



Super Ball 2022

COMPETITION RULES

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1x1 BATTLES

Initial seeding

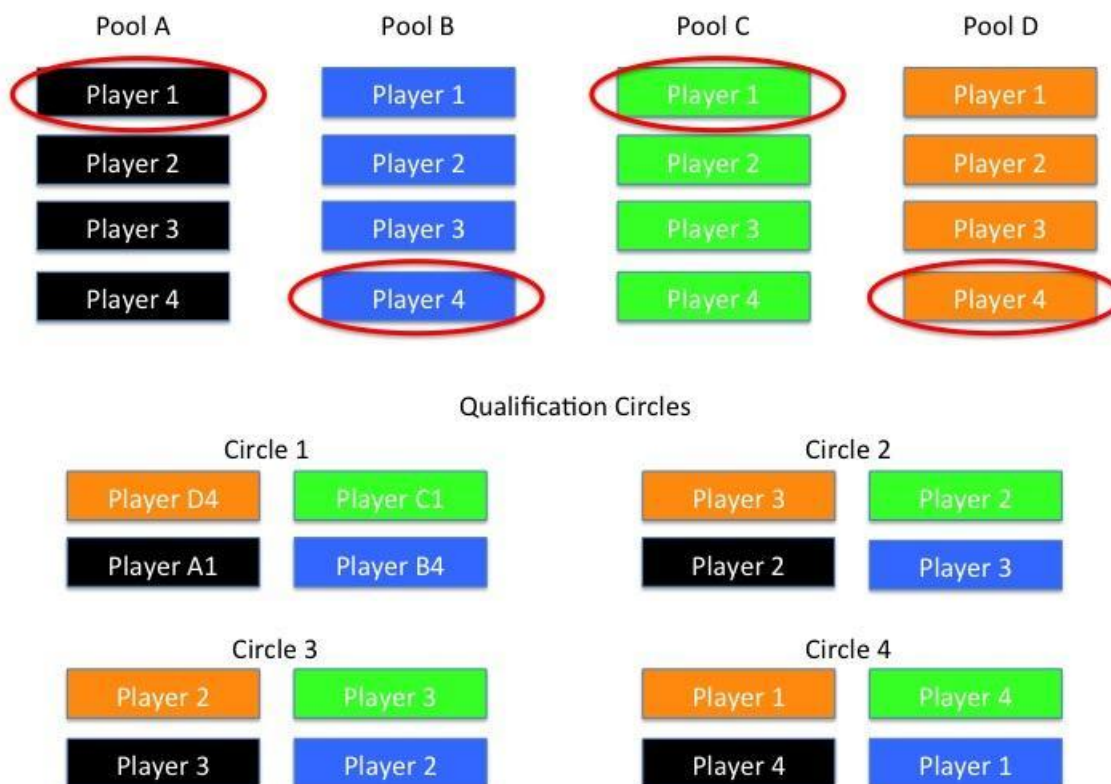
- Every freestyler will be given a specific position based on results from previous years of Super ball and WFFA world ranking (if there is any)
- The general judges' committee will also focus on the general skill level of freestylers and their level throughout the year up to the current point
- The list of all freestylers is created in the precise order
- There are 4 groups of freestylers created based on this seeding

Qualification

- **CIRCLES** are created from an initial seeding (1st from 1st group + last from 2nd group + 1st from 3rd group and last from 4th group)
- Every freestyler is in a group of four, meaning he or she has three opponents to compete against
- Every freestyler is assigned a number (1, 2, 3 or 4)
- Player number 4 starts and the circle is played clockwise (4-3-2-1-4-3-2-1...)
- All freestylers must remain in the circle while battling each other
- The number of circles depends on the number of participants
- Each freestyler has **3** rounds which last **30 SECONDS** each
- Each freestyler takes his turn in the centre of the circle
- After each round, freestylers must move back from the centre spot to their position quickly
- Two best freestylers from every circle will go through to the Elimination Rounds; the two are announced straight after the whole circle round
- The same rules as in the Knockout Stage apply
- **Using hands and props/aids is strictly forbidden: it is considered a drop**



The system to create qualification circles works as detailed in the chart below:



Elimination

- The **top 2 freestylers** from each circle of the qualification round go through to the Elimination Round. The **Top 4 from 3rd places** are given this chance as well
- There is a new **Intermediate battle competition** for athletes who finish in **3rd place** and a **Rookie competition** for athletes who **finish last** in the group
- **Judges and organisers reserve the right to nominate athletes who deserve to be better ranked as part of a higher group.** For example, that means you could actually go into the Intermediate battle category even if you finish last in your group
- Freestylers have the right to refuse to compete in the next rounds
- Circles are made again based on results from the previous round

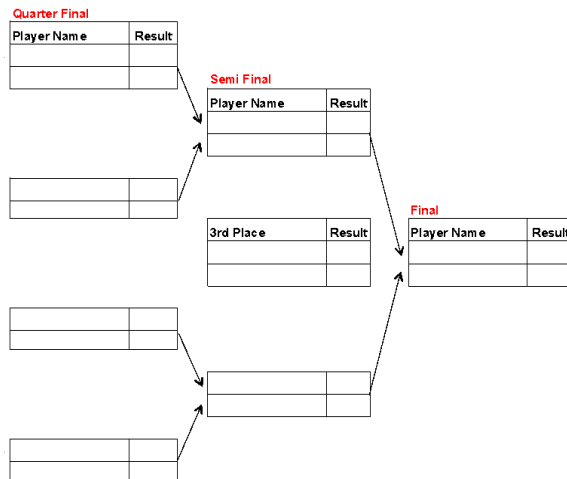


- The rules are the same as in previous rounds
- The number of rounds is revealed with the total number of freestylers (possibility of additional battles before top 32 freestylers)

Knockout Stage

- Each battle lasts **3 MINUTES**
- Players take turns every **30 SECONDS** (each freestyler has 3 rounds)
- Judges will be picking the winner on **OVERALL** performance
- Participants may use their **OWN** ball
- Hands and props are **NOT** allowed
- Participants must **NOT** leave the stage at any time during the battle
- Whilst one participant is performing, the opponent **MUST NOT PERFORM** any moves or infringe upon their rounds
- The freestyler **SEEDED HIGHER** decides who will go first in the battle
- Impersonating the opponent is allowed, but disrespecting is **STRICTLY FORBIDDEN**. There is a very fine line here and collectively the judges shall decide if anyone is acting inappropriately
- **THERE IS NO TIME LIMIT IN THE TOP16 FINALS**

Below is a bracket example:





ROOKIE AND INTERMEDIATE BATTLE

- This applies to all athletes who didn't make it through to the Elimination Rounds of the main competition. 3rd placed freestylers go to the Intermediate competition and 4th placed ones go to the Rookie competition
- **Judges and organisers reserve the right to nominate athletes who deserve to be better ranked as part of a higher group.** That means you could actually go to intermediate battle even if you finished last in your group
- All participants are seeded based on their performance in the main qualification
- Battle circles are created followed by classical head-to-head battles
- Rules apply as stated above in the main Battle competition rules

TIPS FOR FREESTYLERS:

- *Try to enjoy the moment of the battle. Each contestant will get at least one performance and 1 battle to try to qualify. It's about experiences.*



PANNA KO

Initial seeding: 1-2 freestylers per group will be seeded by results & level. The rest will be drawn randomly to determine the order of the games.

Qualification: “Six to smoke – winner stays”

- There are 4 groups
- Participants within each group will play against each other and collect points
- 3 points are awarded for a win by Panna, 2 points for a win by goals, 1 point for a draw, and 0 points for a lost game

Rules

- In the qualification round, each game lasts for 2 minutes. The group is done when the first 2 freestylers reach **12 points**. Groups are going to be played one after another
- The winner of the game stays in the cage and plays against the next competitor. The losing freestyler goes to the end of the queue and waits for their next game
- The first game of the group starts with the ball between the opponents' backs. The rest of the battles are started by the entering freestyler. Both freestylers must be by their goals when starting the game
- The best 2 freestylers from each group advance to the final TOP 8 knockout stage
- In the final, a classic battle grid follows based on the seeding from the group and points collected
- Each game in the final lasts 3 minutes
- The ball must be a “street soccer ball” (lower bounce, size 4,5 or 5)
- Players are in the cage 1 vs 1 trying to outplay each other and put the ball in the opponent's goal
- The freestyler with the most scored goals at the end of the game or a Panna wins
- There is a referee ensuring the game is fair. No fouls, no hands



- Panna = get the ball through the opponent's legs **intentionally**. This is to be remarked; unintentional Pannas will **NOT** be considered as such by the referees
- A Panna immediately ends the match as an automatic win in favour of the freestyler who gave it
- Due to the lack of space in the cage, there is no need to retrieve the ball after giving Panna
- The referee is the person who determines whether a Panna is approved or not
- If the ball goes out from the cage, the person who touched it last is responsible to go get it. In that case, the ball goes to the other freestyler
- There is a silent observer who after the game will announce the most skilled freestyler based on footwork, tricks and Pannas performed

TIPS FOR FREESTYLERS:

→ *This is a quick game. If you score a goal, do not let your attention fade away from the ball. The Opponent could use your lack of focus to score their goal. There are no breaks!*



ROUTINE

- Qualification: everyone is given **2 minutes** to perform in front of the jury
- Final: everyone has **3 MINUTES** for their Routine
- There is a **10-SECONDS** tolerance on both sides
- If a freestyler doesn't comply with the time limit, he or she is **DISQUALIFIED** automatically
- Time of the show starts with the **FIRST ACTION** (music, acting, movement)
- There is only one freestyler on the stage
- There are no limits on the number of balls, props or use of hands in this competition
- Everyone **MUST** have their **OWN MUSIC**
- Freestylers with no music will not be allowed to compete
- The chosen music must be sent to the Dj **ONE DAY BEFORE** the performance by email (djskodiss@seznam.cz), or ideally, brought to him personally in a USB drive
- The point system comprises 2 categories: **ARTISTIC** and **TECHNICAL** merit
- **ARTISTIC MERIT:** Creativity, Originality, Flow, Storytelling, Musicality
- **TECHNICAL MERIT:** Difficulty, Control, Style, Variety
- The jury makes the decision according to the sum of points from each category

TIPS FOR FREESTYLERS:

- *Take advantage of the fact that you can bring your own music and keep the crowd entertained at all times*
- *Show as much variation as you can within the different disciplines of freestyle football*
- *This is your chance to impress the audience and build your fan base and following.*



DOUBLE ROUTINE

- Qualification: every duo has 3 minutes to show up in front of the jury
- Final: everyone has **3 MINUTES** for their routine
- The time of the show starts with the first action of the freestylers (music, acting, movement)
- There are two freestylers on the stage
- Players who don't **FULLFILL** the routine time are automatically **DISQUALIFIED**
- +/-10 seconds is the amount of time tolerated
- The number of balls and the use of objects or the hands are not limited in any way
- The background music **MUST** be given to the Dj before the event on a USB drive
- The point system includes 4 categories: **COOPERATION, CREATIVITY, DIFFICULTY, STYLE**
- Judges decide regarding the points from each of the four categories plus the general impression
- The same Routine rules apply

TIPS FOR FREESTYLERS:

- *Try to build a whole routine together: don't switch rounds or do combos alone, always involve the other freestyler*
- *A good Routine show balances synchronized moves and cooperation with each other on stage*
- *Do not count on artistic merit only: make sure to include difficult moves and synchronization too*



CHALLENGE

- At the start of the competition, all freestylers are on the stage
- If there are too many freestylers, the group splits into 2 sub-groups which will compete at the same time
- Groups merge together again when there are 15 freestylers left altogether
- There is a list of combos written in order from easy to hard ones
- Combos are divided into 3 groups: no-touch, double revolution and triple revolution
- Freestylers can choose what combo they would like to perform
- Judges have the right to tell the freestylers to repeat the combo if it was not executed **CLEANLY**
- Combos in every round are constructed to be at least equal to perform
- In the scenario where a combination needs to be performed, **ATW, HTW and HATW** are **the only permitted single revolution tricks; NO CROSSOVERS** and similar tricks are allowed
- The freestylers must keep the ball in the air only by juggling with their feet
- Every freestyler has 3 attempts every round (it goes higher with the level of combos)
- If the freestyler drops all attempts, he or she is out of competition
- A **DROP** is considered a **FAILURE** and the freestyler who commits it must start again
- An **ATTEMPT** means that the **FIRST REVOLUTION** is started without finishing the combo
- Players are eliminated during getting to harder combos
- Combos are shown on screen or announced by the speaker as “combo 1, 2 or 3”.
- Players have the right to ask the speaker to repeat the announcements
- The winner is the one who advances through the most rounds.
- The final order is made based on the number of completed combos and tries athletes made in previous rounds.
- In case there are more freestylers who made the last combo, they will be able to **CHOOSE** the one they haven't done



TIPS FOR FREESTYLERS:

- *Do not risk that much: try to focus on tricks you are sure you can perform easily*
- *Prepare combinations ahead so you are not surprised with single rounds*



SICK THREE

- The Sick Three is a competition that looks for the best combo of 3 tricks
- It is a Low-air (Lower, air moves) contest
- There is **NO QUALIFICATION** stage
- Every freestyler has **7 ATTEMPTS**
- Every freestyler performs 1 combo where he or she must connect **3 TRICKS** in the best way
- Every freestyler should have **1 RESERVE COMBO** in case of failing the first one
- Players **MUST** write their combos down and give them to the judges before their attempt
- Combinations are approved only if it **FITS** with the written one
- Everyone has the right to **change** their combo anytime
- There are **MAXIMUM 4 ATTEMPTS PER COMBO**
- Freestylers who are not able to perform any combo (i.e. fail all attempts) are automatically **OUT**
- The jury decides according to **DIFFICULTY, CONTROL** and **STYLE**.
- It is strictly forbidden to use hands and props/aids
- Freestylers must show **CONTROL** after finishing the combo (get the juggling to the same state as before performing the combo)
- Freestylers must **NOT** catch the ball with their hands straight after the last touch of the combo: if that happened, their performed combo will be given less points
- In case the same combo was performed by different freestylers, then the decision is made following these principles in the following order: **STYLE, CONTROL** and **NUMBER OF ATTEMPTS**.
- The number of attempts is considered only in case there are **CLOSE** similarities of combos

TIPS FOR FREESTYLERS:

- *Use your first attempt to do a more simple combo to be at least confirmed as a competitor. Otherwise, you will be disqualified with no combo landed*
- *Pay attention to clean revolutions around the ball: it is a fundamental part of*



the judging

- *Do not catch the ball with your hands straight after landing the combo. It is not considered as showing control and might be considered a mistake*



IRON MAN / WOMAN

- At the start, all participants are on the stage for the qualification rounds
- In the event there are too many participants, they are split into several **GROUPS OF 5**
- Players start juggling and wait for the starting signal
- All participants must start performing combinations **AT ONCE**
- The freestyler who performs combos for the **LONGEST** period of time is the winner
- **CROSSOVERS** and similar tricks are **NOT ALLOWED**. Apart from that, there are no limits on performed tricks as long as they are Low Air-based.
- A single trick can be repeated **MAXIMUM 5 TIMES**. Then freestylers need to change the trick to a different one to be able to continue in the competition
- There is no preference or consideration for the difficulty of the performed tricks
- Each freestyler has a judge assigned to look after his/her time and combinations to be performed correctly
- The top 10 freestylers with the best times are gathered in the Super Final of the category

TIPS FOR FREESTYLERS:

→ *This competition is like running a marathon. Do not perform hard tricks and try to focus more on basic combinations.*



SHOW FLOW

- At the start, there is one freestyler on the stage
- Every freestyler has **30 SECONDS** attempts for his show (the timer will start when the first trick is performed)
- Everyone has 3 attempts, but they don't all have to be used
- There is a tolerance of a **maximum of 3 seconds** to finish the show
- The more all-round the participant is, the better
- Props and aids are **NOT** allowed
- Every freestyler has the right to **RESTART FROM THE BEGINNING** if he/she is not satisfied with his/her round
- Only the last attempt counts. If a freestyler decides to try again and use another attempt, the first one is automatically invalid
- This competition is judged by the following criteria: **FLOW, ORIGINALITY** and **DIFFICULTY**

TIPS FOR FREESTYLERS:

→ *Be all round! Use all parts of freestyle and don't let the ball stop at all. Let it flow around your body*