

Chapter One: **Beach Woodball Course**

I. General Principles

1. The Beach Woodball course should be sited on an even beach surface and its fairways should be designed for games and competition.
2. On the Beach course, the natural objects such as trees, grove, low wall, and sand mounds can be used as obstacles or boundary line.
3. The outer area of the fairway boundary can be set up as spectators' area with reference to the natural features.
4. The designed fairway layout plan should be displayed at the ideal strategic visible location.

II. Beach Woodball Course Design

1. The design of Beach Woodball course is comprised of six fairways or its multiple numbers.
2. The total length of a six-fairway Beach Woodball course shall be more than 300 meters.
3. In principle, the surface of the fairway shall be even and smooth.
4. The fairway is designed to shape in rectilinear or curvy form in accordance with the natural features of the land.
5. The fairways may be set up with simple obstacles and temporary boundary line.
6. According to the area of the Beach Woodball course, designated fairway distances are required to vary from 20 to 80 meters.

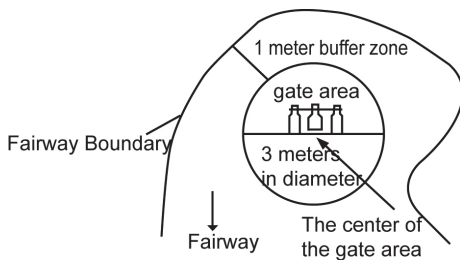
7. In event affected by regional climate or the natural features of the course, the organizing committee may take in due circumstances into consideration and make the appropriate local rules but not against the primary spirit of the Rules.
8. The round string used for the fairway boundary line shall be 1 cm diameter thick in white or yellow.

III. Specifications of the Beach Woodball Course

1. The fairways should be maintained regularly, and sand surface on the fairways should be even in advance of play.
2. The width of each fairway should be designed in accordance with its natural features, but the narrowest width should not be less than 3 meters, and the widest width should not be more than 6 meters. The width of middle distance fairway should be more than 3 meters and the width of long distance fairway should be more than 4 meters.
3. The length of fairways, 35 meters and under is termed as short distance (PAR 3); 36 to 55 meters is termed as medium distance (PAR 4); 56 to 80 meters is termed as long distance (PAR 5).
4. Of the six fairways, at least two are curving fairways; one to be left-curving fairway and the other to be right-curving fairway. There should be only one turning point in each curving fairway, the distance between turning point and the central of the gate should not be

over 5 meters.

5. Of the six fairways, at least one is short-distance fairway and one is long-distance fairway.
6. The fairways length is measured from the mid-point of the starting line, along the fairway center, ending at the mid-point of the gate. This length is regarded as the actual distance of each fairway.
7. At the beginning of each fairway, the requirement is to set up an initial horizontal line, regarded as the starting line. This line is 1.5 meters in length and each end of the line is drawn further back to line 2 meters in length. The rectangular area enclosed is regarded as the starting area.
8. At the end of each fairway, the requirement is to set up a circular area 3 meters in diameter with the gate as its center, regarded as the gate area. It may not be limited to 3 meters only if the geographical features at both sides of the gate have major terrain obstacles. Between the rear of the gate area and the fairway boundary a buffer zone width 1 meter or more should be kept.



9. The gate is set up in the center of the gate area, may be facing any direction of the fairway.
10. The starting area and the gate area should be even, smooth and obstacle-free.
11. The blue borderline flags should be placed both sides of fairway every 20 meters; the yellow turning flags are placed at turning points; the white gate area flags need to be placed in the gate area, and the red endline flags are placed behind the gate in the end of the fairway. Yellow turning flags should be on the boundary line, and other flags should be outside of the boundary line at least a distance of a ball.

IV. Use of the Fairway

1. For each fairway before the session of the game is completed, the next group is permitted to enter the fairway and start their session of game, with no disruption caused to the previous.
2. Only 4-5 players are allowed to play in the same session.
3. When the game is in process, no person other than the field players and the referee should be allowed to enter the fairway.
4. When the player is in action, other players should move back 3 meters for safety reasons.
5. Where the sand covering the fairway was scooped out by play, the patch should be mended by flattening or

stamping immediately.

6. It is not permitted for the player to adjust the fairway ground in front or behind of the ball in play prior to his/her shot.
7. It is not permitted to remove obstacles set on the fairway.
8. In the event of wind-blowing or rainy weather, the player may request to clear away branches, leaves, and waste, etc, hard objects fallen on the fairway.

Chapter Two: **Beach Woodball Equipment**

I. General Principles

1. Beach Woodball equipment includes three pieces: the ball, the mallet, and the gate.
2. Only the IWbF certified Beach Woodball Equipment shall be used in Beach Woodball championships. The certificated brands of equipment are subjected to be announced by IWbF annually.

II. Specifications of Equipment

1. Ball

- (1) The ball should be a round-shaped sphere made of natural wood, 9.5 ± 0.2 cm in diameter and 350 ± 80 g in weight.
- (2) Numbers and the Woodball emblem can be marked on the ball.

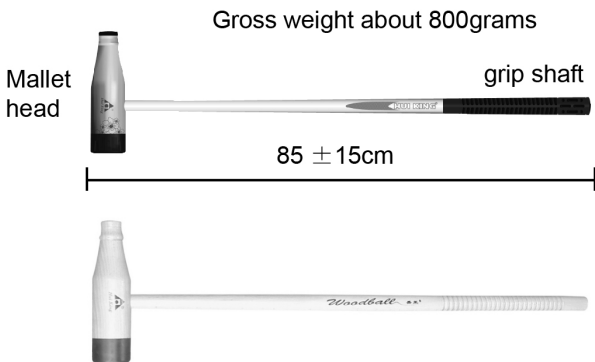
(3) The specifications of the ball are shown:



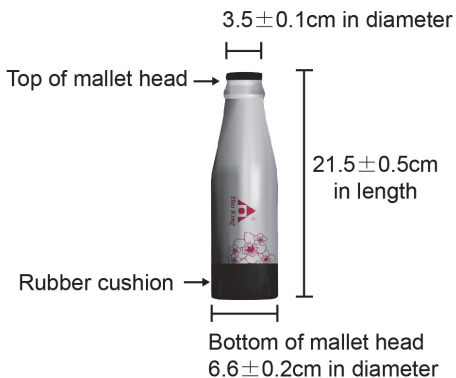
2. Mallet

- (1) The mallet is in a T-shaped form. Its gross weight is about 800 grams.
- (2) The mallet (consisting of a handle and a mallet head) is 85 ± 15 cm in length.
- (3) The mallet head is 21.5 ± 0.5 cm in length. Top of mallet head is 3.5 ± 0.1 cm in diameter. It is installed with a rubber cushion which measures 6.6 ± 0.2 cm in diameter, and 3.8 ± 0.1 cm in height. The specifications of the mallet shown as below:

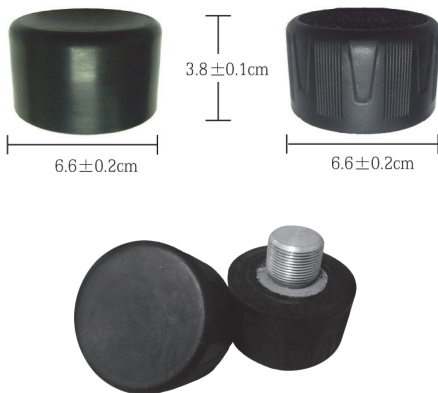
a. Mallet



b. Mallet head

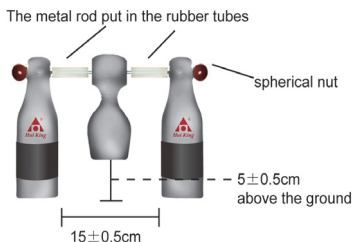


c. Rubber cushion



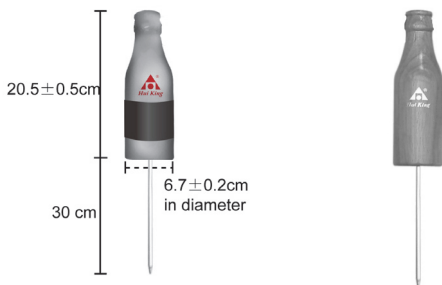
3. Gate

- (1) The gate is in Π shape with accessories including 1 metal rod, 2 spherical nuts, and two rubber tubes.
- (2) The gate is formed by 2 bottles as its base pillar fixed to the ground. The width between the 2 gate bottle should be $15 \pm 0.5\text{cm}$, measuring from the inner sides of one gate bottle to another. A gate cup hanging between 2 mallet heads is $5 \pm 0.5\text{cm}$ away from the ground.
- (3) The gate can be equipped with an 1-meter flag pole on top. The specifications of the gate are shown:

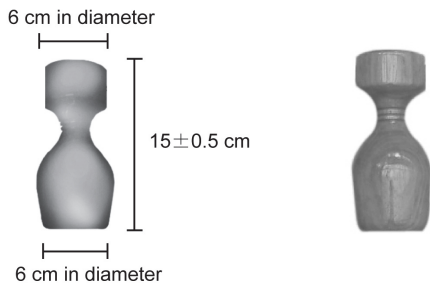


(4) The specifications of the gate set are shown:

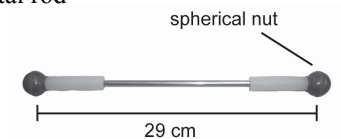
a. Gate bottle



b. Gate cup



c. Metal rod



Chapter Three: **Beach Woodball Team**

I. Organization of Beach Woodball Team

1. A team should consist of the following: leader, coach, manager, captain, and team members.
2. Each team can register from 4 and up to 8 players, including the captain for the game. 4 to 6 of them can compete in the game and the best 4 individual scores will be counted as the team result.

II. Players

1. The player who did not enter and register his/her name for the game is not permitted to play in the game.
2. Players in the same team competing for teams' event are required to dress in similar fashion sportswear. During the game, all players are required to dress with beach clothes along with beach sandals, water sports shoes or with bare foot.
3. In order to certify their eligibility for the game, Player should bring with them the identifications as issue by the organizing committee.

Chapter Four: **Functions and Responsibilities of Referee**

I. Chief Referee

1. Understand the practice and conduct of the game.

2. Assign referees to the game and notify the particulars for attention.
3. Supervise referees in the execution of the game.
4. Assist referees to resolve problems arising from the execution of the game.
5. Check the final scores.
6. Request to convene the Protest Committee in case an appeal or protest is submitted, and report the incident to the Committee.
7. Announce the rules of play and the particulars for attention to the players in advance to their game if necessary.

II. Referee

1. Check name list of the players and their equipment.
2. Direct the start of play on each fairway and manage the order of play among the players in the same session.
3. Declare the conclusion of play on each fairway and the number of strokes scored by each player.
4. Lead players in the session to complete the game in accordance with the designated order of the fairway.
5. Deal with offense and infractions to game rules during play and announce time-out and the restart of play.
6. Record number of strokes and infractions occurred for each player in the session.
7. Check the result of play and request players in the session to sign their names for confirmation.
8. The referee's action and movement must not affect the player in action.
9. The referee must stand at a position where he/she can see

clearly sight the player, the mallet and the ball in action.

III. Linesmen

1. Linesmen can be assigned in championships to assist referees in judging out of bounds and marking of the exit point when the ball in play rolled out of boundary.

Chapter Five: **The Game**

I. General Principles

1. Beach Woodball game is conducted in accordance with the Rules & Regulations set by the organizing committee and the International Beach Woodball Rules.
2. All players are required to complete their session of game from the first through to the sixth fairway, or its multiple fairways as stipulated. The final outcome is determined by the total stroke count in play.
3. For players who have not completed the game upon any one of the fairway or discontinues playing, their result will not be counted.

II. The System of Competition

1. Type of Competition
 - (1) Singles Competition: The individual as a competition unit.
 - (2) Doubles Competition: The pair (same sex) or mixed (opposite sex) as a competition unit.
 - (3) Teams Competition: The team may consist from 4 and up to 6 players as a competition unit.

2. Method of Competition

- (1) Stroke Competition: The competitor who completed six fairways or its multiple fairways with the lowest strokes shall be the winner.
- (2) Fairway Competition: The competitor who had won the greater number out of the six fairways or its multiple fairways with the lowest strokes shall be the winner.

III. Procedure of Competition

1. The Start of Play

- (1) As the referee announces the start of play, players should begin their game in accordance with the order of play set by organizing committee or by draw lot basis.
- (2) For the player who arrived 5 minutes late to his/her session or refuses to play after the referee announced the start of play, his/her should be disqualified from the competition.
- (3) As the player enters into the starting area, other players should retreat to the rear of the starting area for safety sake.
- (4) In first shot, the ball in play should be positioned within the starting area and is facing towards the direction of the gate.

2. Process of Play

- (1) The ball in play which passes through the metal rod of the gate, behind the gate cup and distance away from each other, is regarded as completion of one fairway competition. If the ball fails to pass through

the gate and it is still in contact with the gate cup, the gating process is considering completed by adding one additional stroke to player straight away, as this serves to protect the stability of the gate during the competition.

※ *Footnote of Passing through the Gate:*

Should the ball in play pass through the gate and rolls back into contact with the gate cup, it is still considered as completion of one fairway, as witnessed by the referee/linesman or by the majority of players in the same session. Should players in the same session are unable to reach agreement; decision will be made by the position of the static ball.

- (2) The ball in play that rolls out the ground outside the boundary is regarded out of bound.

※ *Footnote of Out of Bounds:*

The ball in play that rolls out of the boundary line and then back in touch with the line, is regarded as out of bounds as witnessed by the referee/linesman or by the majority of players in the same session. Should players in the same session are unable to reach agreement; decision will be made by the position of the static ball.

- (3) When out of bounds and prior to the player's next turn to strike, ball should be placed at least a Woodball length outside of the fairway. Upon the player's turn, the ball should be taken back and placed at the position where the point the ball rolled out of the boundary is taken as the center with a

radius of 2 mallet heads, but a penalty stroke will be applied.

- (4) If the ball in play falls or rolls into obstacles such as holes, trees, grove, pools, etc, that cannot be played, it can be removed from the obstacle, with the entered point of the ball as its center, apply rules of play for out of bounds. Alternatively, the ball can be re-positioned anywhere behind the obstacle on the fairway, but a penalty stroke will be applied. If more than $\frac{1}{3}$ of the ball sinks into the beach (sand), the ball should be relocated on anyplace of the fairway that is 1 mallet head distance away from the center of the sinking location on the fairway. No penalty will be applied.
- (5) Whenever a player begins to swing his/her mallet, others in the same session should move to the rear of the player, or retreat to the sides of the fairway, at a safety distance of 3 meters or more.
- (6) Whether in front or behind the gate, balls on the fairway can be directly played in attempt to pass through the gate.
- (7) In the event of natural contingencies, whether the game continues or not, it should be announced by the organizing committee.
- (8) When all players in the same session completed their games on a fairway, then its session can begin games on the following fairway. Games on all the fairways are to conduct in the same manner.
- (9) Order of first shot in each fairway follows the rotation sequence of the order of play.

- (10) During play, the player may request to change his/her equipment, and it is permitted after inspected by the organizer. The ball in play is only changeable after each fairway played (excluding the case that the ball is damaged).
- (11) Should the player hit the ball and simultaneously broke the mallet, it is then counted as one stroke, and request for re-play is not allowed.
- (12) Should the ball on the fairway bumped by another from a different fairway, play resumes from its new position static. In event of the ball bumped out of bounds, related penalty stroke is not applied.
- (13) No matter whose ball it is, players should not touch the balls and gates on the fairway with any part of their body or equipment.
- (14) Whenever the player tries gating or makes a shot, he/she should hold the mallet's grip shaft by its upper end, not close to mallet head.
- (15) Whether the player tries gating or makes a shot, the mallet should not be placed/action between the legs.
- (16) When the 5 meters deduction line is marked at the said distance from the gate, and the ball in play passes through the gate, the successful player will have one stroke subtracted from his/her score for that one fairway competition.
- (17) When the 20 meters passing line is marked at the said distance from the starting line (on medium or long distanced fairways only), and the ball in play does not pass beyond the marked 20 meter line, a penalty stroke will be applied. Out of bounds and its penalties

will apply regardless to out of bounds occur within or beyond the 20 meter line.

- (18) After striking the ball at the starting area, players should move toward the ball through buffer zone and walk into the fairway with the shortest path to start his/her next stroke. After hitting the ball, players should level the sunken part of the fairway and leave the fairway by the same path as he/she entered.
- (19) When the ball rolls into the gate area, players should hit their balls in order. After hitting, they should leave the gate area with the shortest path back to the buffer zone / area outside the fairway.

3. Outcome of Play

- (1) Each player should have his/her records of stroke count for each fairway and the total stroke count for all the six fairways or its multiple fairways; otherwise, his/her result shall not be calculated.

(2) Decision of Outcome:

A. Stroke Competition:

- a. For singles competition, the outcome is determined after players complete the stipulated six or its multiple fairways. The player who scores the least strokes is the winner. In case of players who secured the same strokes, whoever scores the least stroke by fairways among the last six fairways is the winner. Accordingly, the result shall be evaluated in the same manner or the organizing committee shall construct alternate methods to determine the winner.

- b. For teams competition, the outcome is

determined by the total stroke count based on best 4 players' scores in the team. The team with lowest strokes is the winner. In case of teams who secured the same strokes, whichever team with the player that secured the least strokes among the last six fairways shall be the winner. Accordingly, the team result shall be evaluated in the same manner. If the result is still the same, the organizing committee will construct alternate methods to decide the winner.

B. Fairway Competition:

The outcome is determined by the greater number of fairways won. In case of players who secured the same number of fairways won, additional games on fairways set by the organizing committee are to be played until the results are determined.

Chapter Six: Infractions of Rules in First Shot and Penalties

1. When the referee hands sign for the start of play and then the player's first shot should be completed within 10 seconds. Violator is admonished, and repeated infraction will incur the violator a penalty stroke.
2. For first shot, the player shall place his/her ball on the starting line or grounds within the starting area, and hit the ball from a stationary posture. Infraction will incur the

violator a penalty stroke, and play resumes, but the next shot is counted as the second stroke.

3. Should first shot fail to go out of the starting area; it is still counted as one stroke. Play resumes, but the next shot is counted as the second stroke.

Chapter Seven: **Infractions of Rules in Hitting and Penalties**

1. To make a shot, players are required to place the mallet behind the ball, and the starting posture should be stationary. It is not permitted to hit the ball while walking. Infraction will incur the violator a penalty stroke, and play resumes from where the ball lies in its new position.
2. The player is allowed to warm-up or practice shots without touching the ball, thus, these shots will not be counted. However, delaying the game by continuous practice is not permitted. The violator is admonished, and repeated infraction will incur the violator a penalty stroke.
3. The player should hit the ball within 10 seconds after he/she's ordered to play. The violator is admonished, and repeated infraction will incur the violator a penalty stroke.
4. It is not permitted for others to walk in or across the fairway ahead when player is making a shot. Infraction will incur the violator a penalty stroke.
5. It is not permitted for others to shout or use bad language so as to affect the player hitting the ball. Infraction will

incur the violator a penalty stroke.

6. When hitting, the player swings his/her mallet which merely touches or moves the ball, the swing is counted as one hitting, that is, one stroke.
7. The player must hit the ball with the ends of the mallet head, either the top or bottom. It is not permitted to hit the ball with the sides of the mallet head, or with the shaft of the mallet. Infraction will incur the violator a penalty stroke, and play resumes from where the ball lies in its new position.
8. It is not permitted to push the ball with the mallet. Infraction will incur the violator a penalty stroke, and play resumes from where the ball lies in its new position.
9. It is not permitted to hit the rolling ball repeatedly. Infraction will incur the violator a penalty stroke, and play resumes from where the ball lies in its new position.
10. The player should hold the mallet's grip shaft by its upper end, not to the mallet head. Infraction will incur the violator a penalty stroke. Should the ball passes through the gate, it is not recognized and, in addition to the penalty applied, play resumes from where the ball lies in its new position.

Chapter Eight: **Infractions of Rules in Play and Penalties**

1. The ball on the fairway that lies further away from the gate is given priority to hit, or the referee shall direct the order of play. Any player cannot hit his/her ball at will.

- Infraction will incur the violator a penalty stroke, and play resumes from where the ball lies in its new position.
2. The player who hits the ball on the fairway, and it rolls out of boundary line without touching the boundary line. It is regarded as out of bounds, a penalty stroke is applied.
 3. Should the ball in play comes in obstruction against the next player, the concerned player can always request to play first or mark the ball with permission from the referee. Infraction will incur the violator a penalty stroke. The mark is placed directly behind the ball on the fairway before the ball is picked up.
 4. The ball in play that bumped on obstacles taken as the boundary line and rebounded back to the fairway is not regarded as out of bounds. However, the ball in play that bumped on obstacle outside the boundary line is penalized as out of bounds.
 5. During play on curving fairways, the ball should be preceded on the fairway. To play the ball flying over out of the bounds area is not permitted. Infraction will incur the violator's ball penalized as out of bounds.
 6. When balls on the fairway bumped each other in play:
 - (1) The ball at rest that was bumped but remain inbound; play resumes from where the ball lies in its new position. In event of the ball at rest bumped to pass through the gate, it is regarded as completion of one fairway competition. However, should the ball at rest bumped out of bounds, the penalty stroke is not applied.
 - (2) Should the ball in play bumped out of bounds by another, it is penalized as out of bounds.

- (3) Should the ball in play remains inbound after bumped, play resumes from where the ball lies in its new position.
7. During play, no matter the player, coach and related entourage against sportsmanship is admonished and requested to improve; at the same time, the infraction will incur violator a penalty stroke. Repeated infraction will result in disqualification to the violator from the competition.
 8. The player who touches balls and gates on the fairway with any part of the body or with the equipment holding during play, the infraction will incur violator a penalty stroke, and play resumes from where the ball lies in its new position.
 9. During play, the player who action without observing the rules, or hits the ball with the mallet between his/her legs, a penalty stroke is applied, and play resumes from where the ball lies in its new position. If the ball passes through the gate, it is not recognized.
 10. During play, the player may request to change its mallet, and it is permitted after inspected by the organizer. The ball in play is only changeable after each fairway played. (excluding the case that the ball is damaged) Infraction will result in disqualification to the violator from the competition.
 11. It is not permitted for the player to adjust the fairway ground in front or behind of the ball in play prior to his/her shot. The violator will incur a penalty stroke.
 12. Player failed to flatten the sunken part by mending or tramping after hitting the ball. The violator is admonished.

Repeated infraction will incur violator a penalty stroke and requested to improve.

Chapter Nine: **Infractions of Rules in Gate Area and Penalties**

1. The ball on the gate area, in fairway competitions, the ball farther to the gate is given priority; in stroke competition, the ball nearer to the gate is given priority. Infraction will incur the violator a penalty stroke and play resumes from where the ball lies in its new position. Should the ball in play pass through the gate, it is not recognized.
2. The player cannot damage the gate intentionally. The violator is admonished and applied a penalty stroke. Repeated infraction will result in disqualification to the violator from the competition.
3. When the ball rolls into the gate area, players should hit their balls in order. After hitting, they should leave the gate area with the shortest path. Violators will incur a penalty stroke.
4. Player's Mallet bumps the gate while gating, one penalty stroke is applied to the violator. If the ball passes through the gate, it is considering completion of the fairway competition.

Appendix

I. Score Card

1. Stroke Competition Score Card



桿數賽記桿卡

Stroke Competition Score Card

國際木球總會

日期 Date :
地點 Venue :

組別 Category :

場次 Order :
時間 Time :

No.	Name	Gate No.1	Gate No.2	Gate No.3	Gate No.4	Gate No.5	Gate No.6	Gate No.7	Gate No.8	Gate No.9	Gate No.10	Gate No.11	Gate No.12	Total
1		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
2		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
3		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
4		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	

選手一 簽名

Player No.1 Signature:

選手二 簽名

Player No.2 Signature:

選手三 簽名

Player No.3 Signature:

選手四 簽名

Player No.4 Signature:

裁判 簽名

Referee Signature:

2. Fairway Competition Score Card



球道賽記牌卡 Fairway Competition Score Card

日期 Date : 場次 Order :
場地 Venue : 組別 Category : 時間 Time :

國際木球總會

No.	Name	Gate No.1	Gate No.2	Gate No.3	Gate No.4	Gate No.5	Gate No.6	Gate No.7	Gate No.8	Gate No.9	Gate No.10	Gate No.11	Gate No.12	PK1	PK2	PK3	PK4
1		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
		4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6
		7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9
2		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
		4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6
		7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9
球道獲勝者 Winner																	

成績 Result	1 號勝球道數 No.1 WIN:	2 號勝球道數 No.2 WIN:	平手球道數 Even:	獲勝者 Winner:
簽名 Signature	1 號選手 Player No.1 Signature	2 號選手 Player No.2 Signature		裁判 Referee Signature



沙灘桿數賽記桿卡

Beach Woodball Stroke Competition Score Card

日期 Date :
地點 Venue :

組別 Category :

場次 Order :
時間 Time :

國際木球總會

NO.	Name	Gate No.1	Gate No.2	Gate No.3	Gate No.4	Gate No.5	Gate No.6	Total
1		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
2		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
3		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	
4		1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	
		5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	

選手一 簽名 Player No.1 Signature	選手二 簽名 Player No.2 Signature	選手三 簽名 Player No.3 Signature	選手四 簽名 Player No.4 Signature	裁判 簽名 Referee Signature



沙灘球道賽記牌卡

Beach Woodball Fairway Competition Score Card

日期 Date :
地點 Venue :

組別 Category :

場次 Order :
時間 Time :

國際木球總會

NO.	Name	Gate No.1	Gate No.2	Gate No.3	Gate No.4	Gate No.5	Gate No.6	PK1	PK2	PK3
1		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
		4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6
		7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9
2		1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
		4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6	4 5 6
		7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9	7 8 9
	球道優勝者 Winner									

成績 Result	1 號勝球連數 No.1 WIN:	2 號勝球連數 No.2 WIN:	平手球連數 Even:	獲勝者 Winner :
1 號選手 簽名 Player No.1 Signature	2 號選手 簽名 Player No.2 Signature			裁判 簽名 Referee Signature

II. The Hand Signs of the Referee



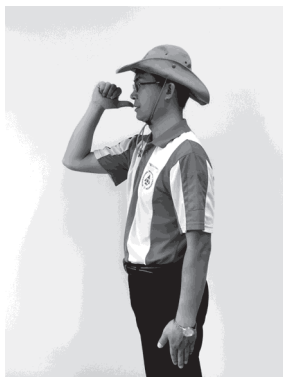
1. Start to Play:

Extend the arm forward and incline downward about 45 degrees, the palm open and the fingers drawn close to each other, pointing to the starting line and at the same time call aloud, “start play”



2. Hand Sign of Hitting:

Extend the arm upward to the shoulder's height, palm facing down and the index finger pointing to the direction of the hitter to the gate and moves horizontally several times.



3. Out of Bounds:

First with the thumb upward, bend the arm slightly and swing backward from the front over the shoulder to a stop behind the head. Swing several times to show the ball being outside the boundary.



4. Infractions:

Raise the arm upward and straight closely to the ear and face to the hitter.



5. Time Out:

Make a T type with both palms in front of the breast to show “time out”.



6. Through the Gate:

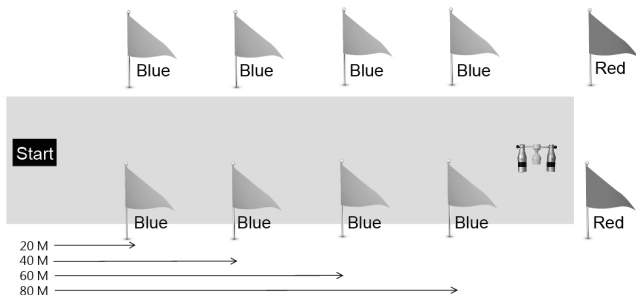
Extend the arm straight with the thumb upward and point to the hitter to show the ball he/she hit passing through the gate successfully and to express congratulation and admiration to the hitter.

III. Woodball Technical Terms

Course	場地	Gate Area	球門區
Gate	球門	Obstacle	障礙物
Gate Bottle	門柱	Time Out	暫停
Gate Cup	門杯	Order of Play	打擊 順序
Ball	球	Out of Bounds	界外球
Mallet	球桿	Par	標準桿
Mallet Head	桿瓶	Starting Line	發球線
Fairway	球道	Starting Area	發球區
First Shot	發球	Borderline Flag	邊線旗
Hitting	打擊	Turning Flag	轉彎旗
Touch	觸擊	Endline Flag	底線旗
Double Contact	連擊	Gate Area Flag	球門 區旗
Beach Woodball 20 Meters Passing Line		沙灘木球 二十公尺超越線	
Woodball 30 Meters Passing Line		木球 三十公尺超越線	
5 Meters Deduction Line		五公尺攻門線	

IV. Fairway Flags Placement

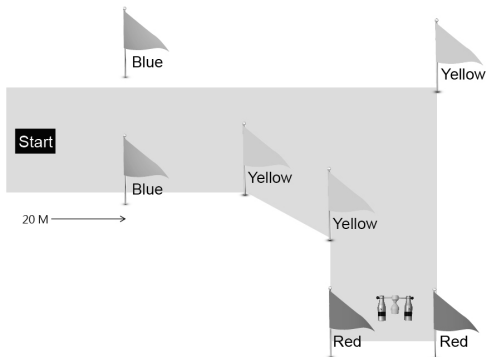
1. Flags Placement on Medium & Long Fairway



Borderline flag (Bule): Outside the boundary line at least one ball size distance.

Endline flag (Red): Outside the boundary line at least one ball size distance.

2. Flags Placement on Short (Curving) Fairway

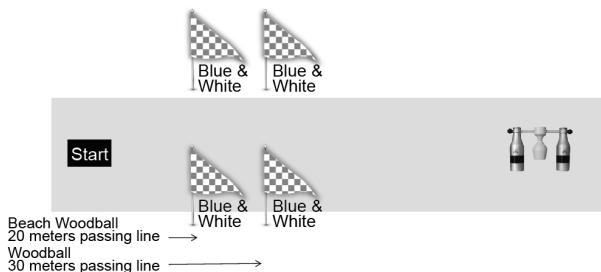


Borderline flag (Bule): Outside the boundary line at least one ball size distance.

Turning flag (Yellow): On the inner / outer 3 turning points.

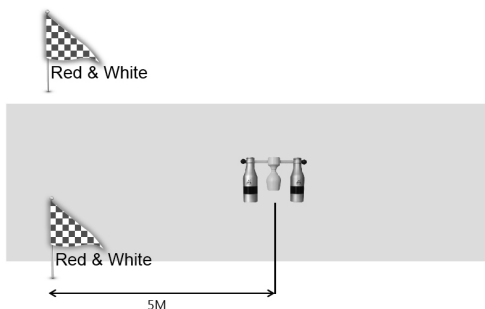
Endline flag (Red): Outside the boundary line at least one ball size distance.

3. Passing Flags Placement



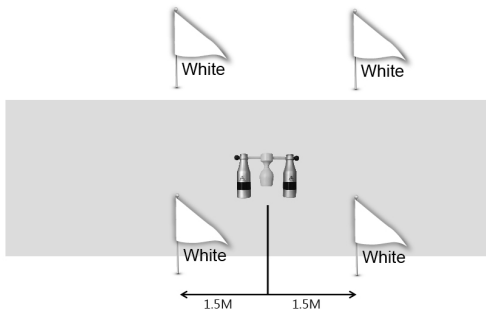
Passing flag (Blue & White): Outside the boundary line at least one ball size distance.

4. Deduction Flags Placement



Deduction flag (Red & White): Outside the boundary line at least one ball size distance.

5. Flags Placement on Gate Area of Beach Woodball



Gate area flag (White): Outside the boundary line at least one ball size distance.