

International Tchoukball Federation

Differences between (indoor) tchoukball and beach tchoukball

Michel Thomann - Technical commission, April 14th, 2005

This document aims at explaining the major differences between what can be called “normal” or “indoor” tchoukball and beach tchoukball. It should help teams and referees to prepare for the World Beach Tchoukball Championships, Geneva, Switzerland, July 2005.

The differences are listed and explained from two different points of view: first from a “referee’s view”, although it is also of the highest importance for teams: the rules. Then from a “trainer’s” or “coach’s view”: things that are technically and tactically different while training and playing.

1. The rules

Beach tchoukball rules are the same as those for indoor tchoukball (available on www.tchoukball.org), except some particular rules. Rules changes between normal and beach tchoukball are explained below (the numbers on the left correspond to those of the official FITB rules for indoor tchoukball).

- 1.1 Modified according to Figure 1 below.
- 1.2 The long sides are known as “side lines” and the short sides as “base lines”. Two cones, laid at the midpoint of each side line, divide the playing area in two zones (see Figure 1).
- 1.5.1 The lines are between 5 cm and 8 cm wide. The line of the forbidden zone is replaced by soft plastic cones spaced of about 80 cm.
- 4.1 and 4.2 A beach tchoukball team is made up of 7 players; among them 5 are playing and 2 act as substitutes.
- 4.3.1 Substitutions are made with the players crossing on the side line.
- 4.4 Players should be dressed uniformly and have a clearly visible number from 1 to 20.
- 4.5 Players play normally with bare feet. The referee can ask players to wear shoes if he considers this necessary for the player’s safety (sharp objects in the sand, cold or wet sand). In that case, all players must wear shoes.
- 6.1 to 6.3 A team wins a match when it wins 3 (or 2, to be decided) sets. A set is won when scoring 15 (or 20, to be decided) points with at least 2 points more on the other team. As long as there is zero or one point difference, the teams continue to play.
- 9.4.2 The ball is considered to have crossed the median line if the catcher has his feet clearly on the far side of the median line. Referees have to judge whether the catcher has his feet on the far side of the fictive line joining the cones laying at the midpoint of the side lines.

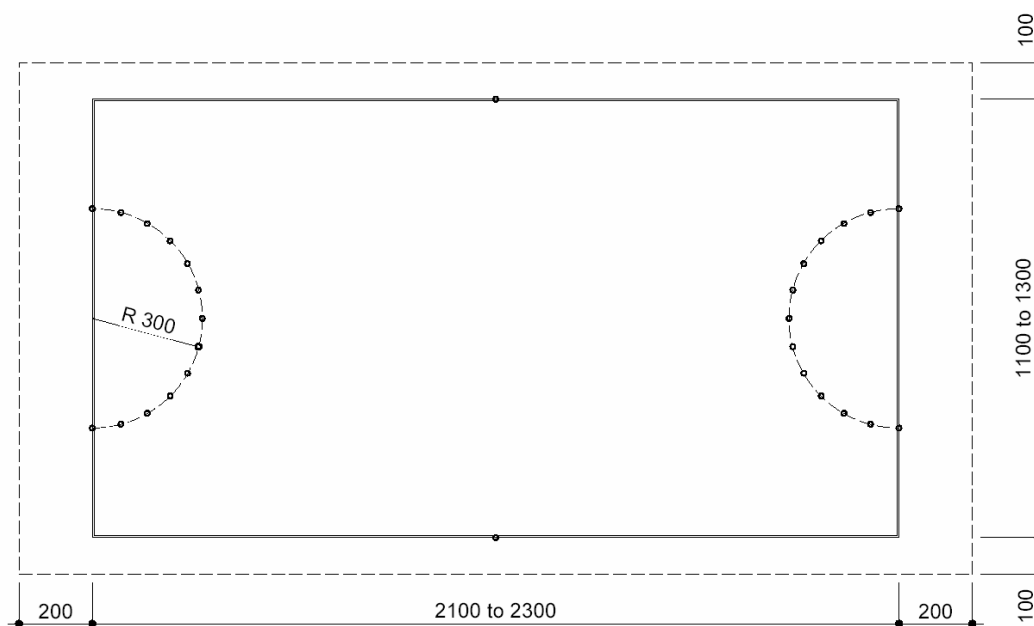


Figure 1 – Beach Tchoukball Field

Some remarks may be done regarding refereeing:

- The forbidden zone is marked with cones and a line is marked in the sand between these cones. The cones are inside the forbidden zone. This means that if the ball hits a cone, the ball is considered as being inside the forbidden zone. The same remark applies for a foot that would have a contact with a cone.
- The FITB Refereeing Commission insists on the judgement of landing: we should be strict on that rule. We should not be less strict because it is harder to jump in the sand.
- The same interpretation as for indoor tchoukball applies for travelling:
 - Any diving, roll, slide in the sand counts as 1 footprint. This leaves 2 footprints to stand up and play. Any contact with the knees, elbows, hand, etc will not be counted as a footprint during such an action.
 - If a player touches the ball in defence, deviates it, runs and catches it after the run, the referee should count all the footprints between the very first and the last contact (pass to a team-mate) between the player and the ball.
- Only the 2 substitutes may sit on the bench. Nobody else (coach, trainer, physio,...) will be allowed to sit on the bench. A substitute is of course allowed to coach.

2. Technics and tactics

The following contains some remarks about the major technical and tactical changes when switching from indoor to beach tchoukball.

- Jumping is more difficult because sand offers a softer starting surface than hard floor and because bare feet offers a smaller contact surface than shoes. Consequently:
 - The shooter will jump lower and less close to the frame. This will give them less variety in shooting. To change the shot, they will have to adapt their starting point (closer to the centre to shoot at the centre, closer to the base line to shoot along the line). This can be seen by the defense, which can more easily defend with only 2 people in first line defence. However, the defenders need to have a good mobility.

- It is more difficult to avoid landing. A specific training to jump higher and to shoot faster may be necessary. Another solution may also be to adapt the shot movement to release the ball earlier while jumping.
- There is more open space in defence because there are only 5 defender instead of 9 on a 40x20 m field. Consequently, for the attack::
 - Collective game becomes more important (it is easy to switch from one frame to the other with only 1 pass) in order to create big spaces in defence. Precise and quick passes across the field are more efficient than aerial switching above a frame (be careful about landing).
 - Second line shots may become very efficient because it is difficult for the second line defenders to move quickly in the sand.

And for the defence:

- Diving may become more important to defend the large spaces in defence. A specific training should be considered.
- Very good physical condition is necessary to run from one frame to the other when the other team is attacking. Tactics becomes also very important to allow the players to rest (the intelligent use of substitutes is important).
- There are only 5 people on the field (1 center, 4 wings) to cover a very broad range of needs and technical skills. Consequently:
 - Very specific skills for each player are less interesting than in indoor tchoukball because a shooter is also a first line defender and defender have also to score points.
 - At least 3 very good second line defenders are necessary to cover the direct and deviated shots. This may ask for specific training because at least two of these defender are also shooters and first line defenders!
- Matches will be played in sets instead of periods of a given duration. The first team to win a given number of sets wins. Consequently:
 - Even after a team has won 2 sets easily, the match is not yet finished, to the contrary to the system with periods where a team winning 30-15 after the second period is almost sure to win the match. This requires the players to keep their concentration really up to the very end of the match.
 - The length of the match may vary between 30 minutes and 2 hours. The players have to be physically ready. **The winner is the team that scores the last point.** This means that players have to be fit (or more fit than the other team) until the end to win the match.
 - Mental strength is crucial because a match may count up to 5 very tight set ends. The ability to manage these periods may change the match result. With periods, there is maximum one of these moments: at the end of the match. It is important to have mentally strong players who can score and defend those keypoints. Experienced players might gain an advantage on younger ones during these set ends.