and wishes to receive attention should drop to one knee and raise his/her stick. Another player may also indicate to officials that a player requires attention.

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court must not return this ball into play. This ball must be returned to the designated official who will add the ball to the reserves.

3.5d If too many balls are in play the referee will stop play and stop the game clock to retrieve the ball. Play will recommence with a referee's restart.

Result

3.6a Each player will be awarded points, according to rules laid down in Sections 4 and 5, and the winner determined upon that basis - the player scoring the greater number of points being the winner.

4) Scoring

Strikes

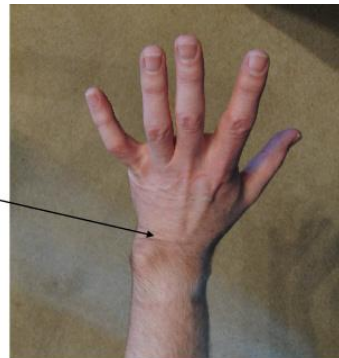
4.1a A strike is defined as a player being hit with a ball on any part of the body from and including the shoulders down to and including the feet from an opponent. One point is scored by the opposing player.

4.1b An exception to Rule 4.1a is that a player's hand up to the wrist², when gripping the VX--Stick's control bar with a closed grip, is deemed to be part of the VX--Stick's



Hand straight

Skin
crease



Hand bent backwards

Figure 1: Definition of Wrist

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.

4.1c A player may use his/her VstiX to block or defend against an attempted strike.

4.1d If a ball rebounds from the floor before hitting a player (from and including the shoulders down to and including the feet), this is deemed a strike.

4.1e If a ball rebounds from another player or that player's VstiX and, hits a player (from and including the shoulders down to and including the feet), this is deemed a strike.

4.1f If a ball rebounds from a wall or game day official before hitting a player (from and including the shoulders down to and including the feet), this is deemed a strike.

4.1g If a player is hit by a ball from the referee's kick off, this is deemed a strike

4.1h If a player hits him/herself, eg from a dribble or an attempted block, this is deemed a strike.

² If the hand is bent backwards the skin creases. Below the crease is the hand. Above the crease is the arm.

Declaring a Strike

4.2a Any player struck by a ball as per Rule 4.1 is immediately out of play. He/she is permitted a maximum of two steps to come to a standstill and thereafter may not move the position of their feet but may pivot on either foot until called to *õplay onõ* by the Referee and cannot use those two steps to retrieve a ball. The player will stand with one arm raised; the arm which is raised must **not** be holding the VstiX.



Figure 2: Players Declaring a Strike

Because of the speed of the game a player may also give an audible cue alongside the visual signal. In the case of a player with an upper limb incapacity this will be difficult as that player would have to place the VstiX on the floor and would therefore be at a disadvantage. In this case the player will be permitted to hold the VstiX horizontally above his/her head to indicate a strike. Holding the VstiX vertically as per Rule 4.4a will still indicate a catch. As soon as the Referee calls *õplay onõ*, the player is back in play.

4.2b A player must not attempt to retrieve a ball while out of play or play a ball in any way. Failure to comply will result in a 3-point penalty.

4.2c No strikes may be made against a player while he/she is out of play. Any player deliberately attempting a strike while the opponent is out of play will incur a three point penalty.

4.2d If a player has a ball in his/her VstiX at the time of being struck and put out of play, he/she may retain possession of the ball but may not use it until he/she has been allowed to *õplay onõ*.

4.2e Any player struck by a ball as per Rule 4.1 and who does not immediately comply with Rules 4.2a and s4.2b will incur a three point penalty.

4.2f If a player is struck just before, or just as the Referee is signaling the end of the quarter, he/she must comply with Rule 4.2a and the strike will be recorded.

Catches

4.3a If an attempted scoring shot is thrown by an opponent's VstiX and a player catches it in his/her VstiX before the ball has touched the floor, this is deemed a catch. Three points are scored by the catching player.

4.3b If a player catches a ball as per Rule 4.3a after it has rebounded from another player's VstiX, this is deemed a catch.

4.3c If a ball hits the wall or game day official from a shot or a rebound (from a VstiX) and is then caught by an opponent then this is deemed a catch as per Rules 4.3a and 4.3b.

4.3d if the ball touches the floor or a player at any point of a catch in progress this will not be deemed a catch.

4.3e For a catch to be a successful catch the ball has to be caught directly from an opponent's VstiX (with the exception of 4.3c). If the ball touches the floor or a player the ball is then neutralised.

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Declaring a Catch

4.4a Any player making a catch as per Rules 4.3a, 4.3b and 4.3c is immediately out of play. The player will stand and raise the VstiX (holding the ball) vertically in the air and he/she will look to the Referee. As soon as the Referee calls play on, the player is back in play. Rule 4.2b also applies.

5) Other Rules of Play

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 his/her body, the floor, wall or any other player or VstiX with the exception of Rule 5.2b.

5.1b A player in possession of a ball may take a maximum of two steps in any direction before he/she is required to dribble the ball. Any breach of this Rule will incur a three point penalty against the offending player.

Other Restrictions

5.2a A ball may be stopped only by using the VstiX. 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 (other than in situations covered by Rules 4.1b and 4.1c) this will be deemed a strike against that player.

5.2b The alternative permitted dribble is defined as bouncing the ball from the scoop to the floor and back to the scoop

5.2c The VstiX may not be used to strike a ball, whether on the floor or in the air. Any breach of this Rule will incur a three point penalty.

5.2d A personal zone extends one metre, in all directions, from the longitudinal centre of the body of a player from the waist upwards, irrespective of whether that player has a ball in his/her VstiX or not, or during the air/standard dribble. An opponent's VstiX may not enter this personal zone. Any breach of this Rule will incur a three point penalty against the offending team.

Foul Play

5.3a At no time may a player intentionally obstruct, or come into physical contact with, an opponent. Any breach of this Rule will incur a three point penalty against the offending team in the first instance.

5.3b Any dissent and/or abusive behavior towards players, officials, spectators or any other persons present will incur a three point penalty.

5.3c Violent and/or abusive conduct will result in immediate ejection from the game and forfeit of the game. Any ejected player will be subject to disciplinary proceedings.

6) Definitions

Age Ranges.

6.2a Age Ranges are as follows: Imps: 5 - 7 years; Cadet: 8 - 11 years; Junior: 11 - 14 years; Youth: 14 - 17 years; Adult: 18+; Masters: 40+.

6.2b A player may compete one level, but only one level, above their age group (for example a 12-year-old may play at Junior and Youth levels) if deemed sufficiently able by the coach except that any player involved in playing in a masters game must be 40 or older.

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6.2c If a player steps up to the next level/age group (s)he cannot step back down, unless that player finds that (s)he later has no team to play with, in which case, subject to approval by the league or administrative body, (s)he *can* step back down. There is no facility to step back down at regional or national level.

6.2d To participate in a tournament or league a player must qualify on age grounds at the beginning of the tournament or league. That player is permitted to compete to the end of the tournament/league even if (s)he surpasses the age limit by the end of the tournament/ league.

Appendix 1: Equipment

VstiX

The VstiX Pro dimensions Control Bar Length = 760mm Scoop, Length = 280 mm

VstiX Junior dimensions Control Bar Length = 500mm, Scoop Length = 280 mm

Maximum weights of the VstiX are given to prevent illegal alteration of the VstiX.

VstiX-Pro Weight: Max: 11b 8oz, (680g) evenly balanced

VstiX-Junior Weight: Max: 11b 2oz (510g) evenly balanced



Figure 3:VstiX-Junior and VstiX-Pro

Score Counters

The Referee will score the game with a score counter for each player. This can be manual or electronic.

Appendix 2: Scenarios regarding abandonment of games:

Scenario 1

Player A is leading Player B 71:12

Player A is injured and cannot continue

In this case the game should be abandoned and replayed at a different date, unless it is in a tournament in which case the player will have to forfeit the game. If the player cannot continue in the tournament (s)he will simply forfeit any other matches. If (s)he can continue in the tournament then his/her other matches will continue as normal.

NB: If player B tries to injure player A in order to get the game abandoned the referee would clearly be able to eject player B for violent conduct

Scenario 2

Player A is leading Player B 71:12

Player B becomes injured The game is abandoned and player B forfeits the game.

Scenario 3

a player is ejected for violent conduct. The game is abandoned and the player forfeits the game. If this is in a tournament then the player cannot take any further part in the tournament and his/her games are forfeit.

Appendix 3: Positioning of Game Day Officials

1. The Referee ϕ will stand at the back of the court as close to the wall as possible to ensure as little disruption to the game as possible. However (s)he must endeavour at all times to avoid obstructing balls and players and may move to ensure the best view of any possible infringements.

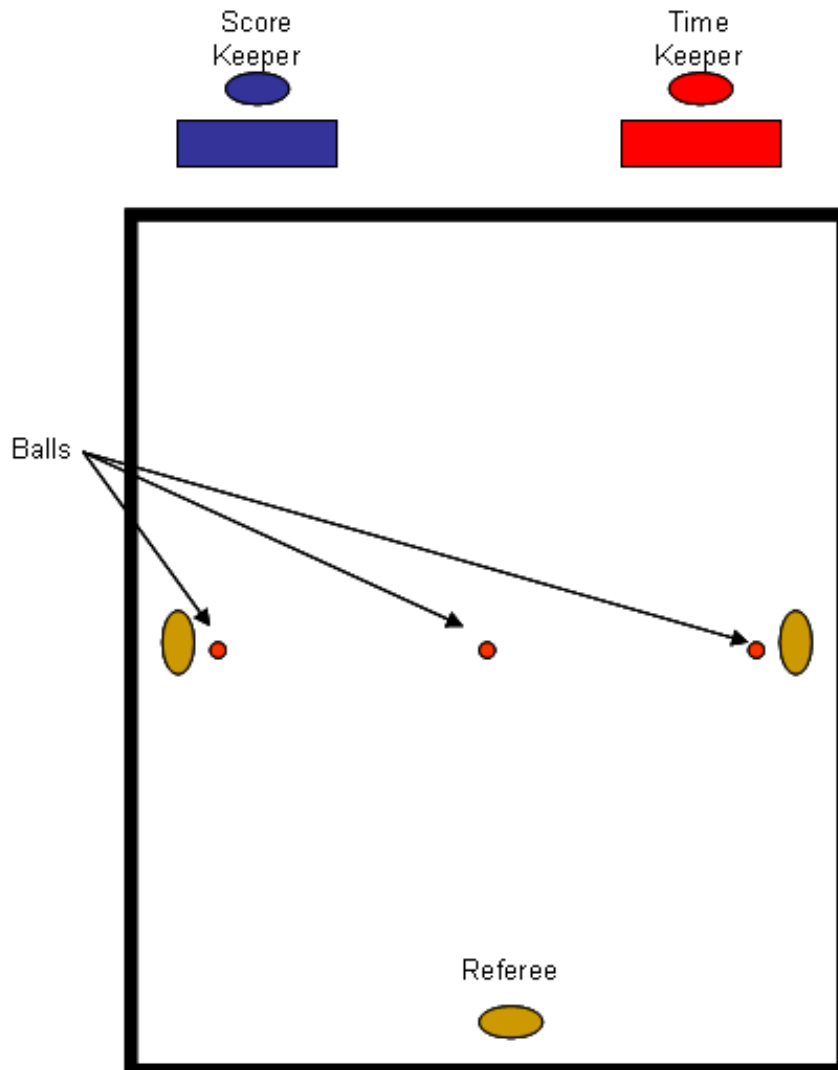


Figure 4:
Day

Positioning of Game
Officials

Appendix 4: Penalty Point Summaries

Infringement examples

All infringements incur three-point penalties

1. Any player who breaks contact with the wall prior to the referee putting the balls in play is committing an infringement
2. No strikes may be made against a player while he/she is out of play. Any player deliberately attempting a strike while the opponent is out of play will incur a penalty.
3. A player in possession of a ball may take a maximum of two steps in any direction before he/she is required to dribble the ball. Any breach of this Rule will incur a penalty against the offending player.
4. Any player/s that uses the VstiX or any part of his/her body to strike an opponent's VstiX will receive a 3 point penalty.
5. Any player guilty of violent behavior will receive an immediate ejection from the game and a 3 point penalty.
6. Any player/s encroaching on a player's personal zone will receive 3 penalty points
7. A player/s that does not register a strike will receive 3 penalty points
8. Any player intentionally obstructing or coming into physical contact with an opponent will incur a 3 point penalty
9. Dissent or foul or abusive language will incur a 3 point penalty.
10. The VstiX may not be used to strike a ball, whether on the floor or in the air. Any breach of this Rule will incur a three point penalty against the offending team.
11. If a player throws his/her VstiX (eg at ball) is deemed to be unsporting behaviour and incurs a penalty.
12. If a player throws a VstiX at a person it is deemed to be violent behaviour and results in ejection from the game and a 3 point penalty

The Referee has the discretion to award three point penalties for unsporting behaviour or ungentlemanly conduct. The Referee has the discretion to eject a player for subsequent infringements. The referee also has the discretion to deem an action -extreme unsporting behaviour and eject a player from the game (see Appendix 11)

An ejected player cannot be replaced during the rest of the game.

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.

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 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
 - Half way through each period
 - 1 minute left in each period
 - 30 seconds left in each period
 - full time

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- Enquiries about scores
Where a scoreboard is not displayed, officials will announce the score at each break.

Appendix 5: Terminology

1. Global VX = the International Governing Body of the sport
2. VX6 the team version of the sport, ie 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 and extending upwards from the waist. 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. Ejection = Where a player is sent off the court for the remainder of the game.
8. Suspension = a player is banned from playing for a number of games.
9. Foul Play = An action used to gain an unfair advantage over an opponent.
10. 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.
11. Game Day Official = Refers primarily to the Referee, but also includes scorekeeper and timekeeper
12. Rebound = when the ball changes direction from coming into contact with a player or object
13. 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.
14. V2 is the name of the singles discipline of 1v1 generally played on a squash court
15. V3 is the name of the singles discipline of 1v1v1, generally played on a squash court
16. V4 is the name of the pairs discipline, 2V2, generally played on a squash court
17. V6 is the name of the triples discipline, 3V3
18. The "mouth" refers to the "cut-out" at the end of the scoop

Appendix 6: Player Uniforms

1. All players must have a change of shirt in the event of a colour clash and this shirt must be white or where the team's colour is white, in which case a different colour must be used.
2. Any player wishing to have his/her name on the gameshirt can only have the surname or initial and surname.
3. Failure to comply with the above rules will result on the offending player/s being removed from the game roster.
4. Sponsors' logos - Teams will not be permitted to wear sponsors' logos that are deemed as detrimental to Global VX and its members. This includes alcohol, tobacco and pornography.

Appendix 7: Advertising & Sponsorship

Advertising

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.

Sponsors

Red List: Absolutely forbidden for any form of association with VX

Anything to do with pornography
Anything to do with drugs

Amber List : Acceptable for 18+ teams & leagues

Approval should be sought from Global VX
Alcohol companies

Appendix 8: Jewellery

Global VX recommend that jewelry should *not* be worn during practices and games. Any jewelry that is worn must be covered using medical tape. All piercings **MUST** be taped over, whether visible or not. Necklaces must be taken off however if this is not possible for religious reasons they must be taped to the body in such a way that it prevents the item from showing over the top of game and practice wear. Global VX will take no responsibility for players not adhering to this policy.

Appendix 9: Game Day Officials

Uniform

1. The Referee is the head official on the day of a game and where that official is a qualified Referee he/she will wear an official referee's shirt which is high visibility orange
2. The referee will wear black coloured trousers, tracksuit bottoms or shorts.

Injuries to Officials

If a referee is injured, a reserve official will take the referee's place.

Equipment

1. Official's score card
2. The Referee must have two pairs of score counters
3. Two stopwatches
4. Two whistles
5. Ten game balls
6. One referee's ball bag

Game Clock

The game clock will stop in the following instances:

1. Injury to on court personnel
2. In the event that a person not involved in the game enters the game area.
3. In the event of the court becoming unplayable
4. In the event of an emergency
5. In the event that players or game day officials are receiving abuse from ANY person/s
6. In the event of a player being ejected
7. in the event of too many balls being on court
8. In the event of any of the above the time keeper will take a note of the time on the game clock, the period, and the score at that time.

Appendix 10: Scenarios to Assist with Interpretation

Scenario 1 – Timewasting as Unsporting Behaviour

A player is leading in a match and manages to secure possession of all three balls. (S)he simply holds on to the balls in order to kill time and maintain the lead. It is quite obvious to the official when this happens. The referee therefore shouts 'timewasting' and counts audibly down from 5. If the player has not by then played the balls a penalty is applied. Playing the balls can include - placing them on the floor (this allows the opponent to break up the play), dribbling all three balls (this puts the player at risk of dropping a ball or balls), placing two balls behind him or her to protect them (the opponent can still break up the play) or by firing a the opponent

Scenario 2 – Catches

1: Player A throws the ball at Player B. The ball hits Player B, bounces off and is caught by Player A. Result: no catch ó 1 point to Player A for the hit. The ball was neutralised by hitting Player B.

2: Player A throws the ball at Player B. The ball hits Player B, bounces off, hits the wall and is then caught by Player A. Result: no catch ó 1 point to Player A for the hit; *The wall does not 'kill' the ball for the purposes of a catch in progress however the hit on Player B DOES neutralise the ball.*

3: Player A throws the ball at Player B with a bounce shot, bouncing the ball off the floor to hit the opponent. The ball hits Player B, bounces off and is caught by Player A. Result: NO catch. *In this scenario, once the ball has touched the floor the attacking shot is no longer in the mix required for a successful catch. The hit on Player B would also neutralise the ball.*

4: Player A throws the ball at Player B. Player B blocks the ball which bounces off and is caught by Player A. Result: catch ó 3 points to Player A;

5: Player A throws the ball at Player B. Player B blocks the ball which bounces off hits the wall and is caught by Player B. Result: catch ó 3 points to Player B for the catch. The wall does not neutralise the ball.