

TOURNAMENT HISTORY

2009 - 2010

57 test events for adapting the score measuring system to the needs of the game.

2011

1st Greek Beach-Racket Championship with 6 tournaments.
Porto Rafti, Kiparissia, Galazia Akti, Chania, Egina, Alimos. **63 participants.**

2012

2nd Greek Beach-Racket Championship with 5 tournaments.
Porto Rafti, Kiparissia, Galazia Akti, Egina, Krestena. **88 participants.**

2013

3rd Greek Beach-Racket Championship with 5 tournaments.
Porto Rafti, Kiparissia, Galazia Akti, Egina, Krestena. **97 participants.**

2013

1st Greek Beach-Racket Cup (4-player men teams)
Kiato, Korinthos. **54 participants.**

2014

4th Beach-Racket Championship with 5 tournaments.
Porto Rafti, Kiparissia, Kiato, Larisa, Pasarellas Racquet Club. **110 participants.**

2014

2nd Greek Beach-Racket Cup (2-player men teams)
Galazia Akti. **52 participants.**

2015

3d Greek Beach-Racket Cup Krestena. **50 participants.**

2015

5th Beach-Racket Championship with 5 tournaments.
Voula, Kourouta, Platamonas, Kiparissia, Loumparda.

The A' Beach Racket Clubs Union (aka A' ESAX) is founded on the 7th December 2014 with the presence of the president of the Hellenic Tennis Federation (HTF) Mr. Spyros Zannias, and of the vice president of the HTF national committee Mr. Kostas Yakoumis.



A' BEACH RACKET CLUBS UNION

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UNDER THE AUSPICES OF HTF



The A' ESAX continues the work started by Hellenic Beach Racket Association (aka PSAX) back to 2006, under the auspices of HTF.



We introduce you to:



A new sport is born in Greece!



We introduce you to
Beach-Racket

A new sport is born in Greece!

Starting as a popular hobby in Greek beaches, Beach-Racket has become a sport! This transformation is a result of the joint effort between sports clubs all over Greece and the technological research. It is the first beach racket game in the world that became a sport, and this is a Greek innovation!

Beach-racket is recognized as an emerging sport from the Hellenic Tennis Federation upon request of the Hellenic Beach Racket Association. The Executive Board's relevant decision (16/06/2014) is witnessed unanimously from the HTF General Assembly in Kilkis (7/02/2015).

Sixteen clubs with a vision for the Beach-Racket were the pioneers

1. HELLENIC BEACH RACKET ASSOCIATION
2. A' VOULA COAST SWIMMING CLUB
3. BEACH RACKET CLUB PORTO RAFTI
4. BEACH RACKET CLUB EGINA
5. GALAZIA AKTI SEA SPORTS CLUB
6. GREEK SAILING CLUB OF EGYPTIANS
7. VOULIAGMENI WINTER SWIMMERS CLUB - "POSEIDON"
8. PASARELLAS RACQUET CLUB
9. KIPARISSIA BEACH RACKET CLUB
10. KRESTENA COASTAL & WATER SPORTS CLUB
11. KIATO BEACH RACKET CLUB
12. KOUROUTA-AMALIADA BEACH RACKET CLUB
13. LARISSA BEACH RACKET CLUB
14. RHODES RACKET CLUB
15. KALAMATA SPORTS CLUB - "TRITON"
16. TRIPOLITSA SPORTS CLUB
17. KAVALA BEACH RACKET CLUB
18. SYROS BEACH RACKET SPORTS CLUB

AUTOMATED SCORING SYSTEM

Beach-Racket is the first sport in the world where scoring depends on technology. Mobics SA, a leading informatics R&D company, after two years of research and tests manufactured the ultimate system for reliable measurements and indisputable game results.

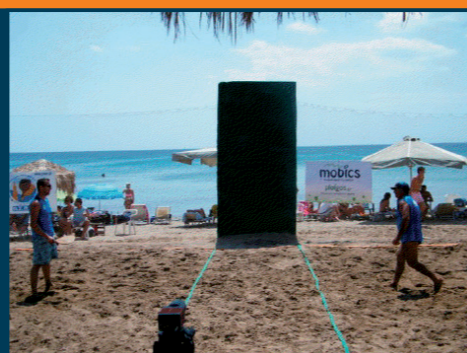
Its operation relies on continuous frame capturing between the cameras and a dark background placed opposite to them. The frame capturing is done vertically to the ball's trajectories, at a high rate (150 fps). Then with stereo vision algorithms, the position of the ball is accurately estimated in the 3D space (i.e., X,Y,Z coordinates). By knowing 2 successive positions of the ball, we can measure the distance it traveled in a specific time period and estimate the ball's speed in real-time. That estimation is quite accurate (average error less than 2%, as measured in cooperation with National and Kapodistrian University of Athens) and is not affected by the (angle of the) ball's trajectory.



SCORE MEASUREMENT SYSTEM

The system consists of two parts: the speed measurement system (hardware) and a computer software application that calculates game scores, statistics and prints game sheets.

The speed measurement system is based on computer vision. By capturing frames in the visible spectrum with 2 CCD (charge coupled device) optical sensors (cameras), we guarantee that the score calculations are based on what the game audience sees. The system cannot be tampered or distorted by any technical means, so the game scores and results are objective and indisputable.



DARK BACKGROUND, PLAYERS AND SYSTEM CAMERAS

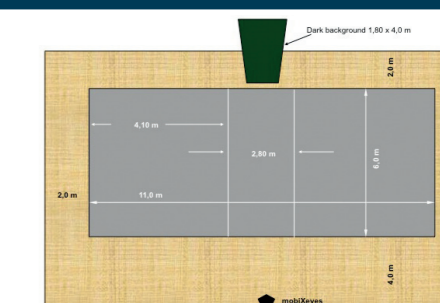
Another innovation of the system is the automated sports casting performed with text-to-speech technology (synthetic voice), provided by e-rhetor company. For instance, every few minutes the score of the team playing is announced from the speakers, its ranking and the remaining game time. All game information is also presented in a big public display. More details about the scoring system can be found in its official web page: www.mobixeyes.com

GAME PARAMETERS			
Base Speed-km/h 65.0	Category Men duad	Test Tourn, 31/01/2014 Fall Pts. 1.5	Club Voula
Base Speed-km/h 65.0			
GAME STATISTICS			
Side A Player 1 G.	Time 09:49	Side B Player 4 G.	
Positive Points 20.02	Points 28.24	Positive Points 14.22	
Average Speed-km/h 86.4	Speed-km/h 70.0	Average Speed-km/h 100.0	
Hit Count 11		Hit Count 6	
Last Hits 70.0 100.0 70.0 100.0 70.0	Falls (Negative Points) 4 (-6.00)	Last Hits 100.0 100.0 100.0 100.0 100.0	
RANKING			
Rank	Club	Team	Points
1	Voula	Player 4 G., Player 1 G.	28.24
2	Porto Rafti	Player 5 G., Player 10 G.	14.70
3	Voula	Player 4 G., Player 1 G.	13.73
4	Voula	Player 8 M., Player 4 G.	12.86
5	Voula	Player 4 G., Player 1 G.	9.96

SCORE AND STATISTICS IN PUBLIC DISPLAY

RULES OF THE GAME

Beach-Racket, is usually played on sand courts near the beach, with safety nets surrounding the court. The court has a length of 11m and a width of 6m. The court is divided in half by a wide strip (2.8m width) where ball speed is measured



BEACH-RACKET COURT

- The game is played by two players (one towards another) or four (two towards two).
- In both cases (doublet and quartet teams) players are not rivals, but all play for the team, in contrast to almost all other tennis-like sports.
- Teams compete through collecting positive points and avoiding negative points.
- Positive points are earned when the speed of a ball hit is higher than a predefined base speed (e.g. 65 km/h).
- Ball speed is automatically calculated by the mobiXeyes system.
- Negative points are noted by a referee when there is a ball drop or when a player hits the ball while being outside the court.

Therefore, the longer the ball remains on air (within the court) with strong hits and good defense, the more points are earned by the team and the more exciting and spectacular the game is (team spirit of the game).

In every game there are referees that monitor and enforce game rules.

The basic equipment includes wooden rackets and tennis balls.



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