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# PADBOL OFFICIAL GAME RULES



## GAME RULES - INDEX

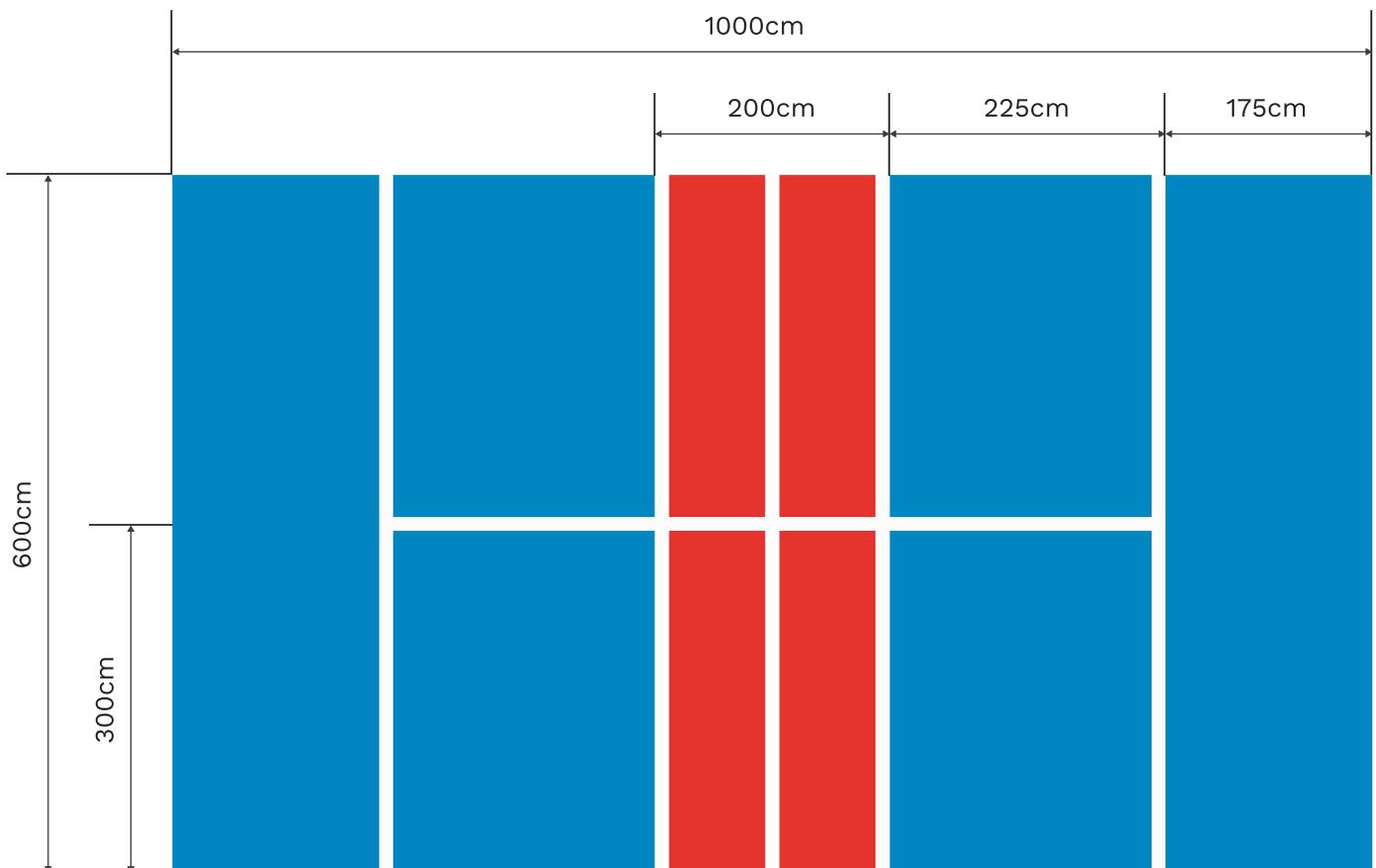
<b>01. Field Dimensions</b>	p. 03
<b>02. Field Facilities</b>	p. 07
<b>03. The Ball</b>	p. 08
<b>04. Playing Zones</b>	p. 08
<b>05. Players</b>	p. 10
<b>06. Toss</b>	p. 10
<b>07. The service</b>	p. 11
<b>08. Fault on Serve</b>	p. 12
<b>09. Second Serve</b>	p. 13
<b>10. Let and Serve Turn</b>	p. 13
<b>11. Receiver's Preparation</b>	p. 14
<b>12. Serve that Hits a Player</b>	p. 14
<b>13. Game Implementation</b>	p. 14
<b>14. Ball in Play</b>	p. 15
<b>15. Volley</b>	p. 16
<b>16. Correct Return</b>	p. 16
<b>17. Lost Point</b>	p. 18
<b>18. The Ball Hits Fixed and Permanent Objects</b>	p. 19
<b>19. Interferences</b>	p. 20
<b>20. Particular Situations</b>	p. 20
<b>21. Scoring</b>	p. 21
<b>22. Field Change</b>	p. 23
<b>23. Game Continuity</b>	p. 24
<b>24. Authorities</b>	p. 25
<b>25. Recent Rule Changes</b>	p. 25

## 1. Field Dimensions

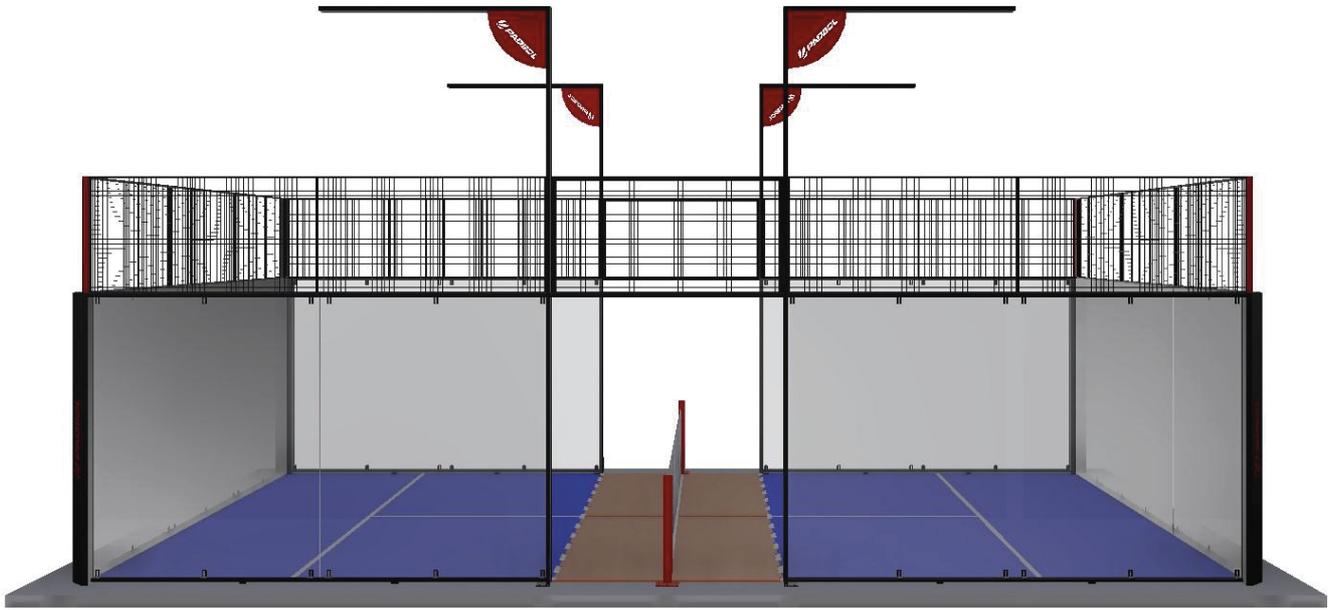
The Padbol playing field, referred to as the “court” or “pitch,” has the following dimensions and characteristics:

**1.1** The playing area is a rectangular space measuring 1,000 centimeters in length and 600 centimeters in width (internal dimensions), with a permissible variation of up to 8%. It will be divided transversely by a net that will prevent the passage of the ball and will allow the vision through its entire extension, suspended by a metallic cable with a maximum diameter of 1 cm, its ends will be held to two support net posts, and its inner surfaces must align with the lateral boundaries of the court. The net can also be held by lateral fixings that hold it, for example, a wall or a column that is immediately behind the lateral limit. The portion of such fixings that is within the field of play will be considered part of the cable for regulatory matters.

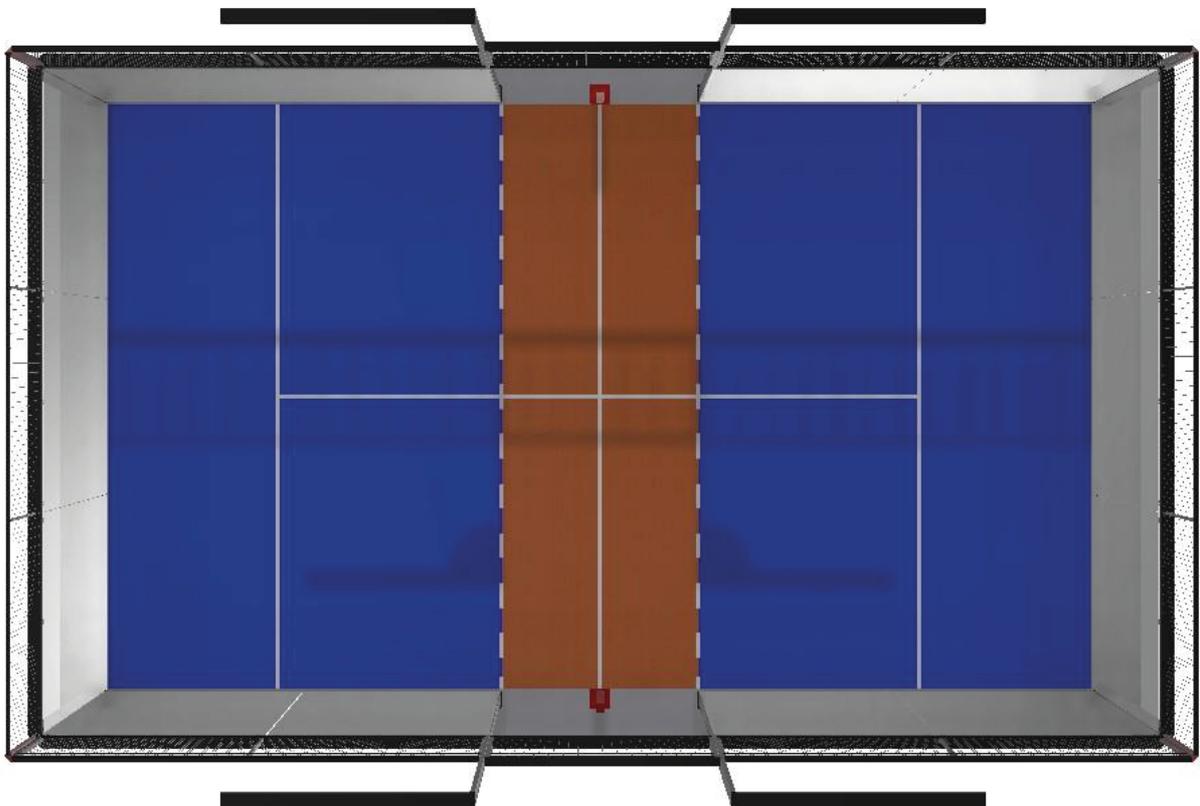
**1.2** In each of the backgrounds of the game area there will be a rear court wall and two side walls joined to it and arranged in a U-shape. Both the court wall and the side walls will have a height of 250 centimeters and they must be alike. When speaking of court walls and side walls, the options could be masonry, tempered glass, metal mesh, or any surface that does not alter or distort the essence of the game and ensure the good bounce of the ball.



# FRONT

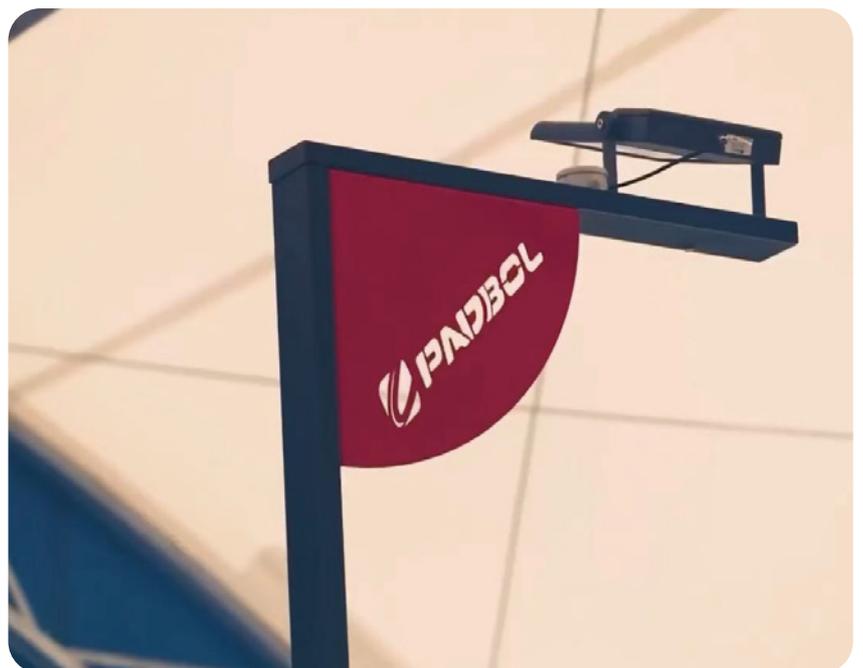


# SUPERIOR



**1.3** The metallic mesh may be of an artistic or rhomboidal type, in both cases the size of the opening of the mesh (measured in its diagonals) shall not be less than 4.50 centimeters, or more than 5.75 centimeters and it should have such a tension that allows the bounce of the ball on it.

**1.4** Access to the playing field will be defined by 2 centered doors of 200 centimeters wide, 100 centimeters on each side of the net, by 250 centimeters high each, coinciding with the start of the upper metallic mesh, these should be located next to the net and their design should not block the normal development of the game. Both accesses can have a central post, according to the structural characteristics of the installation, which extends from the post that holds the net to the height of the metal mesh (see figures). If such post exists, it will work from 100 centimeters and up to 250 centimeters in height with the same rules that apply to glass walls but for both teams simultaneously



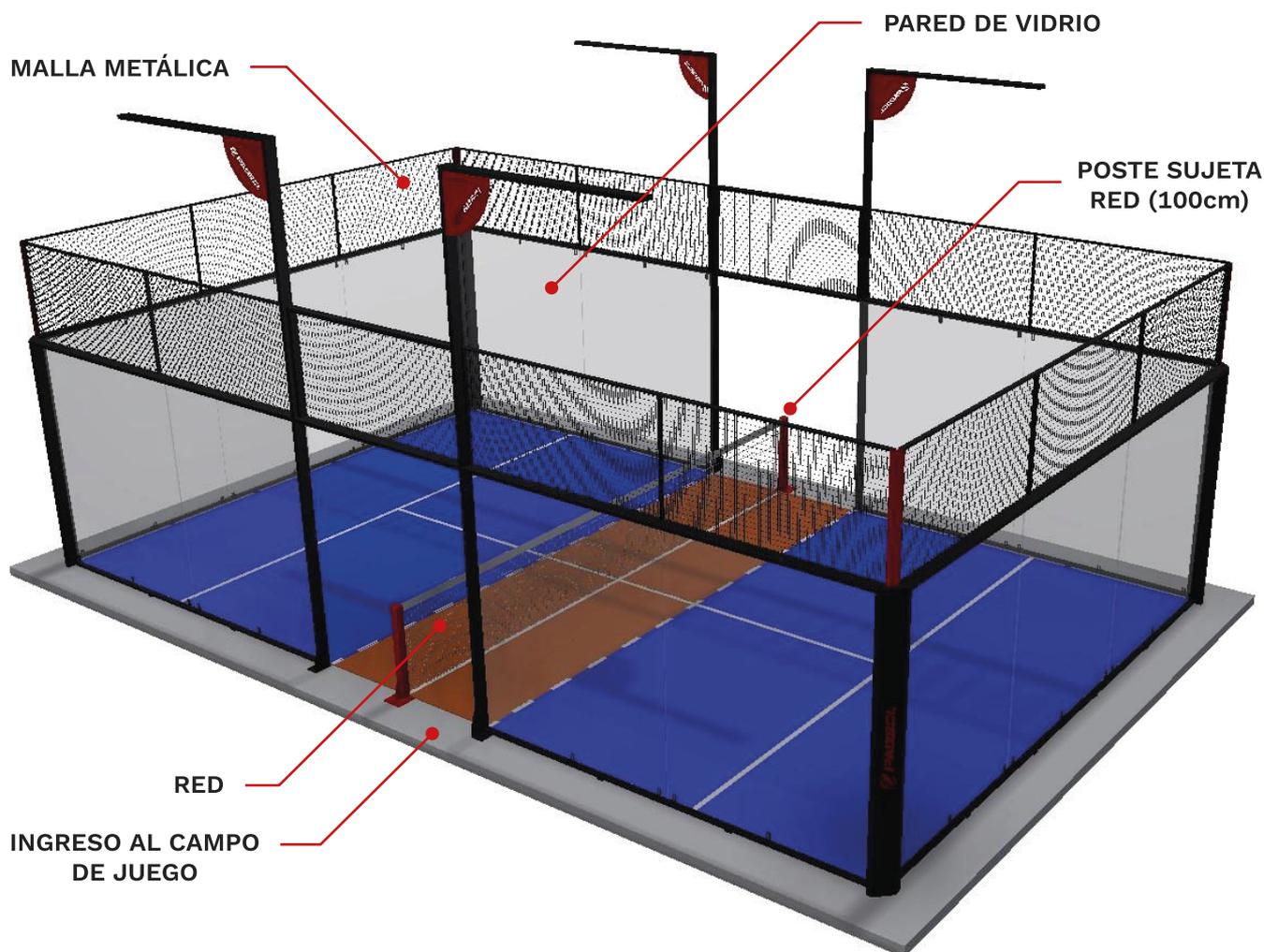


**1.5** The net must be fixed at a height of constant 100 centimeters from end to end, it must contain a strip or band of the same color with a minimum width of 6 centimeters and a maximum of 10 centimeters – equal to both sides of the net – covering the metallic cable in all its length. Regulatory measures of the net will be 600 centimeters wide and 80 centimeters high, leaving a regulatory lower light up to the floor of 20 centimeters in order to prevent players from stepping on it during the game and create inconveniences and / or injuries

**1.6** On both sides of the net and parallel to it, the service lines of 5 centimeters in width will be delimited, starting at 325 centimeters from the net. Also, the two areas that are included between the net and the service lines will be divided exactly in half by a perpendicular line to these of 5 centimeters wide and defined as the center line of service.



## 2. Field Facilities



The following elements are considered part of the court's facilities:

**2.1** The net, side moorings fixed to the walls or to the post that support the net, the cable holding the net, the band or strip on the top of the net, the tape or central belt, the walls, the metallic mesh (including the access area and door, if available), the posts and/or the pillars of the net and the floor.

**2.2** The objects that the ball or players may come into contact with or that could influence the flow of the game, without being part of the court or field itself, will be considered as permanent fixed objects, for example: lighting poles and lights, the ceiling and its elements, the judge and the public, the judge's chair and table, counting boards, or other elements.

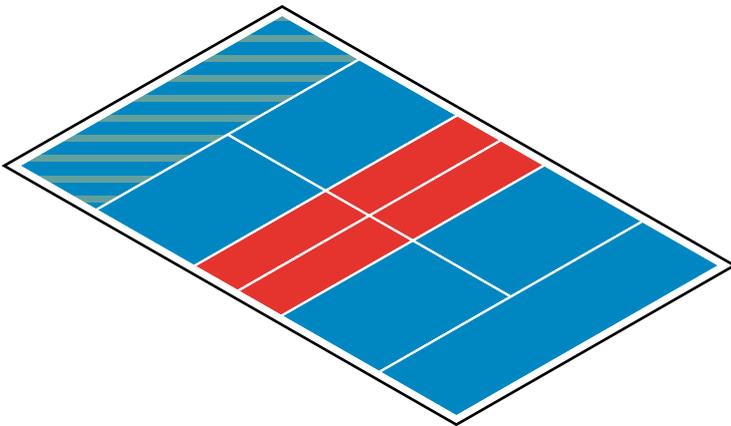
### 3. The Ball

The ball must have a uniform outer surface, be white or yellow in color, and display the Padbol logo. In case it has seams, they will be without stitches. Its perimeter is of 67 centimeters with a variability no greater than 5%. The ball should be of complete bounce, made in polyurethane, and the pressure should be between 7 to 8 pounds and its weight may vary between 380 and 400 grams.



### 4. Play Zones

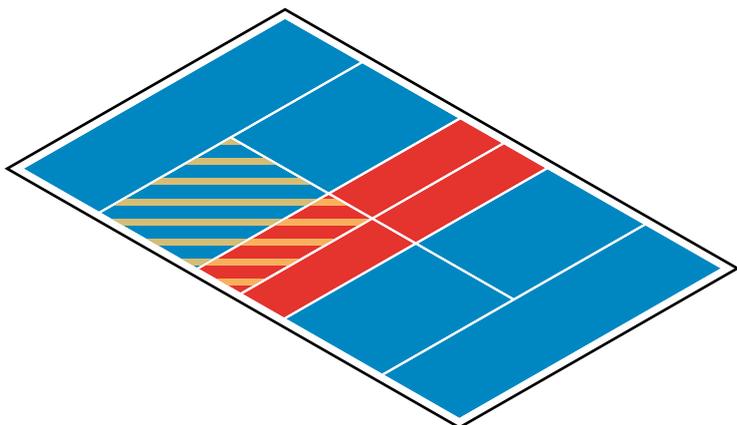
**Service Zone:** This is where the server must position themselves to execute their serves (see Rule 7.1); it is bounded by the line that is at 3.25 meters from the net, the side walls and the bottom wall.



*In the image you can see the complete Service Zone of a sector. Depending on whether the server on duty starts from the odd or the even side this zone is cut by half*

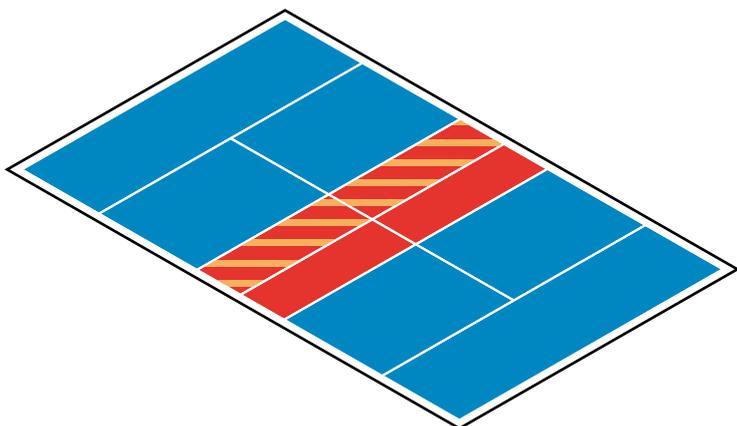


**Reception Zone:** This area lies between the net, the central service line, the dividing line that goes from one side to the other side of the court (across its 600 centimeters width), the side of glass and/or wall which close that perimeter. The lines on the floor are included in the Service Rectangle.



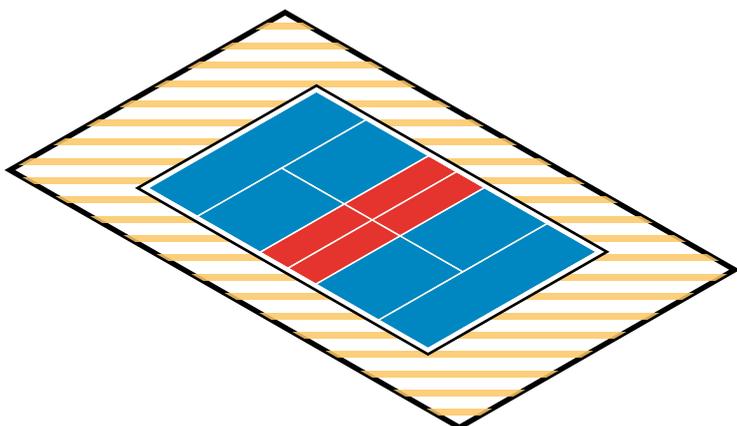
*In the image, only one option is marked on one side of the reception field in order to clarify that the center and back lines are part of it.*

**Red and/or Attack Zone:** This is the area which occupies 1 meter to each side of the net, delimited by a dashed line and across the court, this area should invariably be differentiated with the red color



*In the image you can see the complete Single-sided Attack Zone.*

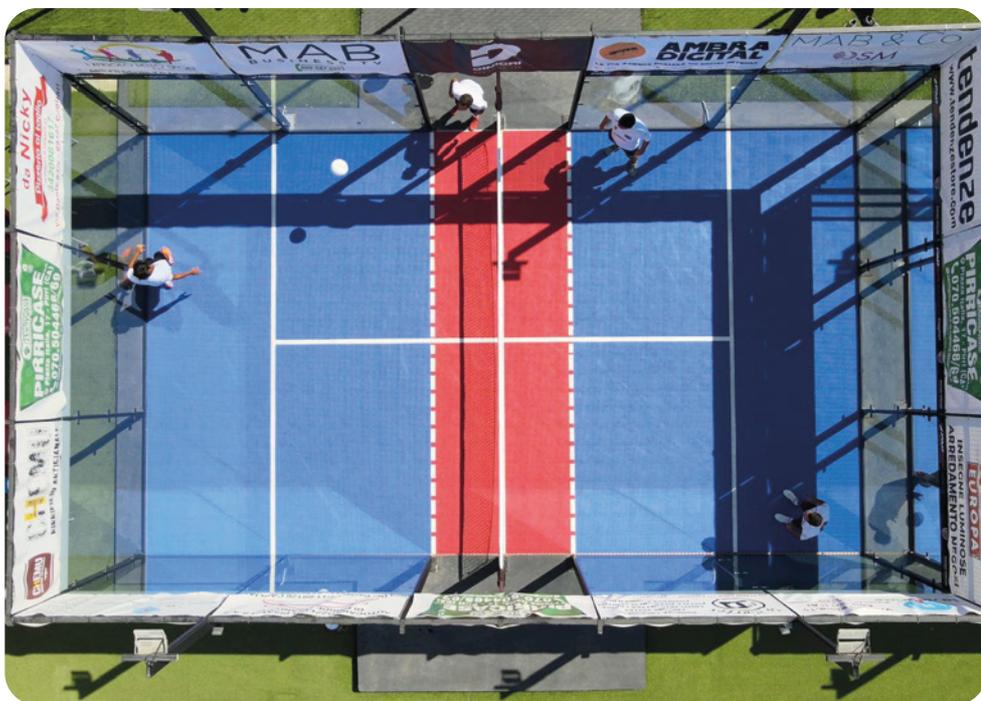
**Exterior Zone:** It includes all the exterior of the field of play delimited by the walls and in which the same rules apply as in the Red and/or Attack Zone but the bounce on the floor is not allowed, that is, the game must always be with an aerial ball. Being in that zone players will be allowed to pass the ball to the opposite field or play with their partner if they still have available passes, either by the access zone or beyond the maximum height of the field of play delimited by the metal mesh.



*The Exterior Zone has no particular measures, and it will depend on the venue where the facilities are assembled.*

## 5. Players

Padbol® is played by two teams, each consisting of two players, positioned on opposite sides of the net. The player in charge of putting the ball into play will be “the server” and the one who should answer the first will be the “receiver”.



## 6. Toss

The choice of side and the right to serve or receive in the first game is determined by a toss. The couple that wins the toss may choose or request their opponent to choose:

- 6.1** The right to be a server or a receiver, in which case the other couple will choose side.
- 6.2** The side, in which case the other pair will choose the right to be a server or receiver.



## 7. The Kickoff or Service

The kickoff or service, executed with the foot, puts the ball into play at the start of each point and adheres to the following rules:

**7.1** The server must start behind the service line and, as appropriate, to the left or right of the imaginary extension of the central service line towards the back wall of his/her field.

**7.2** At the beginning of each game, the server must serve starting on the right side and then alternating between the left and right halves of his/her field, and always targeting his/her throw to the qualified area that is diagonally opposite on the opponent's side.

**7.3** The qualified area for the proper bounce of the ball in the service from the receiver's side will be the area containing the network, the center serving line, the dividing line that goes from side to side of the court and the side glass and/or wall which close such perimeter. The lines on the floor are included in the Service Rectangle.

### **7.4** Service modalities:

After the ball has bounced on the ground within the service zone, the server may:

**Direct service:** strike the ball with the foot and send it over the net into the opponent's court, without any prior rebounds on their own side walls.

**Service with rebound:** allow the ball, after bouncing in the service zone, to hit one or more of the glass walls on their own side of the court (whether one, two, or all three).

In all cases, the ball must cross the net and land within the valid receiving area of the opponent's court.

### **7.5** Limitation regarding the metallic mesh:

During the service, the ball may rebound on the metallic mesh only if it has first rebounded on a glass wall. A direct impact of the ball against the metallic mesh, without prior contact with a glass wall, will be considered a service fault.

**7.6** The player who serves will have to kick/bounce the ball in the same area in which he/she is enabled to stand.

**7.7** The jump or bounce of the ball before making the kickoff must not exceed the server's hips, and if so, the player must inevitably repeat the service.

**7.8** At the time that the foot touches the ball, the service is considered made.

**7.9** If a service is executed inadvertently from the non-corresponding half according to sections 7.1 and 7.2, all the points scored and/or the service fouls in such situation will be considered as correct and they will remain firm, but the position error should be corrected as soon as it is discovered.

**7.8** At the end of the first game, any member of the team that received the serve will become the server in the second game. In the third game the server will be the partner of the server in the first kickoff. Finally, in the fourth game the server will be the partner of the server in the second game, and then the sequence will be repeated from the beginning up to the end of the set or stage. Then at the beginning of the next stage or set the sequence could be started by any member of the couple who has to serve according to the order of the previous stage, except as provided below, when any set ends in a Tie-Break or in sudden death.

**7.9** If a player serves out of turn according to the preceding paragraph, the player who should have done it will do it as soon as the error is discovered, but all points scored before the discovery will be counted. If a game had been completed before such discovery, the serving order will then remain altered.



## **8. Fault of Service**

A serve is deemed a fault in the following situations:

**8.1** If the server touches with a foot any other area than that defined as allowed in rule N° 7, subsection 1.

**8.2** If the server fails to meet any of the requirements outlined in Rule 7.

**8.3** When the ball bounces directly on the floor outside the corresponding area that is the same where the server must stand to take the serve (7.1)

**8.4** When the service exceeds, after being impacted by the serving player, the height of 350 centimeters in height before bouncing in the opposite field, matching height as the maximum height of the upper mesh.

## 9. Second Service

Following a fault, if it is the first fault of the point, the server is allowed a second attempt from the same authorized area, unless the serve was made from the incorrect side of the court, situation in which rule N° 7 applies. If when serving for the second serve the server fouls, then his/her team will lose the point.

## 10. Let and Serve Turn

A let is called, and the point replayed, in the following scenarios:

**10.1** The ball breaks during the game.

**10.2** The game is interrupted by some unforeseen event and foreign to the players.



**10.3** The served ball touches the net, cable, side fasteners or band and then bounce in the right area and it is not a foul.

**10.4** A serve, right or fault, is sent when the receiver is not ready

**10.5** Toda vez que se falle “vuelta” de acuerdo a esta regla, tendrá las siguientes interpretaciones:

**10.5.1** When it is determined only in regards with a serve (Serve Turn) only that kick will be just replayed.

**10.6** The player who during the game considers that there has been a situation that these rules describe as “Turn”, shall immediately notify his/her opponents, without allowing that such point to continue, or risk losing the right to do so after it is completed.

## 11. Receiver's Preparation

The server must not serve until the receiving team is ready. If the player who receives, tries to start with the serving this player shall be considered as being ready, as well as the partner. However, if the receiver insinuates that he/she is not ready, then he/she cannot claim a foul of service.

## 12. Serve that Hits a Player

**12.1** If the served ball touches the receiver or their partner's arms or hands, either before or after a valid bounce, the server wins the point, with the exception of the receiver's foot, torso, leg or head in circumstances of a proper return. If it were so, but after the ball had touched the net, strip, wire or fasteners, then it will be a Server Turn.

**12.2** On the other hand, if the ball touches the server's partner, the service is considered as fault.

## 13. Game Implementation

For the game implementation the following will be taken into account:

**13.1** The player who puts a serve into play cannot do it before the first bounce of the ball.

**13.2** The couple who receives the serve in the first game of each set or stage shall decide which members will receive the first serve, and this member will continue to receive the first service in every odd game throughout that stage or set; similarly, the opposite couple will decide it for the first point of the second game, and this member will continue to receive the first service in each even game over that stage. The members of each team will receive the serve alternately throughout each game.



**13.3** If during a game the order of service reception is changed by the receivers, it will remain as altered until the end of the game in which the error is discovered, but the members of the team resume the original order of receiving in the next game of that set in which they are receivers of the service again.

## 14. Ball in Play

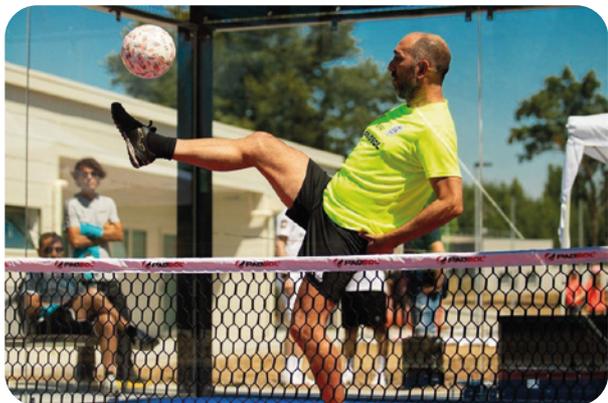
Once the serve is made, the ball is in play and remains so unless a fault or let is called, or the point concludes.

**14.1** During this time the ball is passed alternately by the players of the same team to a minimum of two or for a maximum of three hits.

**14.2** After the third hit the ball must be send to the rival field where the opposite team will have the same bounce and no less than the two corresponding hits and the maximum of three.

**14.3** The walls can be used to cause rebounds towards the opponent field, that is to say, any player may return the ball in one hit as long as the ball bounces against one of the side or bottom walls and after the ball has bounced into the field of play as being a returning service, as in other cases this will be allowed because it is considered as volley.

**14.4** It will not be considered double hit when two players try to hit the ball simultaneously, but only one succeeds.



## 15. Volley

After the serve, the receiving player may not volley the ball. From that instance the ball may be volleyed by any player and with any part of the body except arms, forearms and hands provided he is standing with both feet, or just one, or a part of a foot, in the attack zone, which is the zone delimited in red, which is at 100 centimeters on each side of the dividing net.



## 16. Correct Return

A ball returned by the opponent is considered valid in the following cases:

**16.1** When the receiving player after the shot directs the ball to his/her partner without the ball touching the floor again, having the second player the possibility of returning it to the opponent's field or redirecting it to the partner for the final touch. Only three touches and one shot per side will be allowed. The touches can be made with all the parts of the body except for arms, forearms, and hands.

**16.2** When a ball is returned after the bounce and first touch by hitting it on one of the side or back walls and this passes the net towards the opposite field without touching it or touching it or the band, cable, or lateral attachments.

**16.3** When after hitting the ball in the player's court and after the first or second hit of the teammate, the player passes his/her arm or leans over the net without jumping.

**16.4** When after hitting the ball because of the movement of the player playing or by the continuity of the movement of termination of the impact made on the ball, the player touches the net or any element that is part of the structure, as long as there is no intention of lowering the net or modifying its height for its own benefit.

**16.5** When the ball, after the first correct shot, hits one of the facilities listed in Rule No. 2.

**16.6** When the ball propelled by the opponent and after his / her bounce hits one or more walls and because of its speed returns to the center of the field of play and the player on the attacked side is in contact with the area of attack (red zone) or in the air because of his/her jump and when falling the player touches with at least one of his/her feet the area of attack (red zone) the return to a touch is allowed.





## 17. Lost Point

A player and their partner lose the point in the following situations:

**17.1** If the ball sent after a touch bounces on the floor of its own field.

**17.2** If the ball, before it can be put into play, bounces for the second time on the floor of its own field.

**17.3** If the ball sent hits, before the first correct shot, the walls of the opponent's field or any portion of the wire mesh in the entire field of play or the posts of the net.

**17.4** If the player touches or hits the ball with his/her arms, forearms and / or hands. If touched by any of these parts, it will be considered a point against this team.

**17.5** If the “carry” or “transport”, this is when a player, on impact, visibly deviates as a result of this action the normal trajectory of the ball, is particularly treacherous and assimilable to a “double hit”.

**17.6** If the ball in play touches the player or whatever the player is using or carrying, except for the parts of his/her body allowed for that purpose.



**17.7** If the player touches the net, band, cable or lateral fasteners, the net posts when hitting the ball or the ground and wires in the area of his/her opponent while the point is developing.

**17.8** If a player takes the air ball before it has crossed his/her field.

**17.9** If at the moment of impact to volley the ball the player is not in contact with the red or attack zone with both feet, or one, or part of one.

**17.10** If the player at the moment of impact of the volley is in full jump and when falling down this player is not in contact with the red or attack zone with both feet, or one, or part of one.

**17.11** If the player takes or touches the net with his/her hands while the ball is in play.

**17.12** If the partner of the receiver in turn crosses in the field and intercepts the rival serve beyond doing this within the red or attack zone

## 18. The Ball Hits Fixed and Permanent Objects

**18.1** If the ball in play touches a fixed or permanent element listed in Rule 2, after the right bounce, the player who sends it wins the point.

**18.2** If this happens before the ball hits the ground, his/her opponent wins the point.





## 19. Interferences

**19.1** If a player is obstructed by factors beyond their control, with the exception of the facilities or permanent fixed elements and of his/her partner, the point must be repeated (“Turn”).

**19.2** If a player commits any act that affects his opponent when making the hit, if this is deliberate, he/she will lose the point, and if this involuntary, the point shall be replayed.

## 20. Particular Situations

The following are common situations and their corresponding interpretations:

**20.1** If after the last hit of a member of a couple the ball does a regulatory bounce and then hits the net, band or belt, anchors, cable and metal mesh, this fact will enable any player of the opposing couple to continue the sequence of the game.

**20.2** No player may jump the net during a point in game, even if he/she touches again the floor of the opposing field after ended the point, because if doing so he/she will lose that point.

**20.3** The rebound in the metal mesh of the own field will be valid if previously the player pushes the ball to bounce in a glass wall first, that is to say, bouncing the ball in the mesh is valid in an indirect case.

**20.4** A player will be able to continue the game in the event that after a rival hits the ball and this, after bouncing on the floor of the defending team, was to impact directly on the metal mesh of its half of the field of game. In this exceptional case, the direct impact of the ball with the metal mesh does not mean the end of the point.

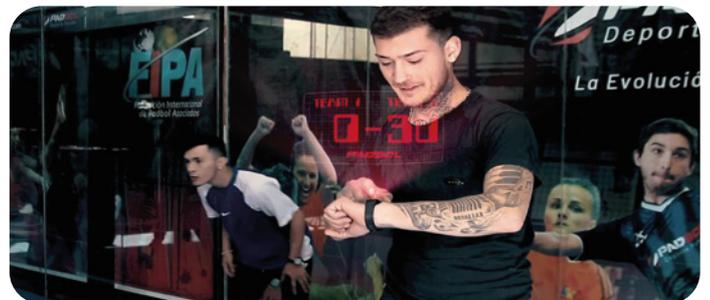
## 21. Scoring

**21.1** Matches are played in a best-of-three format, with an option to extend to a best-of-five format.

**21.2** Points in a game will be counted as follows:

**21.2.1** If a couple wins their first point, they get a score of 15 for that couple, when they win their second point, they get a score of 30 for that couple, by winning their third point they get a score of 40 and the fourth earned point by that couple will be counted as one game or won game, except that:

**21.2.2** If both couples have won three points, they will get a score of 40 equal and the next won point by a couple will be determined as “advantage” for that couple. If the same team won the next point, they win the game, if the other couple wins; again, they will be determined as “equal.” And so on until one of the couples wins the two points immediately after the equal scoring, at this point the game will be awarded.



### **21.3** Games in a Set or Stage:

**21.3.1** The couple who first wins 6 games will be awarded the set or stage, but can only do so for a minimum difference of two games with the rival couple. If this is not so the set will last until that difference is reached by one of the couples.

**21.3.2** The Tie Break or Sudden Death system may be adopted, as an alternative to define the set. This will be used when the score set reaches 6 equal games. The couple who finally wins the set through this system will have done it with a scoreboard of 7 games against 6 of their opponents.

### **21.4** Tie Break or Sudden Death:

**21.4.1** The couple who first wins 7 points will be awarded with the Tie Break with the condition that this happens with a difference of two points, since otherwise the count will last until one of the couples get this difference. The score in the Tie Break will be numerically consecutive (“1-0”, “2-0”, “2-1”, etc.), as opposed to a common game.



**21.4.2** At the start of the Tie Break, the player who has to serve will be the server for the first point. From that moment on, the sequence of set services will go on, but each player will be Server during two points

**21.4.3** From the first point, each service will be alternately sent from the right side and the left side of the field of play, starting from the right for the first point, left for the second one, right for the third, and so on. If a service is made from the wrong half of the court and this is undetected, all the game resulting from such wrong service or services will stand, but the situation of inaccuracy will be corrected immediately upon discovery.

**21.4.4** Couples shall change sides every six points in the Tie Break but without the right to rest. At the end of the Tie Break they will change again sides and they can rest the regular time set out in rule 23.2.

**21.4.5** The couple who serve first during the Tie Break will receive during the first game of the next set.

## 22. Field Change

Teams switch sides when the total number of games played in a set is odd.





## 23. Game Continuity

The game must proceed continuously from the first serve until the match concludes, adhering to the following rules:

**23.1** If the first service is a fault, the following must be thrown without delay. The Receiver must play to the rhythm of the Server and shall be ready to receive the serve when the server is ready to serve.

**23.2** When changing sides, the maximum time allowed by the Rules of this competition will run, which will be 90 seconds, from the moment that the ball is out of play at the end of the game, until the moment the ball is hit for the first point of the next game.

**23.3** Between points the maximum time allowed will be 30 seconds, from the moment the ball is out of play at the end of the point, to the moment the ball is hit for the next point.

**23.4** The judge will use his/her discretion when there are interferences that make it impossible for the game to happen in a continue mode, and he/she may even suspend or delay the game when appropriate.



**23.5** The game should never be suspended, delayed or interfered with the purpose of allowing a player to recover his/her strength, breath or physical condition, except for accidental injury, where the judge will formally allow a suspension of the game for a maximum of 3 minutes.

**23.6** In cases of suspensions, players can warm up before restarting the game, which shall be resumed in the same conditions it was suspended, with the same score; serve sequence, position and location of the receptors in the fields.

## 24. Authorities

In matches where a judge or referee is appointed, their decisions are final

## 25. Recent Rule Changes

### Changes implemented in the 2024 season:

**Unlimited Substitutions During Side Changes:** Teams are now allowed to make unlimited player substitutions during side changes, provided the rules are respected and the flow of the game is not disrupted. This change offers greater strategic flexibility, reducing physical strain on starting players.

You can access the poster and the brochure of the Summary Regulations of Padbol by [clicking here](#) or scanning the QR code shown below.



**PAJ**BOL**** **ACADEMY**



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Game Regulations  
2025 Edition