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Findings from RRR25 Feedback Surverys:
Sentiment Analysis of Package A
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INTERNATIONAL ROUNDNET FEDERATION

RRR25 BY THE IRF

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 9). These questions were then evaluated, using generative AI (i.e. LLMs) to summarise content where appropriate.

3 Results

At the time of writing (June 26, 2025) we have 153 responses for Package A.

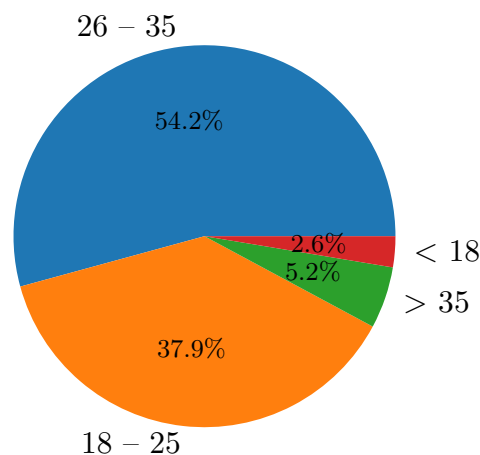## 3.1 Information about the Survey Respondents
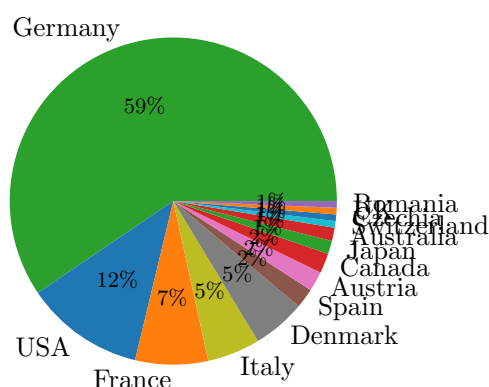

Figure 1: Age distribution

Figure 2: Country Distribution

The Tournament Survey does include a slightly wider representation from countries but is mainly dominated by Germany.

For tournaments, we have a more granular approach available, due to the bigger range of divisions available. We use the following approximate mapping between American and European divisions:

$$4.0 \leftrightarrow \text{Contender} \qquad 4.5 \leftrightarrow \text{Contender/Pro} \qquad 5.0/5.0+ \leftrightarrow \text{Pro i.e. Expert}$$
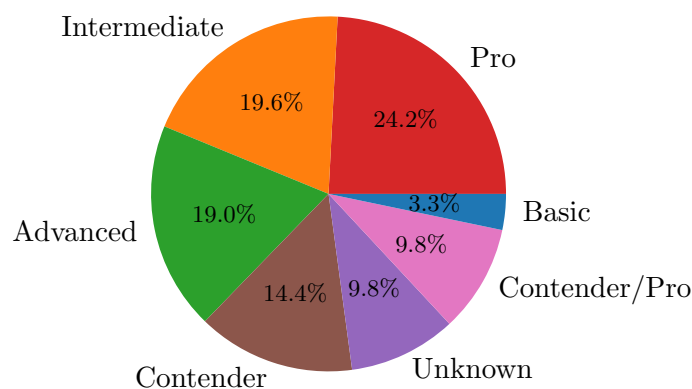
giving us

Figure 3: Skill Distribution for Tournament

The unknown category is often from tournaments, that only have one "Open" Division. Generally we can see a diverse range of skill distribtuions with the tournament survey providing a slight bias towards higher level players (which isn't surprising).
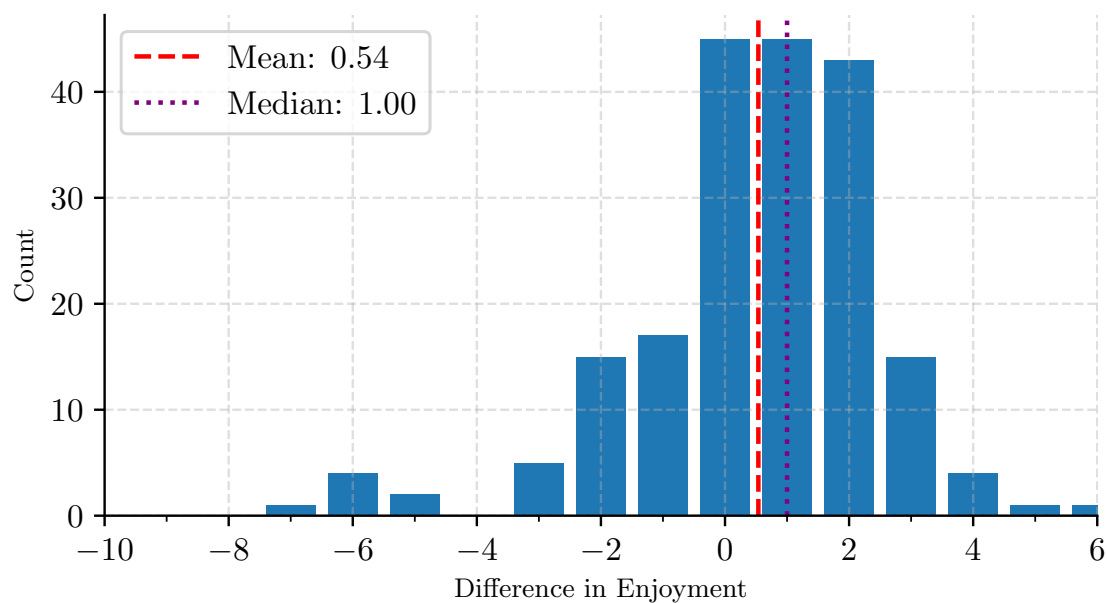
3.2   Enjoyment Change

Figure 4: Change in Enjoyment after Rule Change

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

Median pre-ruleset was 7, increasing to a median enjoyment of 8.

Likewise the mean was 7.19 increasing to 7.79.

3.3   Response Rates
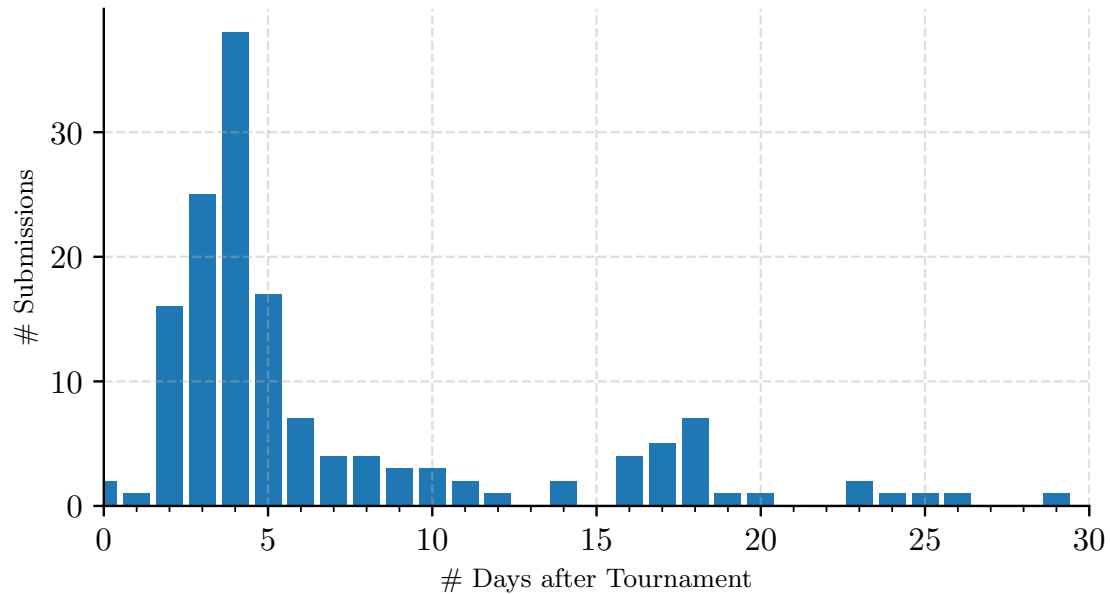
Figure 5: Number of Submissions in relation to the days after the tournament

Practically all submission occur within the first week after the tournament.

3.4   Time spent Training with "new" Package

Figure 6: Distribution of time spent training with Package A

Most players spend at least some hours training for Package A. It will remaing intresting how this changes for furture rulepackages where the changes may be considered more drastic (e.g. bigger Ball/ NHZ).

3.5 Thoughts on the effectiveness of Package A
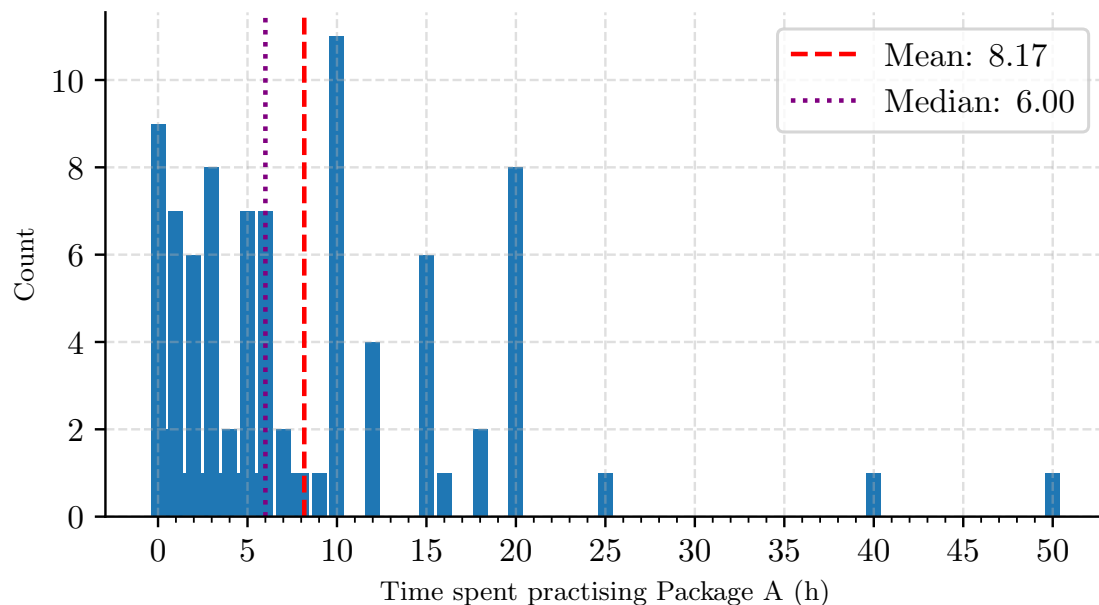
All survey respondents responded to this question. While we saw average enjoyment rise in Figure 4, a variety of advantages and disadvantages were raised by respondents.

Table 1: Advantages, sorted by how common they are

Advantage	Details	Agreement
More Rallies		64
Easier defence	Due to boundary as well as the reasons below	39
Better/ Easier Positioning	Mainly due to no hit on 2 and free to move	22
Skill Development	In hitting and setting	24
Reduced Double Faults	Due to put-on serve (7)	13

Table 2: Disadvantages, sorted by how common they are

Disadvantage	Details	Agreement
Serve Still Too Strong	often noted as a dominating factor, even more so when hitting is nerfed	27
Boundary Too Small		25
Reduced Rally Quality	Fewer rundowns was often mentioned	14

Same Hand Toss received mixed reviews, with of 15 respondants mentioning it: 5 said it made the receive easier, 5 said it didn't change much and 3 said it would be hard for certain players to get used to, so it would not be clear what the future impact here is.

3.6 Do the changes seen reflect the direction the sport should go?

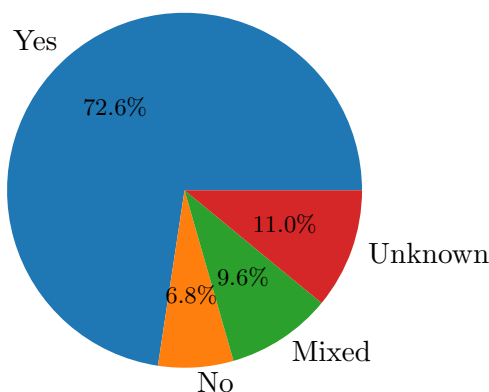92% of survey respondents responded to this question. Of those responses.

Figure 7: Distribution of whether the changes reflect the direction the sport should go

The most common points raised were how there were more rallys, defense was now more effective and there was a general focus on technique . Common negative points included that serves are too powerful and that dynamic/ exciting aspects of the game are lost.

3.7 Impact on "watchability"

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

Impact	Details	Agreement
Rally Quality & Quantity	More rallies yet these are of a lower quality (42)	82
Game Pace & Style	The game has slowed down and seems slower (18), less ath-lectic/ exciting (8). Yet there are more varied hitting and defense which can make it more fun to wtach	40
Serve & Sideout	Still serve dominated (10) but less double faults (3)	13
Player Performance	Players do more tehcnical hits (4) yet other times they are holding back/ not hitting hard (5)	27

3.8   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
Big Ball	Two people mentioned either big ball or boundary, not both	39
Bigger outer boundary	Few people gave specific sizes; For those who did, we had the following ranges: 8-9 m (10), 9-10 m (6), 10+ m (2	33
Nerfing serves	The approach was either not specified or included the following ideas (only suggestions listed more than 5 times are listed): bigger ball (26), serving line further back (6),Table Tennis serving (6), OOB for serves (3), reduce serve time (3)	28
Free positioning of server's teammate	Instead of free to move after serve, allow them to choose their position before the serve starts	12
No drop zone	One respondent said explicitly to exclude the serve from this	7

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 then 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) (*)

_____

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

_____

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

_____

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

_____

5. How old are you?

- < 18

- 19 - 25

- 26 - 35

- > 36

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

_____

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)* (*)

_____

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)* (*)

_____

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?

_____

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

_____

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

_____

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

_____

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

_____

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

_____

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:

_____