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2010-2020



Official Rules of the game

Floball

Version 2020.a1 (February 4th, 2020)
Applicable since 10 Febbraio 2020



Official Rules of the “Floball”game.
(English translation from “Regolamento Ufficiale del Gioco Floball”
approved by Floball Italia)

Game model, equipment and rules of Floball.
by Mirko Biasion.

Applicable for official Floball matches and competitions from
February 10th, 2020

Official Rules of the Floball game.

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The logo for Floball Italia features a stylized, three-dimensional letter 'F' in the background. The 'F' is composed of three horizontal bands: a top red band, a middle white band, and a bottom green band. The letter is positioned to the right of the text 'FLOBALL italia'.

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“Dedicated to those who fight, and never surrender, testing themselves with that ‘foolish idea’ to make this world, with their own energies, a better place or everybody.

Dedicated to those who believe, when everybody would say that it’s impossible, because they want to write their future and not just spectate it.

Dedicated to who believes in our sports movement and its Manifesto, and for this reason gives all his/her effort to make this dream live and grow”

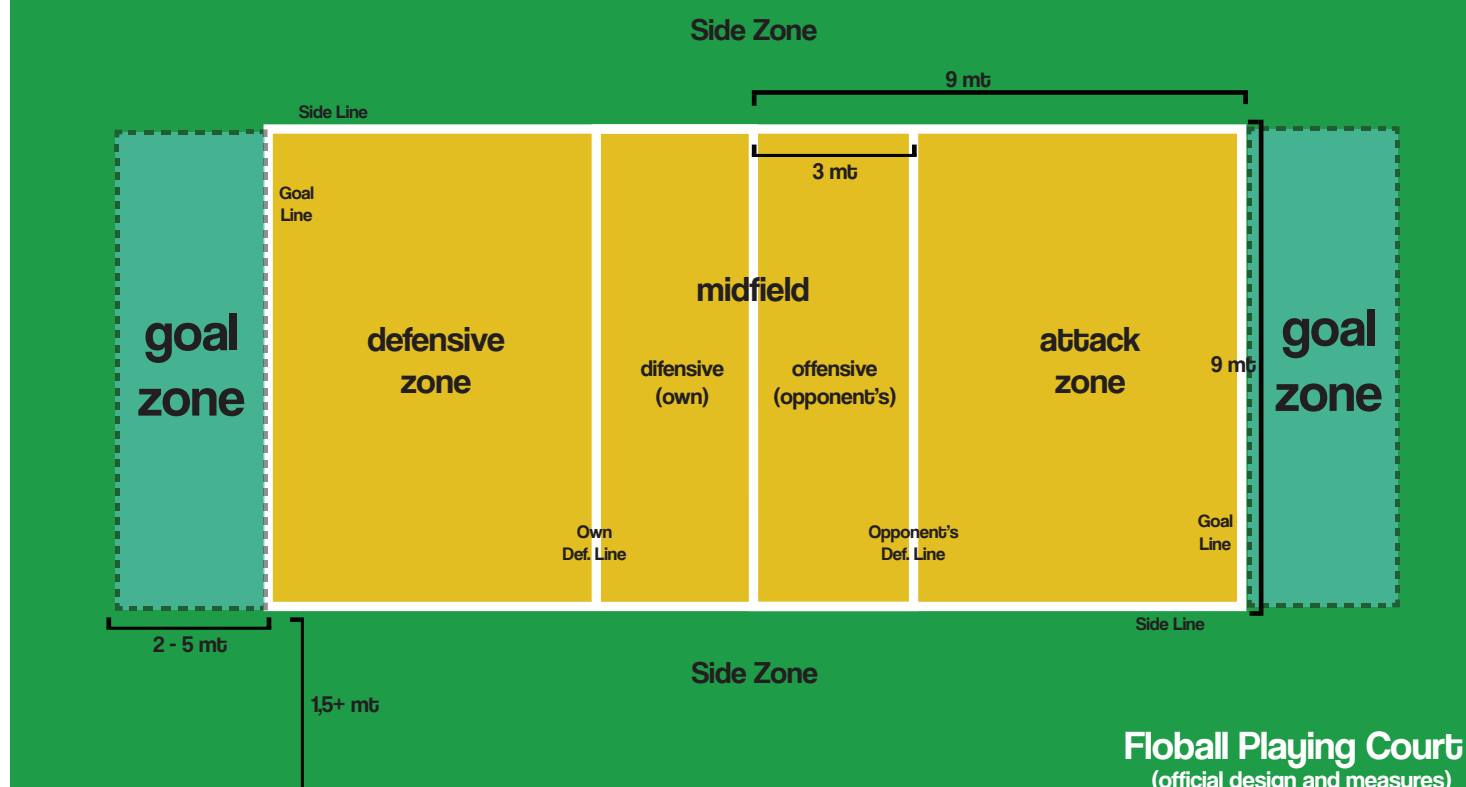
Mirko Biasion

Inventor of Floball sports discipline at the age of 19, Floball Italia Founder at 28, National Coordinator still today at 38.

1) THE PLAYING COURT AND THE “PLAYFIELD”

The game “Floball” is played on a flat, hard surface free from obstructions, with dimensions 9mt by 18mt as shown in figure: the standard Floball court, meaning the area that includes the playing court and the team bench area (“Substitute Zone”) is defined as follows:

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1. Side Zone: is the external area on the sides of the “main” playing court. It has no maximum width limit, though the minimum limit is 1.5 meters. As the main (internal) playing court, it has to be free from obstructions and can be colored differently to the Playfield. Where the Side Zone should necessarily include the team benches, then its width has to be limited to 1m from the benches, and that measure will have to be indicated on the floor on both sides of the Playfield, parallelly to the Side Lines, because Side Zones always have to be the same width.
2. Playfield: the internal playing court is a 9m by 18m rectangle, divided in two square-shaped, 9m sided halves by the Mid-Line. The short sides of the playfield rectangle are called Goal Lines, while the 18 meters long ones are defined Side Lines. All the lines dividing or delimiting the Playfield are considered part of the Playfield themselves.
3. Each Half of the Playfield is therefore divided in two different zones by a line placed 3 meters from the Mid Line. Such line is called “Defense Line” (or ‘own Def. Line’ and ‘opponent’s Def. Line’). All the lines together define 4 playing zones, named as follows, in relation

to one team: la “Defensive Zone” (“DZ”), “Defensive Midfield” (“DM”), il “Offensive Midfield” (o “OM”) and “Attacking Zone” (o “AZ”). Of course, it’s important to mind that the “OM” e “AZ” zones correspond to the opponents’ “DM” e “DZ” zones.

4. The goal “GOAL ZONES” extend past the two Goal Lines, externally from the Playfield: they are rectangular, with the longer sides touching the Goal Lines; they extend 3 to 5 meters from the Goal Lines. Goal Zones can be delimited on their external (shorter) side by soft, space markers or marking discs, or colored differently to the Playfield, but not by any painted line or vertical structure. In any case, Fly Zones lenght on each ends of the playfield must include and not extend past Goal Zone’s extension.
5. Substitute Zone: this area of the Playing Court is meant to host team benches and people allowed to them (Coach, Players, others allowed).
6. The playing court can be prepared in multifuncional hard courts (gyms), parquet, concrete or synthetic turf. Official Games are valid only when played on hard, or parquet courts, with adequate lines marking.

2) FLOBALL EQUIPMENT

The equipment used to play this game is mainly referred to the ball and players clothing.

1. The ball used to play Floball has to be a spheric leather ball (made of true or synthetic leather) with bladder inside, with 65-67 cm circumference, weighting 260-280 g and with an internal pressure of 0.30-0.325 Kg/cm². A soft grip texture is allowed, when limited to 0,1 mm and, in any case, on permission/approval by Floball Italia.
2. Players must wear jersey and shorts, with same design and colors, and different to the opponents’ and referees equipments. Soft knee and elbow protections are allowed, of the same types used for volleyball or basket. Rigid protections are strictly prohibited. Tank Top jersey are allowed when normal t-shirts/jerseys are not available. Non-technical prescription glasses are not allowed, as gloves, rings and necklaces: in this case the Refree has to keep the player away from the Playing Court until the players is wearing them no more.
3. In official Floball competitions and tournaments, jersey numers must follow a numbering from 1 to 99 included, plus eventually 0 and 00.
4. The team’s captain has to be recognisable with a Captain’s Armband, and will have to keep it also when out of the Playfield (including the “Substitute zone”). Whether not possibile, the Captain has to alert the Head Refree immediately, before of the game.

3) WINNING CONDITION AND GAME LENGTH

1. A Floball match lasts 40 minutes, following a semi-effective clock: no injury time is allowed at the end of each period, and the clock is stopped for goals scoring, time-outs, or serious injuries only.
2. A Floball match is divided in 2 Halves, and 4 10-minutes long "Quarters". The change of team sides and a 5-minutes long halftime follow the end of the 2nd Quarter (namely, 'end of 1st Half').
3. Between the 1st and 2nd Quarter, and between 3rd and 4th Quarter, the teams will wait a 3-minutes technical timeout called by the referee.
4. The game objective is to score more points than the opponent by carrying the certain possession of the ball into opponent's GOAL ZONE. Winner is declared the team that will have scored the most goals when the Referee calls the end of the match. In case the teams will have earned the same amount of points, the match will result in a "Draw".
5. A "GOAL", which gives the scoring team 1 point, happens when a player of the attacking team carries the ball's possession into opponents' Goal Zone, connecting the ball to the ground with a "useful part" of his/her body. (see more after).
6. In case of "elimination matches", a team must come up winner: if the scores are equal at the end of the 2nd Half, the teams will eventually play one (or more) 10-minutes long Overtime(s), with the match ending if a team's leading at the end of it. A 5-minutes long Technical Timeout is called by the referee before each overtime.



3-B) TIMEOUTS

1. Each team can call 2 Time-outs for each Half-Time of the regular Game length, lasting 1 minute each.
2. Timeouts can't be carried over the halftime: a team cannot use the 1st Half's timeouts during the 2nd Half. Furthermore, "connecting" two timeouts in a row without getting the game into action again is not permitted.
3. During Overtimes, each team has only 1 Time-out per Overtime, not cumulative.
4. Just the Head Coach and the Captain (if the Head Coach is absent) can call a Timeout. When both are missing, then other same-level persons can call a timeout (see chapter 4). Anybody is not an allowed person is not allowed to call a Timeout, including players on the Playfield and substitutes.

5. A Timeout can be called when the ball stops (eg: after whistles), before the ball is newly played. The call has to be perfected by claiming the Referee's attention by clearly declaring the intention, or just with a "T" gesture with the hands. The Referee will then grant the Timeout, calling it with two short whistles and mimicking the same "T" gesture, stopping the game for exactly 1 minute. Two short whistles will sanction the end of the Timeout.
6. If a team is not ready when the Referee whistles the end of a timeout, it can be sanctioned with a Technical Foul. (see more next).

4) NUMBER OF PLAYERS AND PLAYER ROLES

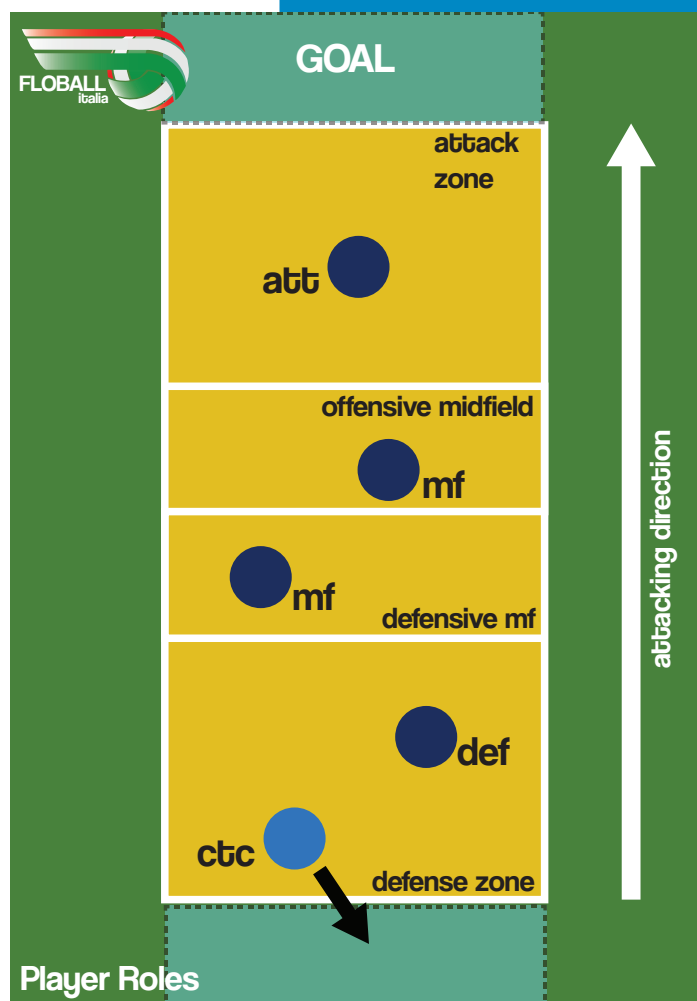
1. Each Floball team's line-up is made of 5 players in the playfield, plus 5 substitutes (every gender is allowed), and (eventually) a Head Coach. No other person is allowed, with the exception of a Sports Doctor for each team, and, under the Federation's permission and only for official matches, a team manager, but only if indicated in the Match Scoretable; to them, the access is restricted to the Substitute Zone (for the doctor, also the Playfield but only for urgent first-aid). Every infraction could result in a technical foul for their team or, in case of further infractions, their definitive expulsion from the playing court.
2. the Minimum number of players allowed is 4: under this number, the team has to declare a "Forfait", abandoning the match. No team is allowed to have less than 5 people playing on the playfield whether their availability is of 5 players or more.
3. Players are admitted to play when, and only if, initially recognized with a formal attendance take by the Referee, or by any other person officially assigned to the task for the competition.
4. Player roles articulate into Defenders (DEF) Center/Midfielders (MF), and Attackers ("AT") with their specific tasks.
5. Specific roles' tasks::
 - a. DEF: This role is mainly used to defend the team's Def.Zone, and prevent opponents from scoring a goal. This player stays nearer to the Goal Zone than the other teammates. Typical DEFs are the Catcher and the 'Shooting Guard'. In defensive situations, the "Opposite Wing" can be considered a DEF too.
 - b. MF: This role is mainly used to make a filter on the midfield, or playfield-wide, and also to direct the play and eventually score. A typical MF is the "Playmaker", but also the defensive version called "Defensive MF".
 - c. ATT: This role typically is prone to score goals, and rarely helps on defending own goal line. Typical ATT roles are the "Forward" and, for offensive tasks, the "Opposite Wing".

6. A team can bring to a match 5 players max, plus 5 substitutes.
7. The following are “institutional” team roles, with their duties and powers explained:

a. Captain: necessarily chosen among the players, the Captain is the only one allowed to talk and express the team’s reasons and complaints to the Referee. The Captain will hold the role also when sitting on the bench, from which will be able to talk (not entering the playfield in this case). The Captain’s Name and identity has to be clear to all the Referees team and to the competition officials before, during and after the game.

b. Vice-Captain: whether existing, it has to be chosen among players only, including substitutes; this role has to be indicated in the Match Scoretable as well, and assumes the Captain’s functions in case the Captain is forced to leave the playing court, or impossibilitated to fulfill his/her role for injury, sent out, or other reasons. until that moment, the Vice-Cap. is considered just a player like others..

c. Coach: the Coach has to be indicated in the Match Scoretable as part of the Line-Up. This person is admitted to stay inside the Substitute Zone only, with the purpose to instruct the team during the match. The Coach can relate to match Officials, but can’t leave the Substitute Zone or enter the Playfield.



5) TECHNICAL RULES OF FLOBALL

1. “Jump-Ball” (Start of the Match): both the match and the 2nd half start with a “Jump-ball”: the Referee standing in the center of the playfield, on the Mid Line, with one designated player per team stading on each side next to him/her. After checking that both teams and designated players are ready, the Referee blows a single long whistle and launches the ball following an ideal vertical line. When the ball starts to descend, the two opponents can jump to contend each other the ball and start the game. During this moment, players cannot enter into intentional aerial contact (a soft contact, or hand-to-hand is tolerated). A personal foul is whistled and assigned to the player that intentionally enters in contact with the opponent during this phase, or even if the contact is not intentional but causes a fortuitous but tangible damage to the opponent; same penalty is given if a player touches the ball during its ascending phase. In this case, the play is re-started with a throw-in from the nearest Side Line. (not to be confused with the jump-ball during the game).
2. Beginning of 2nd and 3rd Quarter: 2nd and 4th quarters are started

with a throw-in from the goal line by the team that had lost the jump ball confrontation of the previous quarter.

3. Playing the ball: all passes and ball possession must be performed by hand: playing the ball with every other part of the body (shoulder, foot, leg, head, chest..) is not allowed. Ball can be played with one hand or both hands with no difference. Touching the ball with other parts of the body is not punished with a foul only when unintentional.
4. 3 Seconds Rule: a player with ball possession must leave the ball, or pass it to a teammate, before 3 seconds. If not, the team is charged with a Technical Foul. Covering the ball on the ground, or keeping it on the ground with one or both hands are considered an infraction to the rule as well.
5. Technical Foul: Charged to the whole team or just a player; the game is re-started with a throw-in from the nearest Side Line to the place the foul is whistled, assigning ball possession to the opponent team. In some special cases, the game can be restarted directly from the point the foul is whistled.
6. Personal Foul: Charged to a specific player, usually due to illegal personal contact or misconduct. When whistles, the game is stopped and the ball possession assigned to the opponent team. Then the game is restarted with a throw in on the nearest Sideline to the location the contact or misconduct happened. For harsh conduct (hard illegal contact, disrespectful or violent misconduct) the Referee can decide to proceed with a temporary expulsion or a definitive expulsion of the player.
7. Unsporting Behaviour Foul: A particular Personal Foul, whistled when the referee judges an unsporting behaviour with intentional and visible misconduct or violence by the player, with the evident intention of undermining the game, or the opponent's safety (eg: grabbing a player or his jersey while he's scoring a goal, or violent pushing, etc.). Furthermore, it can be charged for such illegal actions that usually may be sanctioned with just a Technical Foul but with violent intention (eg: kicking the ball, when unintentional, is a technical foul, but if the player kicks it to hit another player, it is an Unsporting Foul).
8. Disciplinary Sanctioning Foul: Assimilated to a Personal Foul. It's charged to a player because of protesting or offending an Official, or any other misconduct judged by the Main Referee; it is also charged for light unsportsmanlike behaviour (eg: intentionally stopping the ball on the ground), or continuously stopping the game creating a damage to the match and to the other team (eg: sending the ball out intentionally and continuously)
9. Temporary Expulsion (short and long): in some cases, after charging a player with a Personal Foul the Referee can choose to proceed with a 3-minutes Temporary Expulsion, by telling directly to the player (and/or showing him/her a Yellow card) and sending

the player sitting on the bench. During the temporary expulsion a “Powerplay” is determined, with his/her team not allowed to substitute the charged player. A temporary expulsion can be charged for Unsporting Behaviour Foul, or insults to other players / to the Referee, or other misconduct. In case of reiterated misconduct by the player, or in case an illegal personal contacts judged by the Referee too hard but still not for a definitive expulsion, the Referee can decide to charge the player with a 15-minutes Long Temporary Expulsion. In such case, the player’s team can substitute him/her after 3 minutes, ending the “powerplay” situation and reestablishing the even number of players on the playfield. The charged player is never allowed to leave the Substitute Zone during his/her temporary expulsion period, except for specific authorization by the Referee.

10. Definitive Expulsion: Charged by the Main Referee only, in case of “excessive violent behaviour or misconduct” by the player. It is declared verbally by the Referee and/or showing the player a Red Card. When charged, the player must immediately leave the playing ground (benches area included). Whether leaving the playing ground is possible only by trespassing it, the player must leave quickly and without interfering with the game, other players or the Referees anymore. A 3-minutes “Powerplay” situation is determined, after which the team can substitute the player sent out.
11. Substituting Players: player substitutions are allowed and endless. They must be performed when the game (and the ball) is still, with the entering player indicating it to the Referee by raising an arm. The substituted player has to leave the Playfield immediately and before the other player enters it, with both exit and entrance on the Mid Line. In case the players do not follow the correct procedure, the Referee may stop the match, revert the substitution and charge a Technical Foul to their team. In case of a substitution of an injured player, which cannot leave the playfield by the Mid Line, the Referee can allow the substitute to enter the Playfield (on the Mid Line), after the injured player leaves the playfield (or is removed) by the nearest location possible.
12. “Loosball”: Happens when both opponents have the simultaneous possession of the ball, by both grabbing it with their hands for more than 2 seconds, or determining a stalemate situation, and/or the Referee notes a possible illegal conduct but with no possibility to determine who is doing it and who is suffering it. In such situation the game is stopped with three quick and soft whistles by the Referee, who then places him/herself on the location the loosball is detected , and the two players standing in front of each other, each one staying one meter from the official. The game then continues with a “jump ball”. A loosball stops the clock until the ball is launched by the Referee.
13. How to Score a Goal: a GOAL is scored when an attacking player succeeds touching with a “useful part” of his/her body (arm, chest, one or two foot/feet), whatever point of the Goal zone, still keeping a

visible, safe and certain ball possession, only if the ball has entirely trespassed the Goal Line, and the part of the player body connecting to the ground is completely into the Goal Zone. A goal can be scored in many ways: 1) with the player jumping into the Goal Zone (called a “Diving Goal”), even from a ‘stop’ standing (see more after); 2) by aerially entering the Goal Zone to receive an assist with a jump from the internal Playfield, with the jump starting without ball possession, (called an “Assist Goal”), may the ball received from a throw-in, or from a player on the internal playfield; 3) with a diving save of a “fumble” by another player attempting to score a goal, before the ball touches the Goal Zone ground.

14. Goal is NOT valid (“burnt ball”) when:

1) the “scorer”, while jumping towards the Goal Zone, commits a travelling foul; 2) the scorer, before to receive the assist pass or saving a fumble, is already into Goal Zone; 3) the ball touches the ground in the Goal Zone, before that the player gets the possession; 4) a “fumble” situation ends with the ball touching the ground in the Goal Zone; 5) the assist pass trajectory passes outside of the ideal vertical lines placed above the Goal Line ends (intersections with Side Lines); 6) the scorer lands with certain ball possession, but on a location external to the proper Goal Zone, meaning the ground area external to the sidelines projections in the Goal Zone 8) the scorer receives an intentional pass (eg: edge pass) directly from inside the Goal Zone; 9) when the scorer has a certain ball possession, has got to goal zone following the rule, the ball is completely in the Goal Zone, but the part(s) of the scorer’s body connecting with the ground is/are both in the Goal Zone and the internal Playfield (eg: one foot, but touching both Goal Zone and Goal Line, or one foot in the Goal Zone and the other in the internal Playfield or Goal Line). All those infractions are charged with a technical foul and the game continues after a short whistle (or gesture) by the Referee, with a throw-in by the defending team on their Goal Line.

15. Goal Zone Action: players are admitted to enter Goal Zone only to end a defensive or scoring play. After the maneuver ended, the player must immediately leave the Goal Zone or is charged (the team) with technical foul. Tackles and screening are not allowed inside the Goal Zone: the only defense allowed is to try to obstruct or intercept the pass. Running across the Goal Zone is not allowed. The defender intercepting and catching the ball into the Goal Zone must pass it to the teammates on the internal Playfield and immediately leave the Goal Zone.

16. Getting Ball Possession and entering “Stop” standing: A player holding possession of the ball while completely being inside the Playfield has to immediately stop his run. The player is allowed to rotate on a pivot foot (called “stop” standing), but not to move or take steps, until the ball possession is released or the ball passed. The player can also dive in any direction, if he/she possession or releases the ball before touching the ground. When receiving the ball from an

aerial pass, the player can take an half-step to soften the landing, but only if the movement does not consist in a travelling infraction.

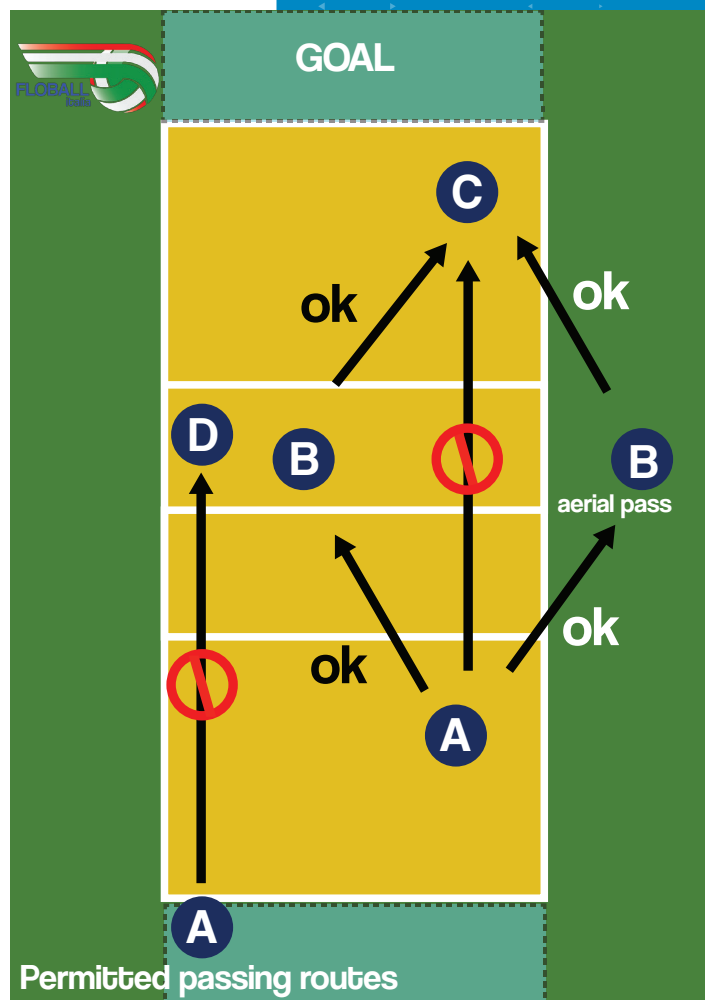
17. "Travelling Infraction" (technical foul): a "Travelling" infraction is called when a player in "Stop" standing moves or changes the pivot foot, whether intentionally or not, or under an opponent's action. Travelling is a technical foul and the ball is then assigned to the opponent team with a throw-in from the nearest Side Line. Diving on the ground still holding the ball and "self-passing" the ball are considered Travelling too.
18. "Self-Passing" (technical foul): "Self-Passing" happens when a player holding ball possession intentionally releases the ball (lauching, bouncing, or simply dropping it) just to newly get the possession back with no one touching it, may he/she stay still or move. Such play is assimilated to Travelling, because considered as the player moved from a stop position without releasing the ball. Therefore, the player is charged with Technical Foul, considering the Referee judgement on intentionality of the movement.
19. "Rolling Pass" (technical foul): it is considered a "Rolling Pass" when a player passes or leaves the ball rolling in the direction of a teammate (the ball must exactly roll or do just little bouncing, with almost constant or frequent contact with the ground). A "Rolling pass" is not allowed and the mentioned player is charged with a Technical Foul. It's not considered "Rolling Pass" whether the situation is the result of a collision or judged unintentional.
20. Defensive Steal of the ball: it's defined steal when a player steals the ball from the opponent's hands without touching any part of his/her body, may it be with dexterity or hitting just the ball. Stealing the ball is perfectly legal. It's considered illegal contact instead when:
 - a. The player cannot steal with success, and therefore tries to continue grabbing the ball and pulling it with force (eg: the ball is in certain possession by the opponent, holding it).
 - b. The player attempting the Steal intentionally hits/touches any part of the opponent's body, or touches/hits even unintentionally his hands or arms.
21. Defensive "Tackle" ("legal defensive contact"): it is defined "Tackle" when the player tries to interrupt the oppoent's action by interfering with one or both arms on his/hers movements, without locking, trying to get the opponent into a situation of Travelling or into breaking the 3 seconds rule. "Tackles" are allowed only when the opponent is in "Stop" standing. It is not allowed, and charged with Personal Foul:
 - a. Any Tackle driven with visible impact, or with violence or clearly pushing the opponent away from his/her body cylinder.
 - b. Any Tackle against a player during his/her jump/aerial phase, or when he/she's landing from a jump, independently from the ball possession.

- c. Any Tackle against a player not holding the ball.
 - d. “Spearing” (charging the opponent’s waist/abdomen with the shoulder)
 - e. Applying a waistlock/chestlock to the opponent.
 - f. “Armlock” on the opponent’s head or arm or leg.
22. Defensive “Block” (or “screening”): Screening allowed when the player does it with both his feet connecting to the ground. The Defender can screen with his chest, or with both the arms crossed on his/her chest to defend it. It’s allowed to screen an opponent which is running, jumping, or diving, whatever he/she holds the ball or not. Defender’s arms must stay still and not push the opponent, nor extend further than the defender’s ideal “body cylinder”. Any mentioned infraction is sanctioned with a Personal Foul.
23. Strong Play: when scoring a goal, if the scorer suffers an illegal contact by an opponent but still manages to perfection the goal scoring with no harm, the Goal is granted. In case the illegal conduct of his opponent is judged as Unsporting Foul, then the goal will be granted and the attacking team will also be assigned a Corner Throw-in as punishment to the opponent’s Unsporting Foul.
24. Side Zone Play: players are admitted to stay in the Side Zone just for the time to land for a jump and get back into the internal Playfield. In the Side Zones any contact between players is forbidden if not unintentional. Passing or Possessing (during an aerial phase) the ball are allowed, but any part of the body connecting the ball to the ground changes the situation into an “out-of-bounds infraction” (Ball possession touching the ground is therefore forbidden).
25. Side Line “Out-of-Bounds”: an “out-of-bounds” infraction happens when the player holding the ball connects it with a part his/her body to the ground, and both the ball and that part of the body are completely inside the Side Zone, or when the ball hits the ground itself while being totally in the side zone. This infraction is charged with a Technical Foul for the team whose member last touched/holded the ball, with the ball newly played by the opponents with a throw-in from the sideline on the location where the ball exited the Playfield. Whether the Referee judges any further infraction with the throw-in (eg: waiting too long, throw-in done from inside the Playfield), the official can have the team repeating the throw in (if the misconduct was uninentional), or revert the decision and assign the throw-in to the opponents.
26. Distance to be respected on a Throw-in: during a Throw-in, the nearest opponent player must stay 1,5mt (two long passes) from the player encharged of the throw-in.
27. Goal Zone Out-of-Bounds: When the ball exits the Goal Zone, or touches the ground of it, towards the external areas of the playing ground, if the last touching player belongs to the attacking team,

the Throw-in will be perfected from a point on the Goal Line by the opponent, otherwise, if the ball was touched by a player belonging to the defending team, the Throw-in will be done on the nearest Side Line, following the “Corner Throw-in” rule.

28. Corner Throw-In: when the game is interrupted for a foul at less than 1 meter distance from the Goal Line, or subsequently to a Goal Zone Out-of-Bounds condition, the player entrusted with the Throw-In must effectuate it on the Side Line, staying 1 meter far from the Goal Line (one long pass). The throw-in pass is allowed only towards the inside of the Playfield, otherwise is charged with a Technical Foul. The player can proceed with the throw-in only after a whistle or approval gesture by the Referee.

29. 3-Lines Offside (technical foul): It happens when a passing route crosses 3 of the internal lines of the Playfield, including the two Goal Lines, Mid Line, and Def. Lines (not the Sidelines), considering the location where the first player starts the pass, and the exact location the teammate receives the ball. 3-Lines Offside is applied also on Throw-ins (still not considering the Side Line in the count).



6) RULES SET VERSION MANAGEMENT

Regulations for next version of this document:

1. Updates to this Rules set: bringing new modifications and updates into this document is allowed and validated only by approval votation each variation by the competent organization (Floball Italia), and subsequent approval by the Game inventor, Mirko Biasion, at least until a dedicated board, formerly approved by the inventor of the Game.

7) MARGINAL NOTES ON THIS DOCUMENT

This version, marked “Version 2020.a1” of the “Official Floball Rules” document, based on official translation of the “Regolamento Ufficiale del Gioco Floball” document, (dated 4th February 2020) updates and makes obsolete and uneffective all previous versions of the official Rules set, from 1.0 to 2019.a1. Therefore, their application, diffusion is strictly prohibited.

