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# **HAMMER BALL**

## **OFFICIAL PLAYING RULES BOOK**

Written on behalf of SIHSF  
By  
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## **1. Introduction**

The country of India is imbibing different culture, language-style, dialect, food and customs, similarly the people of India have been entertaining themselves for a long time by playing different regional games in different provinces. There was also a time in India when people used to play games like archery, fencing, wrestling, horse racing etc to entertain themselves. Many of these sports have been successful in saving their existence today by incarnating in a new avatar, while there are some such rural, regional, regional sports which are still waiting for a Bhagirath or should be said that they have been lost somewhere in today's modern cause.

There are many such indigenous games of the country of India which are also being played in the world table, such as Kho-Kho, Kabaddi, Chess, etc., which were once played in different states in India under different names. All these games are indigenous games, which started from India and have become the first choice of many big countries today.

The origin of hammer ball game is also from an indigenous game. It is being played in different rural areas with different names like Kani, Guchhi Danda, Pilappado in North India, while this game has been known as Red Brick, Lupo, Ball Tonk in West India. This game is being played almost all over the country for the last seven to eight decades with minor rule changes. Now hammer ball game will become a common platform for everyone not only in India but all over the world with one name and one mark with one terminology and rules. This book is designed to understand the rules of hammer ball game. This game is a unique game played between two teams, whose complete information like rules of the game, size and type of ground etc. are clearly presented in the next page.

Jai Hind Jai Bharat!

## 2. What is Hammer Ball?

Hammer ball game is a very attractive, exciting and completely safe game. It is played with a 'Hammer' made of a special type of wood. It is a field game played between two teams. In each team, there are 18 players, 15 players play in the field and 03 extra players are for substitution during the match.

The playing field is circular in shape and the pitch is triangular, which is called 'Thrower Area'. There are 1.5x2 meters rectangular boxes in all the three corners of the Thrower area. These are called the 'Hitter Zone'.

The thrower throw the ball to the hitters from their designated position in thrower area called 'Thrower Zone' one by one in clockwise direction and the hitters strike the ball from their own hitting zone. The ball travel to different parts of the ground, where the hitter and his team get 'Auto Score Run' 2, 4, 8 according to the area ball reached. Along with auto scoring, hitters run between their hitting zones to score 'Cycle Run' for themselves and their team.

In a Hammer Ball match, each team gets 08, 10 and 12 units to play. This game is more exciting to play and watch. The game can be played on any type of ground and in any weather. This game can be played in day or night also. The goal of this game is to increase the physical, mental, and behavioral abilities of the players. This game is played in both male and female categories. It is a cheap and injury free sport.

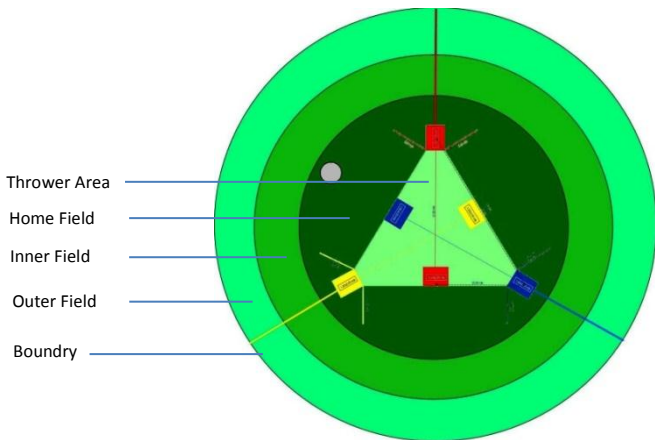
### **3. Technical Specifications:**

Technically this game is completely different from other games. This playground differentiates itself from other games. The hammer ball and protective armor used in this game make the game attractive as well as make the game more exciting.

The design of hammer technically helps hitters to deliver hits. The hammer is made using strong and light wood as well as with technical parameters. Its design helps hitters to deliver big, powerful long hits.

The ball used in hammer ball game is specially designed for this game, consisting of two layers of solid material and rubber. The weight of the ball ranges from 80 grams to 120 grams in different sports categories. The sport itself is injury free as the outer layer of the ball is soft. The special material and rubber inside the ball makes the ball strong and heavy. The outer layer of the ball is made of a technical composition that is attractive as well as gives a firm grip.

The guards used in hammer ball game are made light and strong, with which it is easy to run in the field. Raksha Kavach has been designed technically, so that it can easily protect the body completely. Three colour 'Red. Blue & Yellow' helmets are used both by hitters & catchers. Different coloured bibs are used by hitters, catchers, inner & outer fielders as well as substitute players during the match. The ground is marked with disc, small & medium size cones & small flags for clear visibility of different playing fields.

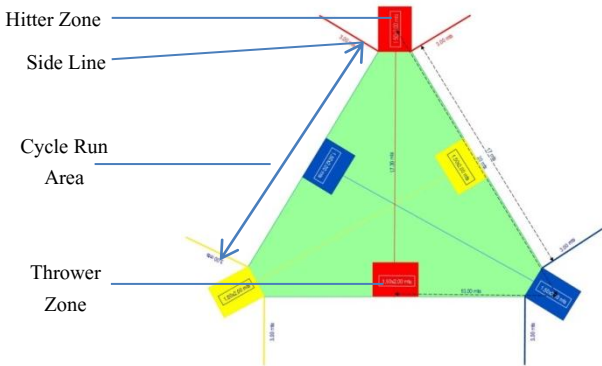


#### Parts of a Hammer Ball Playground:

1. Thrower Area
2. Home Field
3. Inner Field
4. Outer Field

The Hammer Ball playing field is circular in shape with outer boundary of 45 to 60 meters radius from the center point for sub-junior, junior and senior age groups. 'Home Field' of 20 meters & 'Thrower Area' for all age groups remains same. 'Inner Field' and 'Outer Field' are 35-40 meters and 45-60 meters respectively according to the age groups. The line outside the outer field is called the boundary. All of these fields are measured from the center point of the thrower area. The width of all lines is 5 cms. The size of the hammer ball playground is the same for boys and girls age group. Hammer ball game is a game played on any flat surface.

## 5. Hammer Ball Throwing Area:



Hammer ball Throwing Area is a triangular area in the middle of the playing field. It is situated in the middle of the field. All the three sides of the triangle are of 20 metres. The width of the line of the thrower area is 5 cm. There is a rectangular quadrilateral of 1.5X2 meters in all three corners of the triangle, which is called 'Hitter Zone'. There is three meters long line attached to both sides of all three hitting zones. These are called 'Side Line'. The distance between the two hitting zones is 17 metres, which is called the 'Cycle Run Area'. While there are three hitting zones in the thrower's area, there are also three 'Thrower Zones'. All three thrower zones are located in the middle (10 m) of the Cycle Run line opposite to the respective 'Hitting Zone'. Whose distance is 17.30 meters from the 'Hitting Zone'. All three thrower zones are in the form of a rectangle of 1.5X2 meters

inside of the thrower area. The thrower zone is same for boys and girls in all categories.

### **6. Hammer:**

The design of the hammer is technically quite different. Hammer is made of a special kind of wood. Its handle is 11 inches long and 1.5 inches thick cylindrical. The underside of the handle is 7 inches long and 2.25-2.50 inches wide, flattened from the front. After 7 inches length, the front part is flattened till 10 to 12 inches and long and 2.50 to 3.00 inches wide. The lower part of the hammer is flat 4 inches long and 5 inches wide. Total length of the hammer ranges from 32 to 34 inches. The back of the hammer is round. The hammer is made with strong and light wood as well as technical parameters. Its structure helps hitters to make big and long hits.



### **7. Ball:**

The ball used in hammer ball is specially designed for the game. It consists of solid material and two layers of rubber. The weight of the ball varies from 80 to 120 grams in different age groups. The circumference of the ball ranges from 06 to 08 inches. The color of the ball is red and pink for day play and light white for night play. The ball is made heavy from the inside with special material so that the ball does not float in the air, while the outer layer of the ball is made soft and strong grip. The ball has been designed in such a way that the player does not get hurt.





## 8. Gaurds:

The shields used in hammer ball game have been made light and strong. With whom it is very easy to walk and run. The composition of Raksha Kavach has been done technically, so that the whole body can be easily protected.

Essential Defense Armor:

1. Hitting Gloves
2. Catcher Gloves
3. Abdominal Guard
4. Head Guard
5. Shin Guard
6. Knee - Guard
7. Groin Guard
8. Chest Guard



## 9. Hammer Ball Game Rules:

No game should be played without rules so that the competition of the game can be equal for all the teams and players. In any game, the rules of the game are the soul of that game. Simpler the rules of a game more exciting is the game to play. The rules of hammer ball game are same for boys and girls.

In hammer ball game, there are total 18 players in a team. 15 players play and 03 players are part of the team as extra for substitution. Hammer ball game can be played with at least 12 players.

**9.1** Unit, field measurement and time according to sports event:

Age Group	Unit	Field	Time (Minutes)
Sub Junior (U-14)	08	20 – 35 – 45m	30 – 05 – 30
Junior (U-17)	10	20 - 35 - 45 M	35 - 05 – 35
Senior (Above 17)	08, 10 Or 12	20-35-45m Or 20-40-60m	45 -10 – 45

- In the first inning, if the defender team is not able to complete the unit within the stipulated time, then the hitter team will continue to get 8 runs at the rate of every 4 minutes.
- In the second inning, if the defending team is not able to complete the unit in the stipulated time, then the Target score will be reduced at the rate of 8 runs per 4 minutes.
- **Master Zone:** First 4 units in both innings of 08 units match and first 5-6 units in both innings of 10 or 12 units match is called Master Zone.
- **Target Zone:** Last 4 units in both innings of 08 units match and last 5-6 units in both innings of 10 or 12 units match are called Target Zone.

- **Power Hitting Unit:** The first unit in the master zone in both innings of the match is the Power Hitting Unit.
- **Double Score Unit:** The first unit in the target zone in both the innings of the match is the double score unit.

## 9.2 Thrower's Rules:

**9.2.1:** A unit consists of 5 legal throws.

**9.2.2:** It is mandatory to use at least 06 throwers in a match of 08 units. A thrower can throw balls of maximum two units.

**9.2.3:** It is mandatory to use 08 throwers in a match of 10, 12 units. A thrower can throw balls of maximum two units.

**9.2.4:** A thrower in a match shall throw the 5 throws of his unit from all the three thrower zones one by one in a clockwise direction. When the second thrower comes to throw after the unit has finished, the next thrower will start the new unit from the zone where the first thrower finished the unit.

**9.2.5:** The thrower may throw the ball over the head (butt ball) directly into the hitting zone (without touching the ground) with the help of the wrist, elbow and shoulder. The thrower cannot throw from side to side below the shoulder.

**9.2.6:** After the thrower has delivered the ball to the hitter, the thrower may leave the thrower zone and defend only in the thrower's area until the thrower completes his unit.

**9.2.7: Unit Limit:** A thrower may throw a maximum of two units in a match in any age group.

**9.2.8: Unreached ball:** If the thrower throws the ball outside the hitting zone, the hitting team scores an additional 2 runs and the thrower must also bowl an additional ball from the same thrower zone. Such a ball bowled by the thrower is considered an unreachable ball. In such a ball, the hitter can increase his team's score even by running in the middle of the hitting zone, bye score, auto score. All these runs scored are considered as extra runs. The hitter may be cycle dismissed and stepping out on this throw.

**9.2.9: Wrong Ball Throw 1:** If the thrower's foot goes completely outside the thrower zone, the ball is called a Wrong Ball Throw-1 and the hitting team scores 2 extra runs. The thrower has to bowl again. Auto score on this throw, the hitter can also increase his and his team's score by running between the boundary and the hitting zone. The hitter cycle can also be dismissed.

**9.2.10: Wrong ball throw 2:** The thrower may only throw the ball directly above the chest or below the chest. If the thrower's ball goes above the chest for the first time in a unit, the referee treats that ball as a legal ball and warns the thrower by showing a yellow flag. Even after that, if the thrower again throws the ball directly over the chest in the same unit, then the referee, after declaring that ball as a wrong ball throw-2, shows the thrower a red flag and refuses to bowl in that match. This throw is also not valid. The other thrower then completes that throw and units and the hitting team scores an additional 2 runs. Meanwhile, the hitter can increase his and his team's score even by running between the hitter auto score, boundary and hitting zone. In this situation the heater cycle may also be dismissed.

**9.2.11: Deadball:** If the thrower's throw touches the ground before the hitting zone, such ball is called deadball and this ball

becomes invalid. Nothing that happens to such a ball is valid and the thrower throws the ball again. The thrower is changed when 3 deadballs are thrown in a unit. No penalty is awarded to that thrower and no extra runs are scored by the hitting team. Another thrower completes that unit. That thrower can bowl again in the match.

**9.2.12: Danger Delivery:** If a thrower in any of his units accidentally throws a single ball directly into the face of the hitters, that thrower is immediately red flagged by the referee and refuses to throw in that match and the hitting team gets 2 extra points as penalty. This throw does not count towards the unit count and the other thrower completes that unit by throwing again from the same thrower zone.

**9.2.13: Wrong Throw-2 and Danger Delivery:** In this delivery, if a thrower gets a red flag, a new thrower comes to complete his throw. A thrower whose unit limit has been reached cannot come to complete his throw or unit. If any of the 12 players playing in the field is unable to throw the ball or the unit limit of all has been completed, then the unit is completed by substituting 3 additional players of the team.

### **9.3 Catcher's Rules:**

**9.3.1.:** A team has 3 catchers, who are in the home field behind their respective hitting zones. He catches the thrower's ball when it is not hit and also does the defending in the home field. These catchers cannot exchange hitting zones during the match.

**9.3.2:** The catcher cannot enter the thrower's area. The catcher only defends home field in his hitting zone and remains in home field throughout the game.

**9.3.3:** The catcher may move back and forth in his area at any time before or after the thrower throws the ball, but may not move back and forth while the thrower is throwing the ball. If the catcher is forward-backward or right-left while the thrower is throwing the ball, the hitting team gets an extra 2 runs in that ball.

**9.3.4:** After the thrower has delivered the ball, the catcher may take up defense anywhere in the home field.

**9.3.5:** Catchers may not switch positions with any of the defenders during the middle of the match. Catchers can only be replaced by additional players on the team.

**9.3.6:** The catcher unit may not throw.

**9.3.7:** If the catcher mistakenly goes out of the home field to defend while catching, the hitting team gets an extra 2 runs as penalty. In such a situation, the hitters will not be dismissed under any circumstances.

**9.3.8:** Hitters must cycle dismiss and step out if the catcher reaches his hitting zone with the ball (within the 1.5x2 meter rectangle) before the hammer or body touches the hitter's 3 meter side line, or the catcher stands in the hitting zone without the ball and a defender or thrower throws the ball to him. But the hitter will not be dismissed if the catcher does not have the ball in hand.

## **9.4 Defender Field Restriction:**

**9.4.1:** If there are 15 players in the team, there will be one thrower, 3 catchers, 05 defenders in the inner field and 06 defenders in the outer field. If there are 12 players in the team, then 04 defenders in the inner field and 04 defenders in the outer field will do the defending.

**9.4.2:** In a power hitting unit, there are 15 players in the team, 04 defenders in the outer field and 07 defenders in the inner field and when the team consists of 12 players, 03 defenders in the outer field and 05 defenders in the inner field. There is no field restriction in double score unit.

**9.4.3:** The captain of the defending team may not interchange inner-outer defenders during a unit half-time.

**9.4.4:** Before the start of the match, the captain of the defending team has to inform the on-field referee about any reduction in the number of players. Substitution of a player also requires the captain of the defending team to obtain permission from the on-field referee.

**9.4.5:** If the on-field referee shows a red flag to a defender in any situation, that defender is out for the whole match and the team will play the whole match without that player. At this stage, another player from the extra players can enter the match in place of the outgoing player.

**9.4.6:** Hitter shall not be dismissed in any way if a defender catches/defends by going from inner field to outer field or from outer field to inner field. In this situation the hitter team will be given extra 02 runs as penalty.

## **9.5 HITTER'S RULES:**

**9.5.1:** When the team takes the field for hitting, three hitters from each team take the field at the same time. All three hitters will start the inning standing in their respective hitting zones.

**9.5.2:** Hitters go out to hit with important protective gear.

**9.5.3:** In case of dismissal of a hitter, another hitter must come in his place within 60 seconds. Taking more time than this, the next order hitter also gets auto dismissed.

**9.5.4:** Hitters score cycle runs by running (anti-clockwise) outside the thrower's area between the two hitting zones.

**9.5.5: Retired Hurt:** In a hammer ball game, when any hitter is in trouble, another hitter may not come in to run. Such a hitter himself has to run for his cycle run score. If there is more trouble, he can declare himself retired hurt.

**9.5.6: Double Hits:** If the ball does not go out of the thrower area even after the first hit by the Hitter to the legal ball thrown by the thrower, then any one of the three hits can run inside that thrower area or re-hurcate the ball and re-rescued the ball and reach the huting zone and reach the huting zone, the hitting zone can run for a cycle run. Missing has to be avoided. Any kind of run score is not valid if Kandi is dismissed.

**9.5.7: Kandhi Hits:** If a ball thrown by a defender fielded back to the catcher or thrower comes into the thrower's area, if the thrower is unable to catch the throw safely, any hitter may hit the ball again at that time. Such a hit is called a Kandhi hit. Only cycle runs and boundaries are valid in this hit. These runs are added to the hitter's personal run score. In this hit, the hitter can



have Kandhi dismiss, Cycle dismiss, Miss the ball dismiss, Body touch dismiss, Direct dismiss, Double dismiss, Stepping dismiss.

## **9.6 Score:**

This term is used in hammer ball games. This is the sum total of the number of additional scores from hits made by one team's hitters and the goals awarded to the other team. In hammer ball game the following types of runs are awarded during the match:

**9.6.1 Cycle Run Score:** If the hitter hits the ball from Hitting Zone-1 and runs in the anticlockwise direction to reach safely in Hitting Zone-2 and if the hitter of Hitting Zone-2 reaches safely in Hitting Zone-3 and if the hitter of Hitting Zone-3 reaches safely in Hitting Zone-1, then this action is called a Cycle Run Score. The hitter and his team get a scored run.

**9.6.2 Double Cycle Run Score:** When a hitter completes two cycle runs in one hit (the hitter runs through zone A and reaches zone B safely, the hitter from zone B safely reaches zone A and the hitter from zone C safely reaches zone B through A zone) a double cycle run is scored. In which the hitter and his team get 03 cycle run scores.

**9.6.3 Triple Cycle Run Scores:** When a hitter completes three cycle runs in one hit (running through the A zone, the hitter running through the B zone and back to the C zone and returning to the safe A zone) a triple cycle run is scored, they are counted as 06 cycle run scores, which are added to the hitter's individual and team scores. This is called triple cycle run score.

**9.6.4 Auto Run Score:** If the ball hit by the hitter crosses the home field and reaches the inner field area, the team gets 2 extra runs. Similarly, when the ball crosses the inner field area and reaches the outer field area, the team gets 4 extra runs. Whether the ball touches the ground or reaches that field area directly, the team gets only one maximum auto run score in a hit. This auto run is added to the team's total score. The auto run score also adds to the hitter's individual runs.

**9.6.5 Boundary runs scored:** 8 runs are scored when the ball touches or crosses the outer field boundary when hit by the hitter. Whether the ball goes directly out of the ground in the air or touches the ground, it is called a boundary. Cycle runs are not added to the score if there is a boundary run. Only the 8 runs scored from the boundary are added to the hitter's individual and team scores.

**9.6.6 Hitting Advantage Run:** If the ball is caught by a defender/catcher with both hands without touching the ground after the hitter hits the ball, the hitter is dismissed, but the hitter and the team get the auto run in whichever field the ball lands and until the ball returns to the catcher or thrower, the cycle run score and throw by run score are also considered.

**9.6.7 Throwby Run Scored:** When the ball is hit by the hitter, the defender fields the ball and throws it back to the thrower or catcher. If the catcher and thrower do not catch the throw properly and the ball bounces back into the infield or outfield, hitters will continue to score cycle runs until the catcher or thrower catches the ball. All these cycle run scores will be added to the hitter's individual run score. But auto run scores will not be available if the ball goes to the inner or outer field again.

**9.6.8 Additional Bye Run Score:** If the hitter takes a cycle run when the ball bowled by the thrower is an unreachable ball, then the total of the auto runs and cycle runs along with the 2 runs of the unreachable ball will be added to the total score of the hitting team and all the runs scored will be called the additional bye run score.

**9.6.9 Extra Runs Scored:** Extra runs scored are added to the total score of the hitting team. Extra runs are awarded for a maximum score of 2 runs only. Such as unreachball, wrong ball throw, 01, 02, all the scores made by cycle or auto run in only byes, all these extra runs come in the score.

**9.6.10 Short Cycle Run:** A short cycle run is a short cycle run if a hitter completes a cycle run scored in the middle of the hitting zone and inside the thrower's area. In which cycle runs are not valid.

**9.6.11 Power Hitting Unit Run:** The first unit in the Power Zone in both innings of the match is the Power Hitting Unit. Defenders in power hitting units comply with the Defender Field Restriction Rule 9.4.2. The runs scored in this unit are added to the hitters and team scores as per rules.

**9.6.12 Double Score Unit Run:** The first unit in the target zone in both innings of the match is a double score unit. Double the total number of runs scored in this unit are added to the score of the hitter and the hitter's team. In a double score unit, the defending team shall follow the defender field restriction rule 9.4.2.

**9.6.13 Master Score:** The total score in the master zone (1st 04 units in 08 unit match, 1st 05 unit in 10 unit match, 1st 06 unit in 12 unit match) of each innings of the match is called Master Score. If the second team's hitters score the first team's master

score in their inning's master zone units. So the target score of the total team will be reduced by 20 runs. If the hitters of the second innings fail to make the master score of the first team in master zone units of their innings, then the target score of that team is increased by 20 runs. If the hitters of the second innings only manage to equal the master score of the first team, the total target score will remain unchanged.

### **9.7. Hitter's Dismiss:**

In hammer ball games, hitters' own errors and defenders' excellent play end the hitters' individual innings. In a hammer ball game, the end of a hitter's inning is called a hitter's dismissal. In hammer ball games, hitters are dismissed in 12 ways.

**9.7.1 Miss the Ball Dismissed:** If the hitter fails to hit the legal ball thrown by the thrower to the hitter, the hitter is dismissed. Which is called miss the ball dismiss.

**9.7.2 Body Touch Dismissal:** If a legal ball thrown by the thrower hits the hitter directly on the chest or below the chest, the hitter is body touch dismissed. If the thrower's ball hits the hitter's hand (up to the elbow), it is considered a hammer.

**9.7.3 Cycle Dismiss 1:** After a hit is made by a hitter, hitters run to the middle of the hitting zone to complete the cycle run score. Meanwhile, the defender throws the ball back to the catcher. If the catcher reaches the hitting zone with the ball before the hitter reaches the hitting zone or side line or touches the side line with the hammer, the hitter is dismissed. If the cycle is dismissed, the hitter and the team do not get the cycle run score. But the auto run scores are added to the team's score.

**9.7.4 Cycle Dismiss 2:** When a return throw by a thrower or defender hits the hitter's body below the chest while the hitter is scoring only a cycle run, the hitter's innings ends. If the cycle is dismissed, the hitter and the team do not get the cycle run score. But the auto run scores are added to the team's score.

**9.7.5 Direct Dismiss by Two Hands:** If a hit by a hitter is in the air and the ball is caught by a defender, catcher or thrower with both hands while in the air without touching the ground, the hitter shall be dismissed direct. But along with the auto run, the cycle run will continue to run for the score and the cycle run can be scored until the ball reaches the catcher or the thrower.

**9.7.6 Direct Dismiss by One Hand:** A hit by a hitter if caught by a defender, catcher or thrower with one hand in the air without touching the ground, the hitter shall be direct dismissed by one hand and no runs shall be scored by way of auto run, cycle run score or by any other means, but 10 scored runs shall be deducted from the total score of the hitter team.

**9.7.7 Double Dismiss:** Cycle runs continue to be scored even after the hitter is directly dismissed by two hands from a ball bowled by the thrower and if the cycle is also dismissed, the dismissal of 2 hitters for one ball is called a double dismissal. In this way only auto run score is given on dismissal and this run score is added to the extra runs of the team.

**9.7.8 60 Second Auto Dismiss:** If a hitter is dismissed and the next hitter does not take the field within 60 seconds, the next hitter in that order is also dismissed. This is called 60 second auto dismiss.

**9.7.9 Retired Hurt:** A hitter may retire hurt during play by either continuing to play or by informing the field referee of any

physical discomfort or difficulty in running. In this situation the hitter cannot return to the field to hit again in that match and is considered dismissed as soon as that hitter is retired hurt.

**9.7.10 Intentional Dismissal:** In a hammer ball game, a hitter may be dismissed by the referee if the hitter directly or indirectly offends the spirit of the game or intentionally obstructs the play. Which is called intentional dismissal.

**9.7.10 a)** Intentional cycle dismissal is the deliberate putting of a hammer in front of a throw thrown by a defender or knowingly blocking it with the body in order to save oneself from cycle dismissal while scoring a cycle run.

**9.7.10 b)** The referee can declare the hitter dismissed for disobeying any decision of the referee or for arguing or quarreling with the referee or any opposition player.

**9.7.11 Kandhi Dismiss:** When the hitter is not able to safely return to the hitting zone or side line of the hitting zone after going outside the hitting zone and the catcher is standing with the ball inside that hitting zone before the hitter returns, then that hitter is dismissed and the runs for double hit, Kandhi hit, auto score are not counted at that time.

**9.7.12 Stepping Dismiss:** A hitter can step out of the hitting zone to hit the ball thrown by the thrower, but if the hitter misses the ball, then if the ball is unreachable, the catcher catches the ball and reaches the hitting zone before the hitter, then that hitter will be stepping dismissed.

## **9.8 Innings Close:**

An innings close is in a way officially ending the match or the result of the match. The match is over when both teams have played their prescribed units of innings or the team in the second innings has passed the target score of the first team or their players have been dismissed. This is called innings close.

**9.8.1** An inning shall be closed when 13 out of 15 hitters are dismissed in a team's innings. If there are 12 players in the team, then the innings will be closed when 10 players are dismissed.

**9.8.2** The innings is closed even if all of the 15 or 12 players have passed the score reached by the first team if not dismissed.

**9.8.3** The innings will be closed even if the team has played the game of its entire unit in the match.

## **9.9 Tie/Score Level:**

If the score is equal after the total score of the first team and the total innings played by the second team, then the Super Unit and Golden Hit will decide the match, the rules of which are as follows:

### **9.9.1 Super Unit Rules:**

**9.9.1 a)** The team which has tied the score shall strike first in the field with any 3 hitters.

**9.9.1 b)** Only 1 unit is played between the two teams again.

**9.9.1 c)** In this unit, if any one hitter is dismissed out of 3 hitters, the entire hitting team will be dismissed.

**9.9.1 d)** The match is decided whether the second team is able to cross the target score achieved by the first team or not.

**9.9.1 e)** If the score is level even in the Super Unit and the match cannot be decided, then the match is decided by Golden Hit.

### **9.9.2 Golden Hit:**

A re-toss by the field referee and the team winning the toss will be given a chance to hit or defend first. The team playing first will play only 03 hits with only 03 hitters. Only boundary score/auto score will be considered in these hits. Extra run, double hit run, cycle run, candy hits will not be valid in golden hit. The thrower will throw one throw each to all three hitters. Only the boundary score / auto score of 03 hits of both the team will decide the victory or defeat of the match. This sequence will continue till the decision of that match is done.

### **9.10 Match Result:**

**9.10 a)** If the score made by the hitters of the first team is exceeded by the second team with units or balls remaining, the second team will be considered as the winning team.

**9.10 b)** If the score made by the hitters of the first team is not scored by the hitters of the second team till the end of the innings or all the hitters are dismissed, then the first team will be considered as the winning team.

**9.10 c)** In case of equal score scored by both the teams, the match will be decided by the tie match rule.

**9.10 d)** The result of a match is fixed at any stage of the competition in Hammer Ball.



## **10. Hammer Ball Team Rules:**

In hammer ball game there are total 18 players in a team. 15 players play and 3 players remain in the squad for additional substitutions. Hammer ball games can also be played with as few as 12 players. If there are less than 12 players in a team, the team cannot participate in the competition. The rules are the same for the women's team and the men's team. A team must have a captain, a vice-captain, three catchers and other players

**10.1** Responsibilities of the Player/Captain/Vice-Captain/Team Coach/Team Manager:

**10.1.1:** Registration of all the players and team officials of the team must be done before the start of the competition.

**10.1.2:** All players should pay attention to restraint and discipline.

**10.1.3:** If the number of players in the team is less, the competition director has to be informed about it before the start of the competition.

**10.1.4:** Before the start of the match, the coach or captain of the hitting team must give the name and chest number of his hitters in order of hitters to the table referee.

**10.1.5:** It is mandatory for the team coach/team manager to bring the team along with their team bibs, hand gloves and safety guard to the ground.

**10.1.6:** In hammer ball field of play, for arguing over referee's decision or for disobeying referee's decision, the referee can remove the player of that team or the whole team from that match by showing red flag.

**10.1.7:** All players and team officials shall show respect and dignity to the opposition team players, team officials and hammer ball game officials such as field referees, table referees. Failure to do so may result in the entire team or player or team official being disqualified from the tournament.

**10.1.8:** If any player or team official violates the rules of the game of hammer ball or engages in negative activity, such person may be subject to disciplinary action or a lifetime ban.

**10.1.9:** If any player or team official is found consuming pan-masala, gutka-tobacco, cigarette or intoxicant/drink or misbehavior in the field of play, life ban may be imposed.

**10.1.10:** Before playing hammer ball game, it is very important to read and understand all the rules of the game carefully.

## **10.2. Substitution rules:**

**10.2.1 Substitution of a player of the defending team:** When the team is defending, the captain of the defending team may, on the advice of the on-field referee, substitute any defender or catcher or thrower from the spare players for defending the unit during the interval or for the catcher to throw the unit.

**10.2.2. Substitution of a player on the hitting team:** The captain of the hitting team may make a substitution of not more than three hitters at a time by notifying the not-dismissed hitters to the additional (players) hitters to the table referee before the entire team is dismissed. But this action can be done only once in an innings of the entire match.

**10.2.3 Hitters Jump Hold Change:** The captain of the hitting team or the team coach may call out (hold) any 1 or 2 hitters out of the three hitters in play and send (jump) any new 1 or 2 hitters into

the field for hitting in their place. A held hitter is not considered dismissed. This action can be performed only once in an entire hitting inning, at any time (even in the middle of the unit) with one or two hitters at a time. In this action, the serial number of hitters of the hitting team, the sequence of hold hitters and jump hitters are interchanged.

**10.3 Player's Uniforms:** All the teams can wear different colored uniforms (kits) to distinguish themselves. In which the name of his team and the player's chest number should be printed in 2 digits in the T-shirt. Chest number of Captain and Vice-Captain should be fixed as 01, 02 respectively.

The color of the team jersey is fixed by the head association of that team. Just like the district unit in the district level competition and the head unit of the state in the state level competition, similarly in the national and international competition their head unit selects the color of the kit. The player's t-shirt, lower, shoes and cap are essential in the kit.

The printing of the number printed on the back of the t-shirt is 8x3 inches, whereas the printing of the number printed on the front of the t-shirt is 3x1 inches.

## **11. Referee:**

In Hammerball game also, like all sports, the one who mediates between two teams and gets the rules of the game followed properly is called referee. There are 2 referees in the field during a match. These are called Field Referees or Ground Referees. There are two scorers who are called Table Referees.

**11.1. Ground / Field Referee:** The work of ground referee is very challenging and responsible in the field. His one wrong decision can change the course of the match. The ground referee should have a thorough knowledge of the Laws of the Game. The decision of the referee is final and binding. The work of the referee is not only from starting the match to giving the result of the match, but also to get the correct measurement of the field, pitch, boundary according to the correct rules and to make proper use of the ball and hammer. Communicating from the field to the table referee in sign language is also an art which the ground referee should know very well.

### **11.2 Duties of Ground/Field Referees:**

**11.2.1:** Before starting the match, the ground referee must see or get the ground measured and marked correctly.

**11.2.2:** 20 minutes before the start of the match the captains of both the teams should be called to see each other's team list and should also be shown to both the captains. After getting the toss done, the table referee should be informed about the toss.

**11.2.3:** There should be a commitment to finish the match and the innings of the match in the stipulated time without any dispute or quarrel.

**11.2.4:** It should also be seen whether the player is using protective gear in the match or not.

**11.2.5:** At the conclusion of the match and the completion of the innings or the dismissal of a hitter, the ball must be taken into possession.

**11.2.6:** Your decision must be clearly communicated to the table referee in clear, simple and official sign language.

**11.2.7:** In case of bad weather, low light, bad ground, whether the match should be held or not or how to conduct it, all these are decided by the ground referee and his team.

**11.2.8:** Depending on the situation, the decision to have the match reduced to units is also taken by the field referee team.

**11.2.9:** The two referees stand in different positions on the court. One thrower stands inside the zone and the other stands to the right or left of the pitch between the inner and outer fields of the field.

**11.2.10:** Decision to change the ball, the decision to change the ball due to any reason like lost, torn or removed cover, soiled, wet rests with the field referee.

**11.2.11:** No field referee can be changed in the middle of the match.

**11.2.12:** During the match, any player argues with the referee or does not accept the decision of the referee, then the referee can remove that player or the whole team from that match by showing red flag.

**11.2.13:** The referee should also keep an eye on the defender whether any defender is defending from inner field to outer field or from outer field to inner field. If he sees this happening, he should immediately signal to the table referee and give an additional 2 runs to the hitting team.

**11.2.14:** The ground referee starts the match only after the table referee/scorer is fully ready (after a signal from the scorer).

### **11.3. Table Referees (Scorers):**

The table referee's job is to understand the signals of the on-field referee, collect data and clearly write in the score board or score book, match summary, main player of the match, best player of the championship, match records, championship records, thrower records, hitter records, etc. Have to be maintained.

### **11.4. Duties of the Table Referee (Scorer):**

**11.4.1:** After the scorer has written all the necessary names in his score book and score board, he signals the start of the match by showing the green flag to the field referee.

**11.4.2:** After the field referee has collected the signal, a green flag is raised to let the on-field referee know that the signal given by the scorer has been collected and the field referee resumes the play. This action goes on ball by ball throughout the match between the field referee and the table referee.

**11.4.3:** The Table Referee must clearly understand (without cuts and overwriting) the signals of the Field Referee and enter them in the score book or score board.

**11.4.4:** Before the start of the match, the name and chest number of all the players of the defending team and the names and chest numbers of the players of the hitting team in order of their hitting order should be kept with them to signal the start of the match.

**11.4.5:** After all the matches of the day are over, the score-book, ball counter, hand die bat, hand die ball, pen-mark should be kept safely with you.

**11.4.6:** After the competition is over, all match summaries, main player of the match, best player of the championship, match records, championship records, thrower records, hitter records etc. must be registered and handed over to the tournament director.

**11.5. Commentator:** The commentator is the one who gives live telecast of the game. Who has complete knowledge of regional language, Hindi, English language.

**11.6. Commentator's Duties:**

**11.6.1:** The commentator must have a thorough knowledge of the rules of the game of hammer and die and the terminology of the game of die ball.

**11.6.2:** The commentator should have thorough knowledge of regional language, Hindi, English, language as well as pronunciation should be pure and clear.

**11.6.3:** The commentator must know the dead ball game records, match records, championship records, thrower records, hitter records and individual player records.

**11.6.4:** The commentator should remember that while entering the comments, he should not say any such thing or any such example which can break the morale of the players or the team. No such thing should be spoken which seems indecent to hear.

## **11.7. Signals given by the referee:**

The signals given by the field referee to the table referee are as follows:-

**11.7.1 Miss The Ball Dismiss And Cycle Dismiss:** At the end of the hitter's individual inning, the red flag is raised over the head with the other hand pointing at the hitter with one hand.

**11.7.2 Double Dismiss:** Raising the red flag with one hand pointing at both hitters and the other hand straight above the head.

**11.7.3 Wrong Throw:** Crossing each other by raising both the hands above the head and later showing the green flag for 2 extra runs.

**11.7.4 Unreachball:** Raising the right or left hand parallel to the ground and placing the other hand on the shoulder of the raised hand in front, followed by a green flag for 2 extra runs.

**11.7.5 Auto Score For 2 Runs:** Holding the green flag with one hand, swinging it round once parallel to the ground and showing it to the table referee.

**11.7.6. Auto score for 4 runs:** Holds the green flag with one hand and moves it round and round twice parallel to the ground and shows it to the table referee.

**11.7.7 Boundary Score for 8 Runs:** Holding the green flag with one hand, swing it round and round twice with the whole arm above your head and show it to the table referee.

**11.7.8 Warning:** To give a warning to a player during the game, raising a red flag with one hand pointing towards the player and



with the other hand above the head, if the same player commits a mistake again, then that player is out for the whole match.

**11.7.9. Dead Ball:** Raises the red flag and points an X to the table referee.

**11.7.10 Change of Thrower:** In order to change thrower in the middle of the unit for any reason, the field referee shall clench the fists of both his hands and bend them at the elbows towards the chest and rotate the wrists of each hand in a circular motion on top of each other.

**11.7.11. Short Cycle Run:** Touching the same shoulder with the same hand by lifting one hand.

**11.7.12. Penalty for 2 runs (field restriction):** Raising the red flag and the green flag simultaneously above the head with both hands.

**11.7.13. Bye:** Hitters cycle run, auto run is scored when the thrower's ball is unreachball thrown, then the referee indicates unreachball, then keeps both his hands in the waist, then if there is an auto run, he also indicates it. All these runs are added to the extra runs.

**11.7.14. Danger Delivery:** If a thrower accidentally throws the ball in the face over the hitter's shoulder, the referee immediately, without warning, puts one hand on the face and raises the red flag over the head with the other hand, banning that thrower from throwing the ball in that match and signals for a change of thrower.

**11.7.15. For Double Cycle Run:** Raise both arms above the head indicating cycling.

**11.7.16. Double score unit:** gesturing to hit with the other hand by making a bat with one hand while rotating in all directions.

**11.7.17. Power hitting unit:** making a ball with one hand and making a gesture to hit it with the other hand while rotating in all four directions.

**11.8 Score Board:** The score board displays the performance of the match going on in the field. Like which team is hitting in the field, which team is defending, which thrower is throwing in the match, who is hitting, the match is being played between which team, etc. Both electronic and manual score boards are used in hand-to-hand sports.

**11.9. Score Book:**

The image shows a handwritten score book for a hand-to-hand sport. The page is divided into several sections. The top section is a large table with columns for 'Innings', 'Runs', 'Wickets', 'Extras', 'Total', 'Over', 'Ball', 'Runs', 'Wickets', 'Extras', 'Total'. Below this is a section for 'Player Name' and 'Innings' with columns for 'Runs', 'Wickets', 'Extras', 'Total'. The bottom section is a table for 'Innings' with columns for 'Innings', 'Runs', 'Wickets', 'Extras', 'Total'. The page is filled with handwritten entries in black ink.

## 12. Terminology:

**12.1 Hitting Zone:** The hitting zone is the place where the hitter stands and hits to increase the score for himself and his team, that place is called Hitting Zone.

**12.2 Hitter:** A player of the hitting team who takes hits while standing in the hitting zone is called a hitter.

**12.3 Hits:** Hits are the strikes made on the ball by a hitter. The runs of the match are scored by these hits.

**12.4 Thrower:** A player of the defending team who makes a unit throw to the hitter from the thrower zone is called a thrower.

**12.5 Thrower Area:** The triangle formed in the middle of the field is the thrower area from where the thrower throws units to the hitter.

**12.6 Thrower Zone:** Three semi-circles inside a triangle and a full circle in the middle of a triangle are called thrower zones.

**12.7 Units:** A throw by a thrower to a hitter is called 5 legal throw units.

**12.8 Throw:** A throw by the thrower to the hitter is called a legal ball throw.

**12.9 Catchers:** Three players on a team who, standing in the home field behind the hits zone, catch a ball thrown by a thrower or a ball thrown back by a defender.

**12.10 Defenders:** Players of the defending team who stand in the inner field and outer field and catch hits made by hitters and throw the ball back to the home field or thrower's zone.

**12.11 Home Field:** The home field is the first ball outside the thrower area of the hammerball playing field where only three catchers of the defending team are present.

**12.12 Inner Field:** In Hammerball game, the second circle made after the home field, which is 35, or 40 meters in different age group matches, this circle is called the inner field.

**12.13 Outer Field:** In the game of Hammerball, the third circle made after the inner field, which is 45, 50, or 60 meters in different age group matches, this circle is called the outer field. 3 to 5 defenders of the defending team stand in the outer field.

**12.14 Boundary:** In the game of hammerball, when a hitter hits the ground or directly crosses the home field, inner field and outer field, it is called boundary.

**12.15 Hammer:** In the game of hammerball, the hitter hits with a technically made stick of wood, which is called dead bat.

**12.16 Dismiss:** When a hitter's individual inning ends in a hammerball game, it is called the hitter's dismissal.

**12.17 Score:** In hammerball game, the total run score of cycle runs, auto runs, boundaries, candy runs and extra runs by the hitter team is called the score.

**12.18 Penalty:** In hammer ball game, showing red and green flag simultaneously by field referee is called penalty.

### 13. Competition and Tournament:

These two words are often misused. Competition is generally used for an individual event while tournament is used for team events. In Hammer Ball, matches should be played in Pool cum knock out combination system. Pool system will be used only when 6 or more teams participate in a tournament.

a. If there are 11 or less than 11 teams, the teams will be divided into 2 pools.

b. If there are 23 or less than 23 teams, the teams will be divided into 4 pools.

c. If there are 24 or more than 24 teams, the teams will be divided into 8 pools.

d. If there are 5 or less teams then the tournament will be played with 'Round Robin system' and top 2 teams will play the final match.

Some examples of pool systems are as follows:

#### Example 1: Two Pool System

Team	Pool A	Pool B
1		
2		
3		
4		
5		
6		

### **League Matches:**

Each team will play league match with each other in their respective pool. Top two teams from each pool will qualify for knock out matches.

### **Knock Out Matches:**

#### **Semi Final Match:**

**Semi Final 1:** Pool A (Winner) Vs Pool B (Runner-Up)

**Semi Final 2:** Pool B (Winner) Vs Pool A (Runner-Up)

#### **Final Match:**

Semi Final 1(Winner) Vs Semi Final 2 (Winner)

### **Example 2: Four Pool System:**

Team	Pool A	Pool B	Pool C	Pool D
1				
2				
3				
4				
5				
6				

### **League Matches:**

Each team will play league match with each other in their respective pool. Top two teams from each pool will qualify for knock out matches.

## Knock Out Matches:

### Quarter final match:

**Quarter Final 1** Pool A (Winner) v Pool B (Runner-Up)

**Quarter Final 2** Pool B (Winner) v Pool A (Runner-Up)

**Quarter Final 3** Pool C (Winner) v Pool D (Runner-Up)

**Quarter Final 4** Pool D (Winner) v Pool C (Runner-up)

### Semi Final Match:

**Semi Final 1:** Quarter Final 1 (Winner) v Quarter Final 4 (Winner)

**Semi Final 2:** Quarter Final2 (Winner) vs Quarter Final 3 (Winner)

### Final Match:

Semi Final 1(Winner) Vs Semi Final 2 (Winner)

## Example 3: Eight Pool System

Team	Pool A	Pool B	Pool C	Pool D	Pool E	Pool F	Pool G	Pool H
1								
2								
3								
4								
5								
6								

## League Matches:

Each team will play league match with each other in their respective pool. Top two teams from each pool will qualify for knock out matches.

## **Knock Out Matches:**

### **Pre-quarter final match:**

**Pre-Quarter Final 1:** Pool A (Winner) v Pool E (Runner-up)

**Pre-Quarter-Final 2:** Pool E (Winner) v Pool A (Runner-Up)

**Pre-Quarter-Final 3:** Pool B (Winner) v Pool F (Runner-Up)

**Pre-Quarter-Final 4:** Pool F (Winner) v Pool B (Runner-Up)

**Pre-Quarter-Final 5:** Pool C (Winner) v Pool G (Runner-Up)

**Pre-Quarter-Final 6:** Pool G (Winner) v Pool C (Runner-Up)

**Pre-Quarter-Final 7:** Pool D (Winner) v Pool H (Runner-Up)

**Pre-Quarter-Final 8:** Pool H (Winner) v Pool D (Runner-Up)

### **Quarter Final Match:**

#### **Quarter Final 1:**

Pre-Qtr Final 1 (Winner) Vs Pre- Qtr Final 8 (Winner)

#### **Quarter Final 2:**

Pre-Qtr Final 2 (Winner) Vs Pre-Qtr Final 7 (Winner)

#### **Quarter Final 3:**

Pre-Qtr Final 3 (Winner) Vs Pre-Qtr Final 6 (Winner)

#### **Quarter Final 4:**

Pre-Qtr Final 4 (Winner) Vs Pre-Qtr Final 5 (Winner)



### **Semi Final Match:**

**Semi Final 1:** Quarter Final 1 (Winner) Vs Quarter Final 4 (Winner)

**Semi Final 2:** Quarter Final2 (Winner) Vs Quarter Final 3 (Winner)

### **Final Match:**

Semi Final 1(Winner) vs Semi Final 2 (Winner)

### **13.1: Rules for Man of the Match**

The player with the most points in the winning team of the match is declared 'Man of the Match'.

He will get one point for every run scored by the hitter.

If the thrower dismisses a hitter who misses the ball, he will get 16 points.

### **14. Abandoning a Game**

A match may be abandoned due to bad light, rain or any other technical problem occurring during the game, if the game has to be stopped for a minimum of 2 hours. In this case, the game shall be replayed if the game has not been completed till the 'Master Score Unit'. This match shall be played on the same day or the following day, the decision of which shall be taken by the technical committee. In the case where the match has completed 'Master Score Unit' , that will be considered as 'Target Score' for the other team and the match will be decided in 4,5,6 units respectively. If the scores are equal in the league stage then, both the teams shall be awarded 1(one) point each. In case if the position of the team has to be decided when there are two or more teams with equal points then a re-match shall be played which will be decided directly on the 'Super Over'. If the match is

a final match, then both the teams shall be declared as joint winners. If any tournament has been interrupted by rain or any other technical problem where the league matches or the preliminary knock out also can not be completed within the given time or days, in such case, the whole tournament shall be rescheduled to another dates or days. The matches shall be conducted from the beginning in this new tournament.

## **15. Fixing A Game**

No player or team shall use unfair tactics during a game which will help the team to forfeit the game to the opponent team which may result in changing the result of the game or the tournament. There shall be a match observer appointed for each game who will decide the fair play of the game. In the case where the observer finds the game to be fixed or played with unfair tactics, then he shall have the authority to decide the penalty for the player, coach or team using the unfair tactics along with the technical committee of the tournament.

### **15.1 PENALTY:**

A) Point deduction for the team.

B) The player, coach or the team shall be liable to suffer a ban for minimum of 2 years.

## **16. Doping Regulations:**

To exhibit a fair play and good character, it is necessary for all the players, coaches and officials to follow the anti doping rules and regulations specified by WADA (World Anti Doping Agency). All the players, coaches and officials registered with the SIHSF shall mandatorily follow the rules & regulations. The defaulters will

officially be dealt with under the jurisdiction of the SIHSF if found violating any rules specified by the WADA.

The Anti-Doping Rules shall apply for the following personnel and necessary actions shall be taken for violating the rules:

A. All the players shall be solely responsible for consumption of any banned substance, performance enhancers and other doping methods not approved by the WADA

B. All players, coaches and officials registered with the SIHSF shall be eligible for penalties on violations of any Anti-Doping Rules.

C. Players, Coaches and Officials not registered with the SIHSF but wish to participate in any international open championships, leagues or any other championship organised by the SIHSF.

D. Players, Coaches and Officials in contract with the SIHSF.

E. Any support personnel of any team, club, association or federation within the jurisdiction of SIHSF. No player, coach, official or any other concerned personnel shall possess, consume or provide assistance of any kind with regards to the use / supply of banned substance to any other SIHSF registered player/official during the course of the year or during any training camp or any official tournament / matches. No player, coach, official or any other personnel mentioned above shall refuse to undergo dope test suggested by the SIHSF at any time during the year. Any concerned player / official found to have violated anti-doping rules and regulation will be liable for penalties as per the WADA code.

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# WORLD HAMMER BALL

POWERED BY Swingshot International Hammerball Sports Federation

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