

ISDO Competition Rules



1. General Principles

ISDO rules are based on the official EDF Rules, except where specific ISDO regulations apply.

2. Teams

Each team may register:

- 12 players
- 3 retrievers
- A maximum of 2 coaches allowed on court per match

3. Match Duration

Matches are played with:

- 2 × 15 minutes running time

At the end of each set, the next set must begin as soon as possible. Officials will not wait 30 seconds for teams to reset.

4. Half-Time and Time-Out

- Half-time duration: 2 minutes (teams switch sides)
- Time-out: Each team is entitled to one 1-minute time-out per match

5. Competition Format

5.1 Group Stage

Points allocation: Win: 2 points / Draw: 1 point each / Loss: 0 points

Ranking criteria (in order of priority):

1. Match points / 2. Set difference / 3. Number of match wins / 4. Total set points

5.2. Knockout and Positioning Stages

5.2.1 Men's Competition

Following the group stage:

- The two best-ranked first-place teams will play against the two qualified third-place teams, ensuring that no team faces an opponent from its own group.
- The lowest-ranked first-place team will play against the lowest-ranked second-place team that was not in the same group.
The remaining two second-place teams will play each other.

Quarterfinal Identification

For pairing purposes:

- Q1 = quarterfinal including the best first-place team
- Q2 = quarterfinal including the second-best first-place team
- Q3 = quarterfinal including the third-best first-place team
- Q4 = quarterfinal between the two remaining second-place teams

Semifinals

Quarterfinal winners are paired as follows:

Q1 vs Q4 / Q2 vs Q3

Winners advance to the Final (1st place match), losers compete for 3rd place.

5th–8th Classification

Quarterfinal losers are paired using the same structure:

Q1 vs Q4 / Q2 vs Q3

Winners compete for 5th place, losers compete for 7th place.

Lower Bracket

A Loser Semifinal will be played between the lowest-ranked third-place teams and all fourth-place teams, following the same pairing principles as the main playoffs.

Loser ranking groups (5A, 5B, and 5C) will determine positions 13th to 15th.

5.2.2 Mixed Competition

At the end of the group stage, the quarterfinals will be played as follows:

1A vs 2C / 1C vs 2A / 1B vs 2D / 1D vs 2B

Semifinals and finals will then be played for both winners and losers to determine final rankings from 1st to 8th place.

The same format applies to teams ranked 3rd and 4th in the group stage.

5.2.3 Women's Competition

At the end of the group stage, the quarterfinals will be played as follows:

1A vs 4B / 1B vs 4A / 2A vs 3B / 2B vs 3A

Semifinals and finals will then be played for both winners and losers to determine final rankings from 1st to 8th place.

6. Tie-Breaking Procedure

Matches in the knockout and positioning stages cannot end in a draw.

If a match is tied at the end of regular time:

- A 3-minute tie-breaking set will be played.
- If no winner is determined after this set, the referee will call "Sudden Death."
- The first team to eliminate an opposing player wins the set and the match.

7. Honour System

Players are responsible for removing themselves from the court and joining their team's queue if they are:

- Hit by a live ball
- Caught out
- Guilty of a line infraction

Players must not wait to be called out by match officials.

Remaining on court after clearly being out constitutes a breach of the honour system and is considered unsporting conduct.

Sanctions:

- First occurrence: Verbal warning
- Repeated behaviour during the event: Yellow card

Player honesty will not be penalized. If necessary, the referee may allow a player who has left the court to return to play.

8. Penalty for Delayed Start

If a match cannot start at the scheduled time due to the late arrival of a team or the absence/late arrival of the assigned referees, the following penalties will apply:

- **Teams:** One penalty set per minute of delay, as determined by the head referee. The match must still be played.
- **Referees:** One penalty set per minute of delay, applied to the next match to be played.

9. Refereeing Requirements

Each team must provide five referees when scheduled:

- 1 central referee
- 4 line referees

In addition, a team may, if it so wishes, provide a second central referee to assist the referee in charge.

10. Headshot Rule

A dangerous headshot at close range (less than 2 meters) will result in a yellow card.

11. Sacrifice Rule

Only one player per team may attempt a sacrifice play at any given time.

12. MVP Selection

MVPs shall be elected by a panel of five persons appointed by the organizer and present among the spectators.

Each panel member must rank three players from the match as follows:

- 1st place: 3 points
- 2nd place: 2 points
- 3rd place: 1 point

The player with the highest total number of points will be awarded MVP.

In the event of a tie, the organizer shall make the final decision.

Four MVP awards will be presented:

- 1 MVP – Men's category
- 1 MVP – Women's category
- 1 MVP – Mixed category (female player)
- 1 MVP – Mixed category (male player)