



THE RULES

1. GENERAL PRESENTATION

1.1 TYPE OF GAME

FRONTBALL is played by two players, one against one.

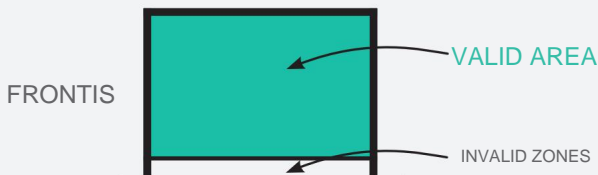
We call it INDIVIDUAL



1.2 GAME DESCRIPTION

FRONTBALL is a sport in which both hands can be used (open or closed fist).

This is a so-called indirect ball game mode: each time the ball is hit by a player, at the start or during the rally, the ball must touch the playing wall (frontis) in its identified zone. as **valid** (within the lines marked on the said frontis), before it can be hit by the rival player.



When the ball has been put into play, the rally continues until one of the two opponents is unable to return the ball to the valid part of the fronton. After the ball hits the frontis the player can hit the said ball **either volleyed or after a single jump on the ground.**

The player who wins the point initiates the next rally.

1.3 OBJECTIVE

The objective is to win each point by hitting the ball as many times as necessary until the rival is not able to keep the ball in the playing area.

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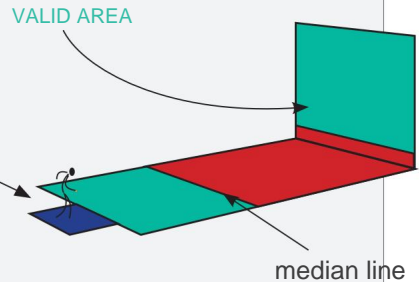
1.4 COMMITMENT

The engagement takes place behind the end line in the **engagement zone** identified in the middle.

The player may, if he wishes, take a swing with his body, provided that he does not leave the engagement zone.

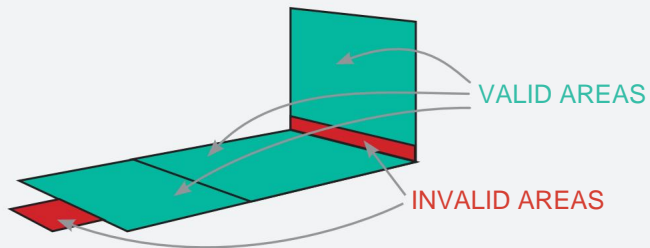
The ball must be struck before one of the player's feet leaves the faceoff zone. The player can, if he wishes, bounce the ball in the engagement zone before hitting it.

The ball must touch the frontis in the **valid zone**, **above the horizontal line**, and bounce on the ground, **behind the center line**.



1.5 POINTS AND FAULTS

The player loses the point during the rally if the ball leaves the valid zone demarcated on the frontis or on the ground.



During the rally, a ball that touches one of the lines of the frontis or the ground (except the center line) is considered false.

Points can be scored by each player, whether they have the commitment or not.

Points can be scored at the start or during play.

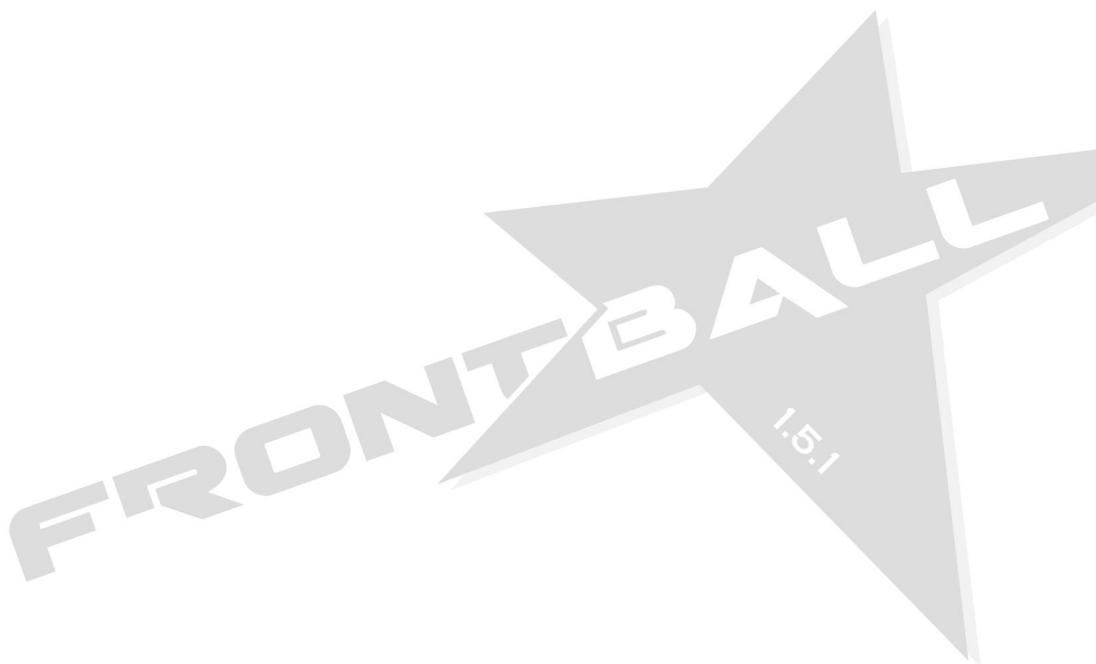
1. GENERAL PRESENTATION

1.6 SCORE

The matches are contested in 20 winning points.

1.7 REST

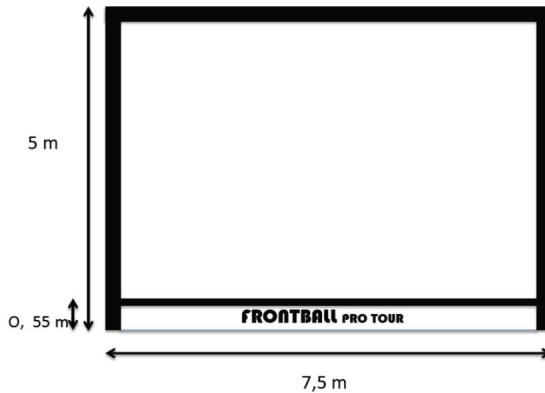
During a match, each player may request a maximum of two rest periods of a maximum duration of one minute each.



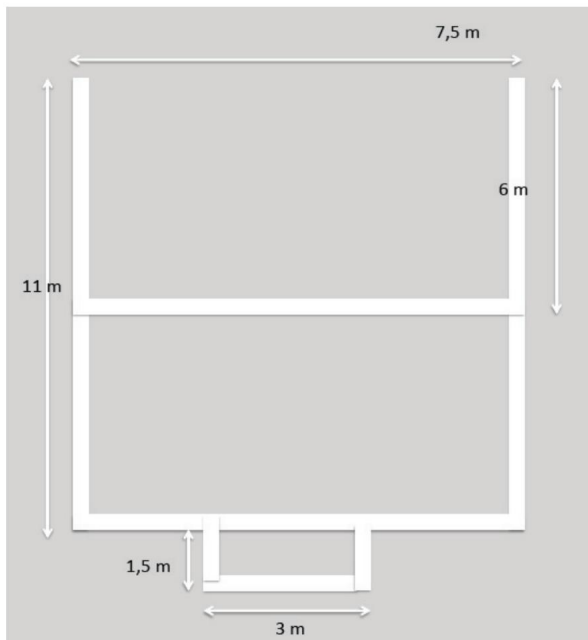
2. PLAY AREAS AND ACCESSORIES

2.1 PLAY AREA DIMENSIONS

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2. PLAY AREAS AND ACCESSORIES

2.2 IDENTIFICATION OF PLAY ZONES

The FRONTBALL court must be identified on the ground with painted or adhesive lines at least 5 centimeters wide. The colors of the lines must allow clear identification on the ground.

A ball that touches one of the lines of the frontis or the ground is considered false.

2.3 GLOVES AND PROTECTION

FRONTBALL can be played with bare hands. However the player . yes wishes, he may use gloves or another type of protection, under the supervision of the judge. In no case should a glove or protection be of a size . we will not admit considered abnormal with the effect of imparting greater power to the ball strike. The use of protective glasses remains optional.

2.4 THE JUDGES

In official competition, it is recommended the presence of two judges:

- 1 main judge
- 1 assistant judge

In the event of a dispute on a point, it will be the main judge who will decide on the decision to be taken.

FRONTBALL