

**FINDINGS FROM RRR25 FEEDBACK SURVEYS:****SENTIMENT ANALYSIS OF PACKAGE C***Published: September 17, 2025***Contents**

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## 1 Objectives

As part of the ongoing effort by the IRF as part of the RRR25 (Roundnet Rules Revolution), 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 (§ 5 — Page 10). These questions were then evaluated, using generative AI (i.e. LLMs) to summarise content where appropriate.

At the time of writing (September 17, 2025) we have 203 responses for Package C. Package B received 126 responses and Package A received 153 responses.

### 2.1 General Information to Survey Participants

In total we received results from 19 different countries. Those with less than 5 responses are grouped in the other category

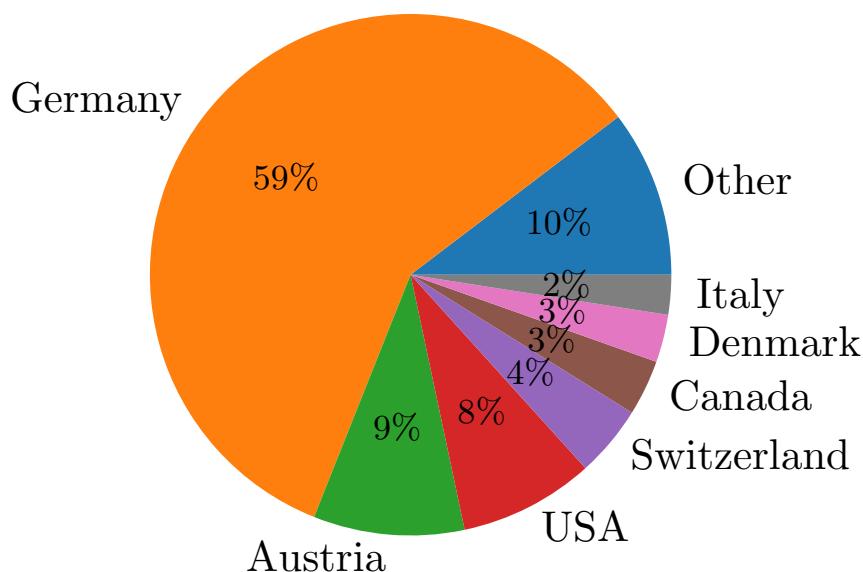


Figure 1: Distribution of country of the survey participants for Package C

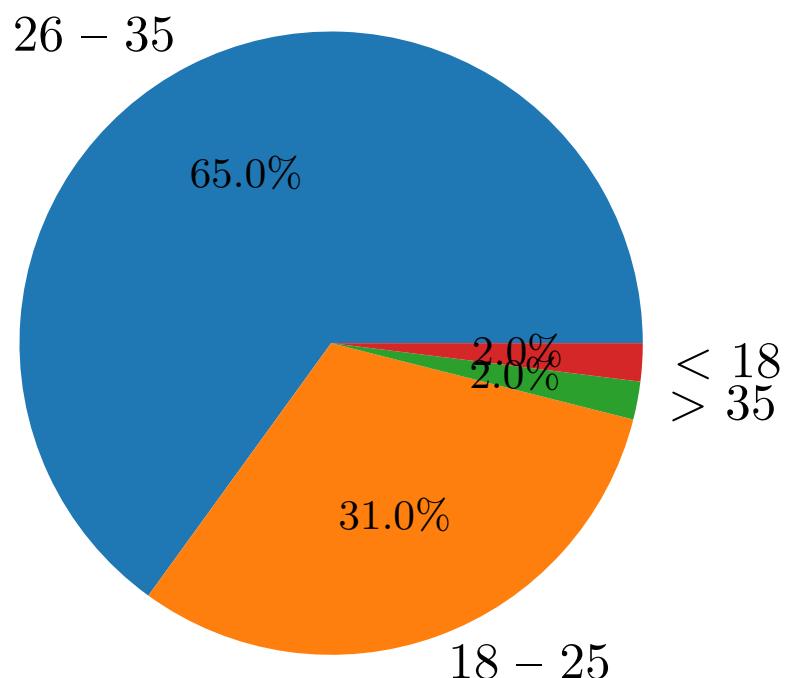


Figure 2: Distribution of ages for Package C

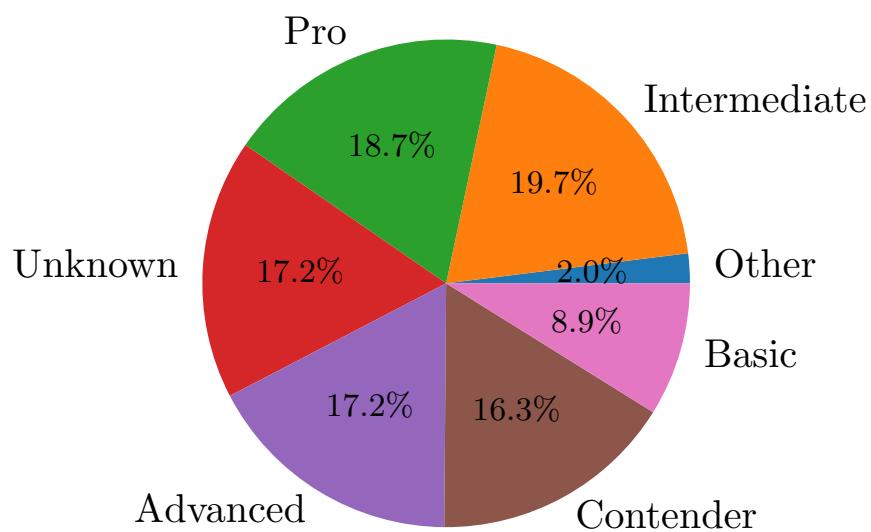


Figure 3: Distribution of experience level for Package C

### 3 Results

#### 3.1 Enjoyment Change

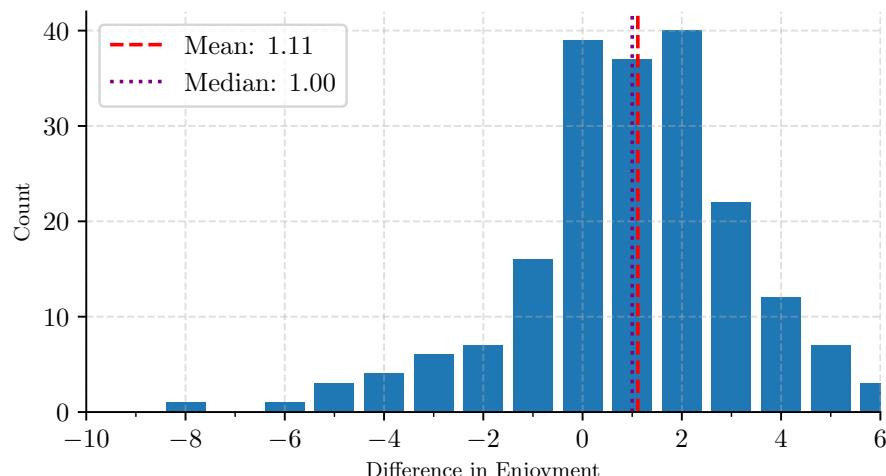


Figure 4: Change in Enjoyment after Rule Change for Package C

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

Package A: 7.19 → 7.79.

Package B: 7.37 → 7.83

Package C: 6.76 → 7.88

### 3.1.1 Enjoyment Change for Countries with and without Big Ball

We now look at the enjoyment change across those countries who employed Package C **and** the big ball (This comprises of the USA and Canada) and compare those to those countries who mainly just employed just Package C **without** the bigger ball.

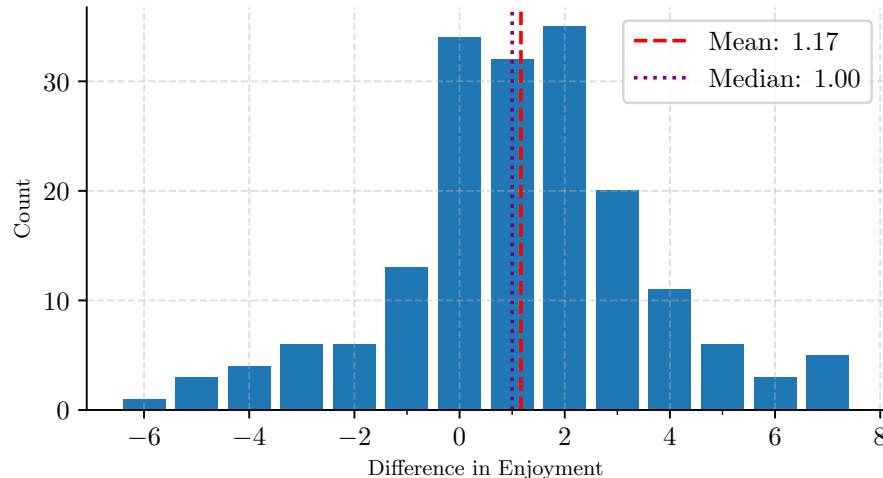


Figure 5: Change in Enjoyment **without** big ball (179 responses)

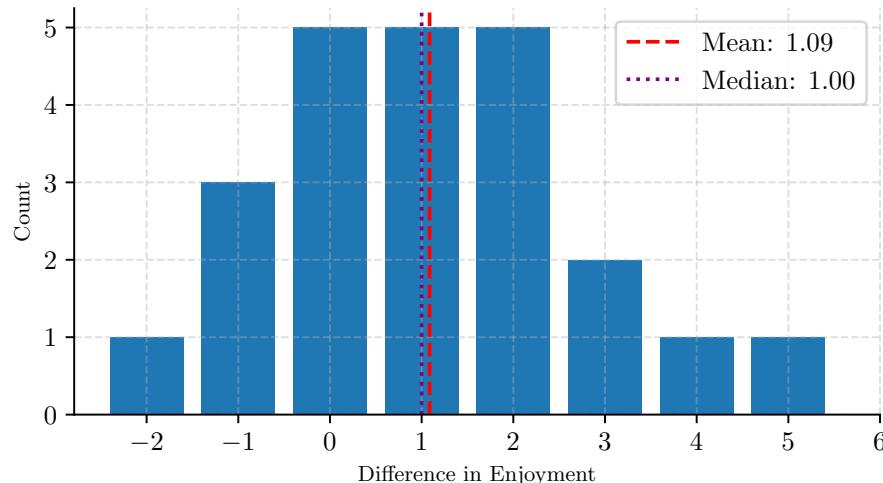


Figure 6: Change in Enjoyment **with** big ball (23 responses)

C with Big Ball: 6.48 → 7.57.

C without Big Ball: 6.78 → 7.95

Whilst average enjoyment did increase more without the bigger ball, this may likely also be attributable to the significantly smaller sample size for the including big ball case.

### 3.2 Thoughts on the effectiveness of Package C

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	Bigger ball slows down the game, leading to more rallies (22); whilst the boundary prevents boom balls and encourages more strategic play (16)	64
Less Double Faults/Put On Serves )	Bigger ball makes serving easier and more consistent (12) and the equal serve distribution reduces pressure on individual servers (5)	21

Table 2: Disadvantages, sorted by how common they are

Disadvantage	Details	Agreement
Bigger NHZ	Again the same points as before: risk of injury increases, bias towards taller players and disadvantage for women while not affecting men that much	61
Confusing serves rule	Equal service distribution, rotation rules and scoring were all listed as common points of confusion	26

### 3.2.1 Equal Serve Distribution

Based on the responses, here are the counts for feedback towards the equal serving distribution rule:

- Positive feedback: 44
- Negative feedback: 24
- Neutral or no specific mention: 135

#### Positive Aspects

- Many people liked the equal serving distribution rule as it made the game more balanced and fair. (Mentioned 37 times)
- It prevented one player from dominating the game with their serve. (Mentioned 12 times)
- The rule made the game more enjoyable and increased the fun of playing. (Mentioned 10 times)
- It made the game more strategic and required more skill. (Mentioned 7 times)
- The rule made it harder for good servers to dominate the game. (Mentioned 5 times)

#### Negative Aspects:

- Some people found the equal serving distribution rule confusing and difficult to follow. (Mentioned 24 times)
- The rule slowed down the pace of the game and made it less dynamic. (Mentioned 7 times)
- It made the game less exciting and thrilling to watch. (Mentioned 6 times)

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

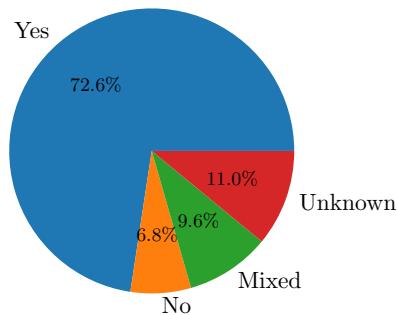


Figure 7: Do the changes reflect the direction the sport should go (Package A)

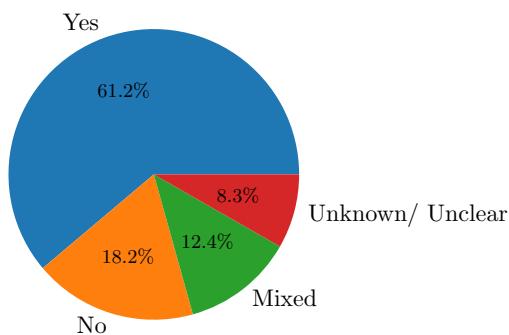


Figure 8: Do the changes reflect the direction the sport should go (Package B)

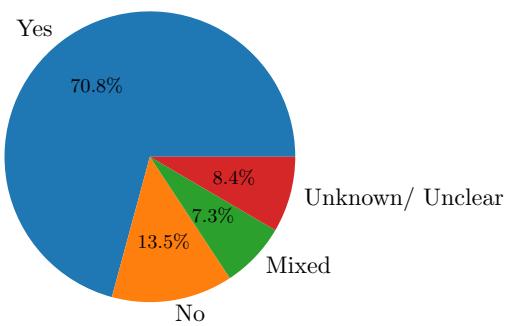


Figure 9: Do the changes reflect the direction the sport should go (Package C)

Package C successfully reverse the more negative trend seen from Package B.

### 3.4 Changes suggested by respondents

We group common changes suggested by respondents.

Table 3: Changes suggested; sorted by how common they were

Change suggested	Details	Agreement
Bigger Ball		51
Smaller NHZ (for Women)	It was commonly requested to have a smaller NHZ again especially for smaller and female players. Since the two different sizes were received negatively in Package B a globally smaller size would be necessary to appease this group.	20
Bigger outer boundary	Some requests for a bigger boundary around 9m on average	14
Bounce	Lots of different variations with rulesets	11

## 4 Concluding Remarks

We find the following high level summaries.

1. Package C was more positively received than Package B.

This may inevitably be due to the fact that Package C existed in many versions (including big ball in some cases) which were players were pushing for. Nevertheless player feedback remains more positive here.

2. Whilst most rules were received positively, some remained contentious.

Especially a larger NHZ, consistently received negative feedback (especially from a large percentage of women!) with the fair point that this did not impact the men significantly, and rather disadvantaged the women (and smaller players) significantly more.

3. Bigger ball remains a consistent fan favourite.

Package C introduced big ball partially for some tournaments. Whilst we could not analyse each tournament individually, those that used big ball largely never listed any major disadvantages. Likewise big ball remained the most requested rule change among respondents who did not play with big ball. Furthermore in all previous rule packages, the request for big ball has always been one of the most requested rule changes.

4. The following rules remain virtually completely uncontested: 3 seconds to serve after calling “service”, Server’s and Receiver’s teammate free to move and Simultaneous contacts count as 1 hit

## 5 Appendix

Questions marked with (\*) are compulsory.

### 5.1 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) (\*)
- 

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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Tommy BeckRRR25 — Data Unit

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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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