

**FINDINGS FROM RRR25 FEEDBACK SURVERYS:**  
**SENTIMENT ANALYSIS OF PACKAGE B**  
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## 1 Objectives

As part of the ongoing effort by the IRF as part of the RRR25 (Roundnet Rules Revloution), the Data Team aims to analyse the video footage and test data. To supplement this data, the IRF also allowed for the community to fill out two surveys:

- (1) Community Feedback Questionnaire
- (2) Post-Tournament Questionnaire

In future, we refer to (1) as the Community Questionnaire and (2), as the Tournament Questionnaire.

The aim of these surveys is to gather additional insights into the qualitative effect of the rules on the player base.

## 2 Methodology

The structure of the the respective surveys is given in the Appendix (§ 4 — Page 6). These questions were then evaluated, using generative AI (i.e. LLMs) to summarise content where appropriate.

## 3 Results

At the time of writing (August 5, 2025) we have 126 responses for Package B. This is less than the 153 for Package A.

### 3.1 Enjoyment Change

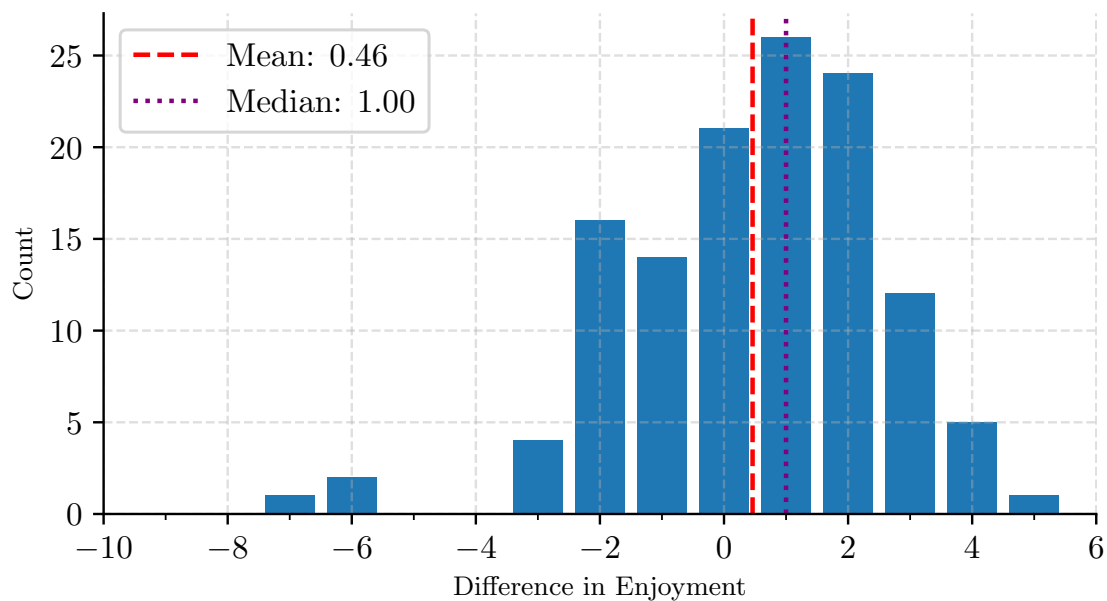


Figure 1: Change in Enjoyment after Rule Change

Overall the community and tournament feedback is very different in terms of enjoyment differences. Tournament respondents generally exert a positive difference.

For both Packages: Median pre-ruleset was 7, increasing to a median enjoyment of 8.

For Package A: The mean was 7.19 increasing to 7.79. For Package B: The mean was 7.37 7.83

### 3.2 Thoughts on the effectiveness of Package A

All survey respondents responded to this question. While we saw average enjoyment rise in Figure 1, a variety of advantages and disadvantages were raised by respondents.

Table 1: Advantages, sorted by how common they are

Advantage	Details	Agreement
More Rallies		20
Improved Defense	Helped due to free to move	18
Reduced serving advantage	Due to alternating serves	15

Table 2: Disadvantages, sorted by how common they are

Disadvantage	Details	Agreement
Larger NHZ	Risk of injury and disadvantage for smaller/ female players	39
Confusing serves rule		6

### 3.3 Do the changes seen reflect the direction the sport should go?

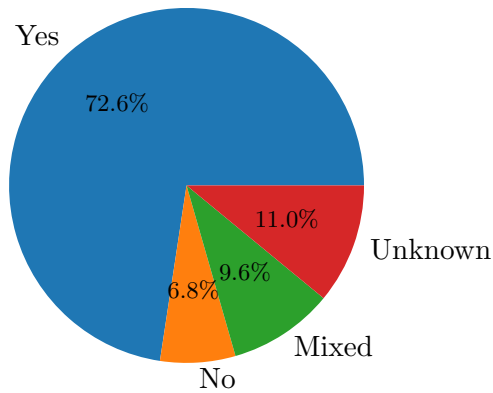


Figure 2: Distribution of whether the changes reflect the direction the sport should go (Package A)

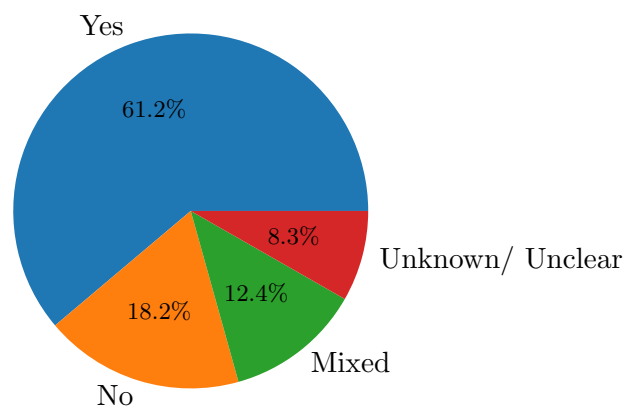


Figure 3: Distribution of whether the changes reflect the direction the sport should go (Package B)

### 3.4 Impact on “watchability”

Table 3: Watchability Impact, sorted by how common they are

Impact	Details	Agreement
Rally Quality & Quantity	The (unlike Package A) were not seen to be of lower quality	63
Difficulty following score	Not clear who won the points due to serve distribution	32

### 3.5 Changes suggested by respondents

Around 90% of survey respondents responded to this question. We group common changes suggested by respondents. Only suggestions listed by more than 5 people are listed for the sake of conciseness.

Table 4: Changes suggested; sorted by how common they were

Change suggested	Details	Agreement
Smaller NHZ	The original size (19) or one size for all (12)	31
Bigger outer boundary	Most wanted a slightly bigger boundary	20
Nerfing serves	No same hand toss (10) and soft touch (6) were most common	18
Big Ball		13

## 4 Appendix

Questions marked with (\*) are compulsory.

### 4.1 Post-Tournament Questionnaire

Welcome and thank you for being part of the roundnet rules revolution 2025!

It takes less than 5 min to give us your feedback about the tested rules you played.

This survey is divided into three sections:

General Questions - Basic information to help us understand your experience

Experience Questions - Your insights and opinions on your experience

Additional Feedback - A space for any further comments or suggestions you may have

We appreciate your honesty and input. Let's get started!

(We request your email address to ensure that each participant submits only one response in a reasonable time frame. After that, you're welcome to participate again!)

Thank you for taking the time to participate in our questionnaire. Your feedback is highly valuable to us!

#### General Questions

Basic information to help us understand your experience

1. What tournament did you participate in that you will be providing feedback on?  
(name & location) (\*)

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2. At what date was the tournament? (\*)

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3. What division did you play in? (\*)

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4. How long have you played Roundnet for? (\*)

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5. How old are you?

- < 18
- 19 - 25
- 26 - 35
- > 36

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6. What country do you typically play in? (\*)

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7. On a scale of 1-10, how much do you enjoy competing in roundnet with the current, pre-RRR25 ruleset? (1 = lowest enjoyment, 10 = highest enjoyment) (\*)

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8. On a scale of 1-10, how much did you enjoy competing in this tournament with a new ruleset? (1 = lowest enjoyment, 10 = highest enjoyment) (\*)

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### Experience Questions

Your insights and opinions on your experience

9. Did you practice with the new ruleset for this tournament prior to the competition? If so, for how many hours?

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10. What are your initial thoughts on this ruleset? What worked? What didn't?

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11. Did the rule change(s) affect your playing experience compared to previous tournaments you've participated in? If so, how?

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12. If you spent time watching others compete in this tournament, did the rule change(s) affect your viewing experience? If so, how?

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13. Do you feel that this ruleset would move the sport in a direction you would be happy about? Why or why not?

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14. What changes would you make to this ruleset to improve the experience?

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### Additional Feedback

A space for any further comments or suggestions you may have

15. If you have any other thoughts or comments you want to add regarding the ruleset, your concerns with it, your experience, etc. please do so here:

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