

# Fusion of Soccer and Sipa and Tumbang Lata Skills in Developing a Recreational Game

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## Abstract

Traditional games are seen as the best platform for "promoting peace, harmony, goodwill and camaraderie" in various Philippine communities especially since today's generation is different, most kids are stuck on their phones, iPods, and PSPs while sitting in a corner. This study highlighted a newly developed game derived from the two (2) recreational games, *Sipa* and *Tumba Lata* called *Patada Lata*. A game development approach that blends personalization and innovation, customized to the specific requirements of various groups. The respondents were 5 coaches of each sport (soccer and futsal) and teachers from Mindanao State University- General Santos City. The descriptive qualitative design was used following the Successive Approximation Model in deriving the development of the recreational game. A researcher-made interview guide question was utilized to obtain the feedback, comments, and suggestions of the validators, experts, and the student's experiences in playing *Patada Lata*. Based on the results of the study, positive feedback on the feasibility and adaptability of the game was received from participants. It is concluded that *Patada Lata* is playable, valid, and suitable and is highly accepted by the respondents. It recommends massive implementation to further normalize the mechanics of the recreational game *Patada Lata*.

**Keywords:** Patada Lata, Recreational Game, Soccer, Traditional Game

## 1. Introduction

The Philippine school system has stepped up its efforts to encourage students to play sports as referenced in DepEd Order No. 25 s. 2015 or the "Implementing Guidelines on the Special Program for the Sports" or 2015 is the term used. The purpose of this policy is to meet the demands of gifted kids participating in various sports. This is a result of the sports-inclined nature of Filipinos. Furthermore, according to the department, sports are crucial for teaching morals and assisting everyone in maintaining and enhancing their physical prowess (DO s2015 25).

Traditional games are seen as the best platform for "promoting peace, harmony, goodwill and camaraderie" in various Philippine communities especially since today's generation is different, most kids

are stuck on their phones, iPods, and PSPs while sitting in a corner (Asuncion, 2019). Other benefits of traditional games are the intensity of positive emotions was higher in team games and lower in individual games. It can contribute to the motor, linguistic, cognitive, and social-emotional development fields of children. All of them are mentioned as a psychological healthy for children. On the other hand, traditional games such as physical activity or active playing can give benefits to physical health, i.e., increased heart rate, oxygen consumption, and blood pressure. This benefit indicates a potential role of playing strategies for cardiovascular health in children. All of the benefits of traditional games mentioned are not only for psychological health but also for the physical health of children (Restati Siregar & Ilham, 2019).

Every one of us played games at one point in our lives. We played traditional games for amusement whenever suitable opportunities arose. The Filipino games had been a part of the Filipino pastime. Moreover, Filipino children are famous for their lively personalities despite odd conditions. Also, they are not very materialistic. Thus, traditional games commonly called "*Larong Lahi*" represent the diversity of Filipino culture and tradition. These games are fragments of unique and artistic heritage. But today, these games are rarely played due to the advancement of technology. In this modern age of gadgets, seldom you can see children playing our national games but instead the popular online, such as Xbox, PSP, iPad, and many other interesting gadgets (Barboza, 2003, Buanet et al., 2010, Aguado, 2021).

However, despite the potential benefits provided by soccer and recreational games, it frequently seems to be overshadowed by different internal and external factors within the educational system. These issues include a lack of access such as a lack of and limited access to facilities, crowded curriculum, low subject status, teachers' lack of training, limited curriculum time allocations, inadequacy of appropriately qualified PE teachers, and the relevance and quality of the PE curriculum (Morbo, 2021).

To solve the above-described challenges, this research proposed a game development approach that blends miniaturization and simulation, customized to the specific requirements and talents of various groups. The outcome of this research will provide new tactics and creative concepts to engage a new range of participants while maintaining a harmonic balance between their preferences and ability levels. Combining *Sipa* and *Tumba Lata* will not only develop a larger skill set but also improve the fundamental skills of soccer sports. This game is inclusive, meaning that people of all ages, socioeconomic backgrounds, genders, and marital statuses may play and enjoy it.

### 1.1 Statement of the Problem

The main objective of this study is to develop a new game. Specifically, the study aims to answer the steps in designing a new recreational game.

### 1.2 Objectives of the Study

This study aims to innovate a new game taken from the two (2) recreational games. Specifically, it aims to achieve the following:

1. Assess the skills in soccer and sipa and tumbang lata.
2. Design a recreational game utilizing the skills of soccer and sipa and tumbang lata.
3. Develop ground rules for the recreational game.

### 1.3 Significance of the study

The following will benefit from the result of this study.

- **School Administrators/Sports Director.** The study's findings will help school administrators and athletic directors improve the overall sports culture, increase student participation in physical activity, and diversify their sport offerings.

- **Game and Sports Innovators.** The study's results will motivate game and sports innovators to look into original ways to combine sports, which will result in the creation of brand-new, exciting, and health-promoting leisure activities.
- **Physical Education Teachers.** The results of this study will provide physical education instructors with cutting-edge instructional strategies, enhancing their curriculum and allowing them to provide a variety of interesting activities that cater to the interests of their students.
- **Sports Equipment Manufacturer.** The findings will give sports equipment producers insightful information that will enable them to create specialized equipment specifically suited to the demands of the "Patada Lata" recreational game, potentially creating a new market.
- **Students.** The results of the study will offer students a new and enjoyable physical activity that improves their general well-being, physical abilities, teamwork, and enjoyment, encouraging a lifelong love of sports.
- **Future Researchers.** Future studies on the effectiveness of sports innovation and its effects on social interactions, psychological well-being, and physical fitness will build on the findings of this study.

#### 1.4. Scope and Limitations of the Study

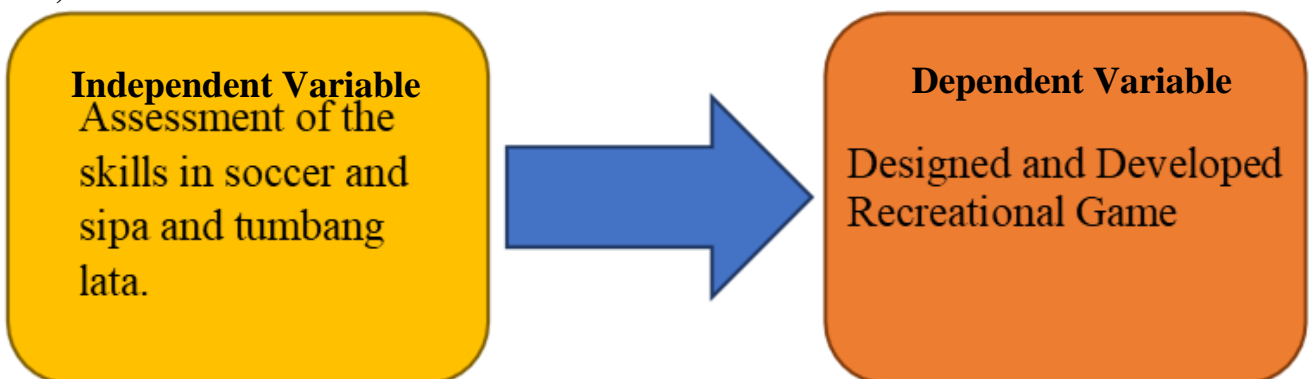
The study focuses on designing and implementing a recently developed game that was produced by combining *Sipa* and *Tumba Lata*. The development of the game places a strong emphasis on describing its traits, dynamics, rules, officiating, and scoring system. The study also lists the tools and resources needed to implement the game.

The participants of the study are limited to one particular school from Mindanao State University General Santos City who are currently enrolled in BPED during the second semester of the Academic Year (A.Y. 2023-2024). The participants will evaluate the newly developed recreational game and determine how the nature of the game played. The researchers will use simple random sampling to determine the ideal number of participants. This study will be using a researcher-developed survey questionnaire and an instructional design built on the IVDV Model.

The study has some limitations in gathering the data. First, the amount of time available for respondents to offer their opinions is a constraint. Second, it is constrained by the requirement that respondents' informational responses be accurate and consistent.

#### 1.5. Conceptual Framework

(IVDV)



An IV-DV model conceptual framework refers to a theoretical structure that defines the relationship between an independent variable (IV) and a dependent variable (DV) within a research context. Such frameworks are crucial for understanding the impact of one variable on another and are commonly used in various fields of study (David et al., 2020). This study shows the acceptability and adaptability of the

game (IV) and the playability of the game (DV). The main goal of this study is to develop a new game from the two recreational games namely: Sipa and Tumba Lata.

## 2. Method and Material

In this study, qualitative descriptive research generates data that describe the 'who, what, and where of events or experiences' from a subjective perspective (Kim et al., 2017). The descriptive qualitative design will be used for the comments and suggestions made by the validators and the student's experiences in playing *Patada Lata* gathered through interviews will then be analyzed thematically.

### 2.1 Research Participants

The research participants of this study are the related football coaches such as soccer and Futsal and physical educator instructors/teachers who will help assess the newly developed recreational game, a minimum of five (5) coaches for each sport and teachers. Their roles are to check the ground rules and endorse and certify that the recreational game is now playable. This study involves PE teachers, and recreation enthusiasts who will assess a new recreational game. In the selection of the field experts, below are the criteria:

1. The recreation specialist has significant years engaged in the specific recreational activity.
2. The recreation specialist has demonstrated skills, techniques, and strategies, supported by relevant certifications or awards.
3. The recreation specialist has a proven ability to teach or coach others in the recreational activity.
4. The recreation specialist has active participation or involvement in the activity at local, regional, or national levels.

On the other hand, BPED (Physical Education) during the 2nd Semester of the Academic Year 2023-2024 will actively engage in and assess the playability of a newly developed game. The participating demographics include 1st-year to 3rd-year students for BPED. Importantly, there are no minors enrolled in these courses, underlining the deliberate selection of these cohorts to ensure a comprehensive and focused evaluation of the game's reception within the university community.

### 2.2 Research Instrument

This study will use a researcher-made instructional design following the IVDV Model. An IV-DV model conceptual framework refers to a theoretical structure that defines the relationship between an independent variable (IV) and a dependent variable (DV) within a research context. Such frameworks are crucial for understanding the impact of one variable on another and are commonly used in various fields of study. For instance, the Illinois Work and Well-being Model (ILW2M) presents a multi-domain framework emphasizing the interaction of contextual and career development domains for individuals with traumatic brain injuries (David et al., 2020). The whole process will be verified and checked first by the adviser after which, the design will be submitted to experts in the field of dance exercise for their comments and suggestions. The researcher will then integrate all the suggestions and recommendations into the design before implementation. The researcher will perform pilot tests where course materials and instructional methods will be rehearsed. Feedback from these pilot tests will help identify weaknesses and enhance the entire program before implementation.

The student respondents participated in the game's pilot testing by using a badminton-size court after the mechanics and regulations were authorized by the pertinent specialists. After a series of games, the researcher polled the student responders to determine the playability of the game.

### 3 Results and Discussions

#### 3.1 Objective 1: Assess the skills in soccer and sipa and tumbang lata.

##### Background and History of playing *Patada Lata*

*Patada Lata* is a combination of *Sipa* and *Tumba Lata*. *Patada* is a Spanish word which means "to kick" the ball. This game includes performing kicking or sipa and turning the lata upside down. *Patada Lata* is not only a fun and challenging game but also a great way to promote physical activity and social interaction. It celebrates Filipino culture by incorporating a ball and encourages players to showcase their agility and strength enabling them to kick and ball and hit the "lata".

*Patada Lata* consists of 3 Lata's (Cans) on both end lines of the 18 x 9-meter court. A player must kick the Bola to score a goal by hitting the Lata. It can be played in a three-on-three match format, where two teams consist of three players, and compete against each other. The objective of the game is to score points by hitting the lata equivalent to 1 point. Faults include crossing the ball from the boundary lines, kicking or passing the ball above the knee, and handball violations of the position player.

##### History and Development

###### Soccer

Soccer, also known as association football, is a team sport played between two teams of eleven players each. The primary objective is to score by kicking a ball into the opponent's goal. It is played on a rectangular field, commonly referred to as a pitch. The game primarily involves the use of players' feet to move the ball, although other parts of the body, excluding the hands and arms, can be used.

The origins of soccer trace back to various ancient cultures, with the recognizable form of modern soccer taking shape in England in the mid-19th century. The sport has evolved, becoming one of the most popular ball games globally, with the FIFA World Cup being one of its major events.

###### Sipa

Filipinos started playing *Sipa* in the 15th century before the Philippines was colonized by Spain. *Sipa* was even considered the Philippines' national sport before *Arnis* replaced it in 2009 during the administration of former President Gloria-Macapagal Arroyo.

*Sipa* which means "kick" in Filipino also refers to the ball used in the game which has many variations and is usually made by the players themselves. The two most popular types of sipa ball are the lead washer and rattan ball. The lead washer sipa consists of a coin-like object with strips of cloth or plastic straws attached to it. The rattan ball is made of rattan strips formed into a hollow ball that is at least 4 inches in diameter.

###### Tumba Lata

The exact origin of *Tumba Lata* is not well-documented, but it is believed to have originated in the Philippines during the Spanish colonial period. The game was likely influenced by the culture and games of the colonizers, as well as indigenous Filipino games. -The name of this sport is derived from the Filipino words *Tumba*, which means 'to fall' and *preso*, which means 'prisoner, translating to the fallen prisoner'. - *Tumba Lata* is not only a recreational game but also reflects elements of Filipino culture and history. The game's name, "*Tumba Lata*," translates to "fallen prisoner" in English, reflecting the resistance and rebellion against colonial authority. It symbolizes the Filipino people's struggle for freedom and independence.



### 3.2 Objective 2: Design a recreational game utilizing the skills of soccer and sipa and tumbang lata. Patada Lata Fundamental Skills

#### 1. Kicking

It refers to the act of striking or propelling something with the foot, often with force or intention. In sports such as soccer or American football, kicking typically involves contacting a ball to move it in a desired direction or towards a specific target. Outside of sports, kicking can also be used metaphorically to describe forcefully rejecting or expelling something or someone.

Kicking in soccer is a fundamental skill crucial for success in the sport, with extensive research focusing on biomechanics, coordination, and performance factors. Studies highlight the importance of factors such as the limb used for kicking, velocity at ball contact, and the influence of soccer footwear on kicking success (Jana et al., 2016; Tsuyoshi et al., 2022). Additionally, the execution of instep kicks after cutting maneuvers affects lower limb biomechanics and ball speed, emphasizing the need for efficient movement patterns. Furthermore, the relationship between speed and accuracy in experienced soccer players underscores the significance of proper technique, football impact quality, and supporting leg position for successful kicking performance. Understanding these aspects is essential for players, coaches, and researchers to enhance kicking proficiency and overall game performance.

#### Push Kick

Among the different types of kicks in soccer, this is the most common kick used by players to pass the ball to a teammate. For this kick, the players use the instep of their kicking foot to connect with the center line of the soccer ball and push it forward to a teammate. Since most push passes are used over short distances, the focus is on accuracy and not on power. As this kick is easy to learn, even younger players can use it effectively.

Push kick review



#### Instep Kick

The instep kick uses the upper portion of the inside of the foot. However, it is done with much more power and is mainly used for shooting the ball or making long passes. For a right instep kick, the player runs forward and places the supporting foot beside the ball. Then the swinging movement of the kicking leg is used to strike the ball. The upper part of the foot, or the “laces” comes in contact with the ball during the kick. Always keep the ankles locked while using the inside of the foot for kicking.

Instep kick review



### Volley Kick

In a volleykick, the soccer player hits the ball while it is still in the air. Since it allows the foot to have better contact with the ball, it is an extremely powerful kick. The idea is to anticipate the movement of the ball and plant the non-kicking foot parallel to the spot where the ball will land. Ideally, the kicking foot should hit the center of the ball to keep it on target. Hitting low will make the ball gain too much height while hitting at the top will force it downwards. A half-volley is a way of kicking the ball just after it bounces up from the ground. It is commonly used by goalkeepers during a goal kick and also by midfielders. However, it needs more precision and focus.

Volley kick review



### Outside Kick

This tricky maneuver can be difficult to master and is often used by players in pro-level games. Initially, this kick is great for passing. But once it is learned it properly, it can use it to shoot, take corner kicks, and clear the ball. In short: Stride towards the ball and contact it using the outside of your kicking foot, keeping the ankle locked. The outside kick, called the outside-of-the-foot pass or cross, is a technique utilized in football to shoot precise, curved passes or crosses. Players can make the ball spin and curve by striking the ball with the outer edge of the foot, away from the laces. This results in accurate deliveries that can bypass defenders or enter the penalty area.

Outside kick review



### Toe Kick

Most coaches hate this kick and try to get their players to stop using it. However, it can be useful when the ball is just out of reach, and it must quickly pass. In short: If an opponent running towards the ball, it can simply lunge for it and kick the football center using the tips of the toes. This will cause the ball to travel a short distance in the desired direction. The toe kick – also referred to as the toe punt, is a football technique where the ball is struck using the toes of the foot. It is commonly used for short-range passes or shots on goal. Although it may not be as accurate or powerful as other methods, the toe kick is more of a speedy, spontaneous play. It can come in handy in narrow spaces or situations where the player feels that they may lose control of the ball. Despite its limitations in finesse and precision, the toe kick is a valuable tool for players to swiftly redirect the ball or make an unexpected impact in the game.



## Toe kick review



## Back Heel Kick

The back heel kick is a little difficult to learn but becomes easier with practice. It's one of the more deceptive kicks out there and can confuse a defender if executed properly. The technique is step over the ball and poke it towards a teammate using the heel of the foot. It may sound simple, but a backheel at the right time to the right player can help set up a goal. Known as one of the more stylish football kicks, the back-heel kick is also a skillful move that involves using the heel to strike the ball behind the standing leg. This technique is usually used as a surprise tactic to trick opponents or to create chances to score. The backheel kick is often seen when players have their back toward the goal or have limited space to work with.

## Back heel kick review



## 2. Dribbling

Dribbling is one of the game's most thrilling and eye-catching moves. When tactics fail, it may be a game-changer, or when all passing channels are covered, it can create a significant breach in the opponent's defense. A win might elicit amazement from onlookers, while a defeat can result in a dangerous counter-attack. In football, Dribbling is one of the most challenging but necessary skills to have in armor. Learn more through this article to comprehend the function of dribbling in football.

## Dribbling review





### 3. Shooting

Shooting is the ultimate goal of all offensive tactics in football matches. This is the most basic way to score a goal and the only way to score a goal. The choice and use of shooting technical indicators can have a great impact on the final result of the game. Therefore, how to improve the shooting technique of football players and how to adjust the shooting posture of football players are important issues faced by coaches and athletes.

Shooting review



### 4. Passing

Passing is a critical skill in soccer as it allows players to maintain control of the ball, collaborate with their teammates, and maneuver strategically during the game. Successful passing enables teams to maintain possession, create attacking opportunities, and ultimately score goals. Passing in soccer is the act of moving the ball from one player to another on the same team using their feet, head, or other legal parts of the body. It is a fundamental skill that underpins much of the game's strategy and flow. Effective passing is crucial for maintaining possession, creating scoring opportunities, and advancing the ball up the field.

Passing review



### 5. Receiving

Receiving in soccer, also known as ball control or trapping, is the skill of properly controlling and managing the ball when it comes to a player. This skill is crucial as it determines how well a player can maintain possession, set up the next play, and create opportunities. Effective receiving allows players to transition smoothly from defense to offense and to keep the game fluid and dynamic. Good receiving skills are crucial in soccer as they enable players to maintain possession, create scoring opportunities, and keep the game flowing. A player who can receive the ball well has a higher chance of retaining possession, evading opponents, and executing successful plays.

Receiving review



### 3.3 Objective 3: Develop ground rules for the recreational game.

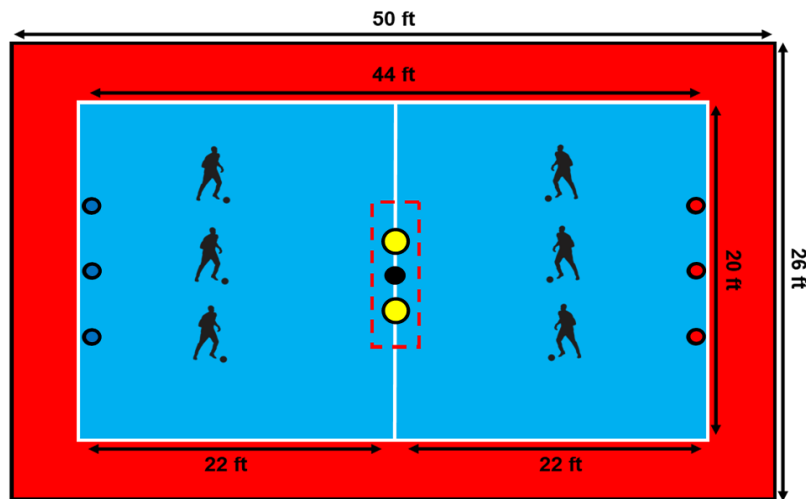
#### Developed Ground Rules of the Game *Patada Lata*

##### Section 1. DEFINITIONS OF TERMS

1. **Bali/Flip.** A Hiligaynon word means to twist or to turn the object upside down.
2. **Bola/Takraw Ball.** A ball made of rattan or synthetic plastic.
3. **Dribbling.** Refers to the skill of a player moving the ball past opponents with short, precise touches. It's a fundamental technique that allows a player to maintain possession of the ball while navigating through defenders and advancing up the field.
4. **Igo.** A Cebuano term which means hit or to hit
5. **Ilad.** A Cebuano term that means to “deceive”
6. **Lata.** From the game “Tumba Lata” a can that will be used for the game.
7. **Patad.** A bisaya word which means “wager”, “bet”, or “pusta”
8. **Patada.** From a Spanish word that means “to kick”
9. **Patada Lata.** (a combination of Sipa and Tumba Lata) is consist of 2 end lines with 3 standing Can oppositely. The Zone (court) is 44 x 20 feet where the player moves the Rattan ball freely. A player must score a hit, by hitting the Can (Lata) by the ball. It can be played in a three-on-three match format, where two teams consist of three players, and compete against each other. Flipping the Can is the equivalent of tossing a coin, hence, whoever is the first team to flip the can successfully. They will be the first team to kick the ball. To commence the game the first kick will take place in the center.
10. **Zona.** From the Spanish word which means boundary or area with specific boundary.

## Section 2. EQUIPMENT

These are the equipment needed in playing *Patada Lata*.



### a. Zona (Court)

#### Playing Area

The playing area includes the playing court (zona) it shall be rectangular and symmetrical.

#### Dimensions

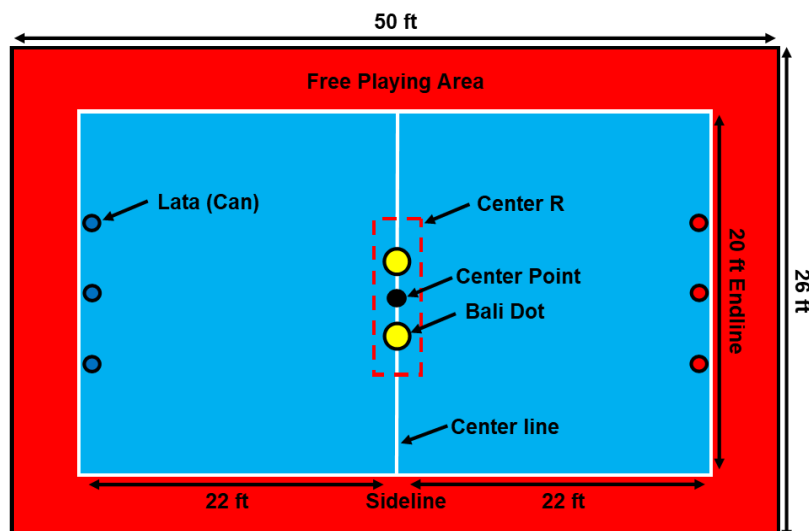
The playing court (zona) is a rectangle measuring 44 x 20 ft. The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure 6 ft in all side from the playing surface.

#### Playing Surface

The surface must be "at, horizontal, and uniform. It must not present any danger of injury to the players.

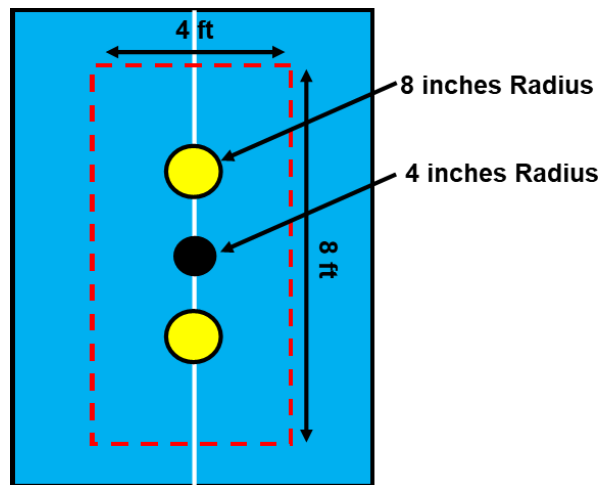
#### The line on the Court

The court (zona) is carefully defined by lines that are 6.35 cm wide, ensuring clear visibility and differentiation from other elements. Two sidelines and two end lines serve to define the playing area. These lines are best painted in light hues like red and white. The middle line, which intriguingly splits the court (zona) into two halves, highlights the importance of both halves together. Furthermore, the can's flip was performed in an area with a broken rectangular shape. This exacting court (zona) design guarantees accuracy and impartiality throughout the game.



**b. Center R**

1. The 4 x 8 ft. rectangular shape with broken lane is an area for the flipping of lata (can) before starting of the game.
2. Lane width: 2.5 inches
3. Color: Red
4. Bali Dot: 8 inches radius
5. Color: Yellow-Black
6. Center Point: 4 inches radius
7. Color: Black



**c. Bola (Ball)**

1. The “bola” or the ball shall be spherical, made of rattan.
2. Weight: 150 g
3. Dimensions: 50 cm in diameter
4. Color: Light Brown

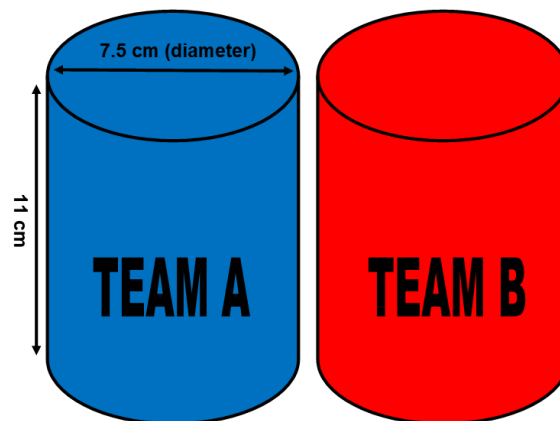


**d. Lata (Can)**

1. The “Lata” or can is made of tin in a cylindrical shape.
2. Height: 11 cm
3. Width: 7.5 cm in diameter



4. color: Red/Blue



### Section 3. PARTICIPANTS

1. For the match, a team may consist of up to 6 players, plus
2. Coaching Staff: one coach and one assistant coach
3. There should be 3 official players in every game.
4. One of the players is the team captain, who shall be indicated on the score sheet.
5. Players Equipment: A player's equipment consists of a jersey, shorts, (the uniform) and sports shoes

### Section 4. TO SCORE A POINT AND THE GAME

#### To score a point

#### A team scores a point:

- by successfully hitting the Lata (Can) of the opponent team
- when the opponent team chooses PASS.

#### Fault

- A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The umpire judges the faults and determines the consequences according to the rules.

#### To win the game

- The game is won by the team that gains more points.

### Section 5. STRUCTURE OF PLAY

#### The Flip/Bali

1. Before the game, the umpire calls the team captain.
2. To determine the ball possession, the team captain will flip the can. The first team who will make the can stand will be the one to kick first and start the game.
3. The game begins by kicking the ball in the center.

#### Team Starting Line-Up

1. Each team must have 3 players in play, following the registered player in the official lineup.
2. Once the lineup sheet is submitted, no changes are allowed without a regular substitution.
3. Player positions depend on their foot placement or position.
4. After the kick, players are free to move and take any position on the zona.

### Section 6. STATES OF PLAY

1. The ball is in play when the authorized kick is made.
2. The ball is out of play when a fault is whistled or upon the whistle in the absence of a fault.
3. The ball is out of play when the team kicks the ball and goes out from the zona, the possession of the

ball will go to the opponent, and they will kick it from the corner.

4. The ball is "in" if it touches the court or boundary lines.

### **Section 7. PLAYING THE BALL**

**Each team must kick the ball to hit the Lata (Can)**

#### **Team Hits**

A hit is the contact of Lata (Can) using the kicking ball.

1. A player may not hit the Lata (Can) consecutively without returning the ball at the center.
2. If the ball goes out of the playing area it is considered deadball, the opposing team may kick the ball from the corner.

#### **Characteristics of the Hit**

The ball should not be touched by the hands.

### **Section 8. THE BALI/FLIP**

The Bali/Flip is the counterpart of tossing a coin, the first team captain will flip the can are the first to kick the ball.

### **Section 9. INTERRUPTIONS**

**An interruption occurs if the umpire blows his whistle regular game TIME OUTS and SUBSTITUTIONS.**

#### **Request for regular game interruptions**

- by the coach, assistant coach, or game captain.
- Substitution before a set start is allowed and considered regular.

#### **Time-outs**

- All requested time-outs last for 30 seconds.
- 1 time-out for each set per team is allowed.
- During all time-outs, the players in play must go to the free zone near their bench.

#### **Substitution**

- A substitution is the act by which a player or his/ her replacement player, after being recorded by the scorer, enters the game to occupy the position of another player, who must leave the court at that moment.
- When the substitution is enforced through injury to a player in play this may be accompanied by the coach (or game captain).

### **Section 10. INTERVALS AND CHANGE OF SIDES**

#### **Change of sides**

After each set, the teams change sides

### **Section 11. REQUIREMENTS OF CONDUCT**

#### **Sportsmanlike Conduct**

- Participants must know the "Official *Patada Lata* Rules" and abide by them.
- Participants must accept umpires' decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.
- Participants must refrain from actions or attitudes aimed at influencing the decisions of the umpires or covering up faults committed by their team.

#### **Fair Play**

- Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only towards the umpires but also towards other officials, the opponent, team-mates and spectators.
- Communication between team members during the match is permitted.

## Section 12. REFEREEING CORPS AND PROCEDURES

### Composition

The refereeing corps for a match is composed of the following officials:

- Chief Umpire,
- 2 Line Judges,
- the scorer,

### Procedures

- In Patada Lata, only the Chief Umpire can whistle during the match.
- The chief umpire initiates the Bali/Flip at the Center R.
- After the successful Bali/Flip, the chief umpire blows the whistle and then the first team to flip the can are the one to first kick the ball at the center point

## Section 13. CHIEF UMPIRE

### Location

The chief umpire carries out his/her functions standing at the center located at one end of the center line and at his/her back is the scorer.

### Authority

- The chief umpire oversees the entire game
- The decision of the chief umpire is final and overrule the decision of the line judges if it is appealable.

#### a. Responsibilities

The line judges support the chief umpire with responsibilities such as supervising bench members, overseeing player warm-ups, permitting game interruptions, and managing time-outs and substitutions.

## Section 18. SCORER

### Location

The scorer performs his/her functions seated at the scorer's table at the back of the chief umpire.

### Responsibilities

1. Fill in the score sheet as per the rules, cooperating with the chief umpire.
2. Before the game, register game and team data, obtain signatures of captains and coaches, and record starting line-ups.
3. During the game, record points, control kick order, acknowledge player substitutions, and notify the chief umpire of improper game interruptions.
4. Announce the set end and control the interval between sets.
5. At the match's end, record the final result and handle protests with authorization from the chief umpire.
6. Sign the score sheet and obtain signatures from team captains and chief umpires.

## Section 19. LINES JUDGES

### Location

Two-line judges are used, they stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2 m from the corner. Each one of them controls both the end line and sideline on his/her side.

### Responsibilities

1. The line judges perform their functions by using flags (40 x 40 cm), to signal:
2. the ball "in" and "out" whenever the ball lands outside/crossing near their line(s);
3. -At the chief umpire's request, a line judge must repeat his/her signal.

## Section 20. OFFICIAL HAND SIGNALS

### Referees' Hand Signals

The Chief Umpire must indicate with the official hand signal the reason for their whistle (the nature of the fault whistled or the purpose of the interruption authorized).

### Line Judges' Flag Signals

The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment

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