

COMPETITIONS RULES

BATTLE

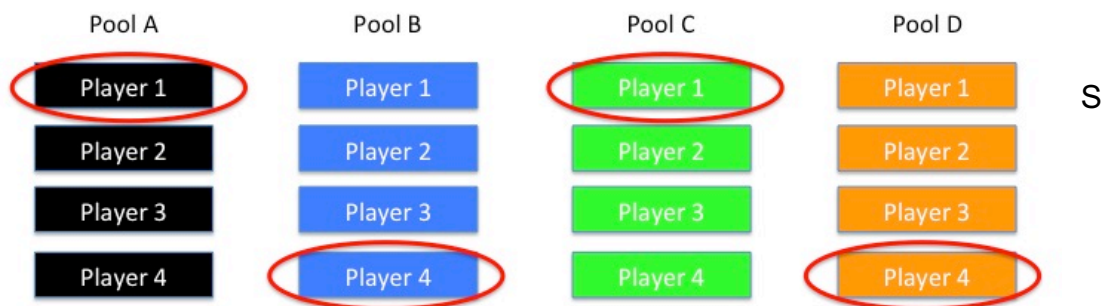
Initial seeding

- Every player will be given a specific position based on result from previous years of Super ball and WFFA world ranking
- General judges committee will also focus on general player's skill and level through year
- The list of all players is created in the precise order
- There are 4 groups of players created based on this seeding

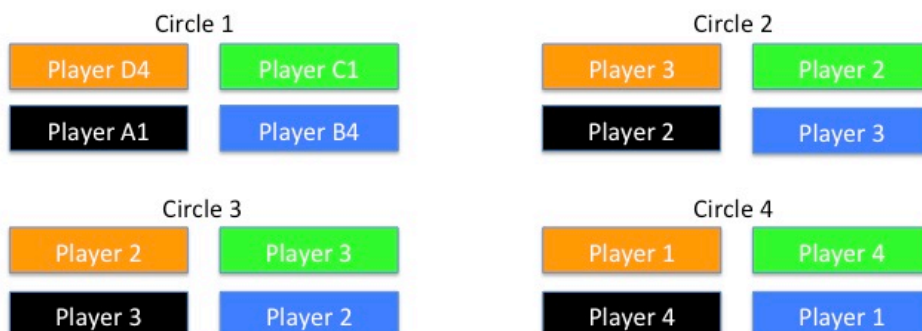
Qualification

- **CIRCLES** are created from initial seeding (1st from 1st group + last from 2nd group + 1st from 3rd group and last from 4th group)
- Every player is in group of four = he has three opponents to compete against
- Every player has his own number (1, 2, 3, 4)
- Player number 4 starts and circle is played clockwise (4-3-2-1-4-3-2-1...)
- All players are in circle and battling each other
- Number of circles depends on number of players
- Every player has **3** rounds which last **30 SECONDS** each
- Player takes his turn in the center of the circle
- After each round player moves from the center spot quickly to his position
- Two best players from every circle goes through to the Elimination rounds
- Those two players are announced straight after the whole circle round
- There are the same rules as in Knockout stage
- **Using hands and props/aids is strictly forbidden. It is considered as drop.**

System of qualification circles creation:



Qualification Circles

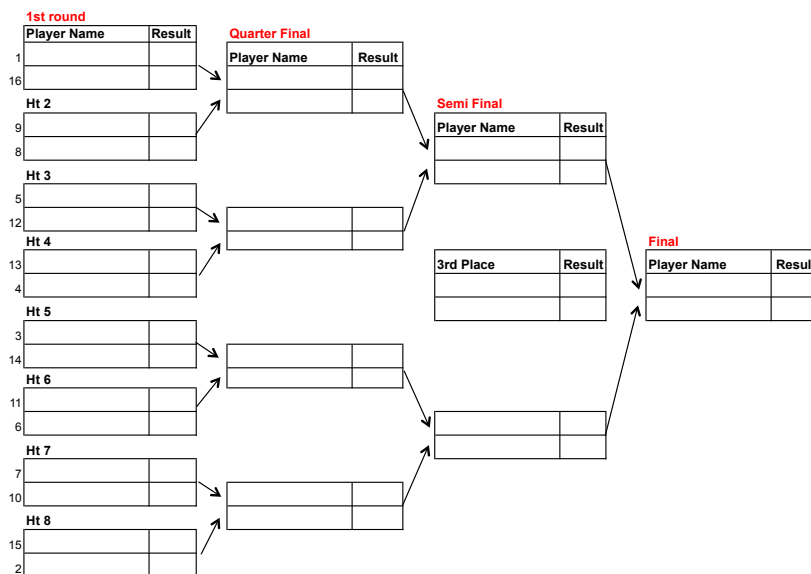


Elimination

- After qualification round **top 2** are going through to elimination from each circle. **Top 4 from 3rd places** are given this chance as well.
- There is new Intermediate battle competition for athletes who finish on **3rd place** and Rookie competition for athletes who **finish last** in the group.
- **Judges and organizer 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 finish last in your group.
- Player has the right to refuse to compete in next rounds
- Circles are made again based on results from previous round
- Rules are the same as previous
- Number of rounds is revealed with total number of players (possibility of additional battles before top 32 players)

The Knockout Stage

- Each battle lasts **3 MINUTES**
- Players take turns every **30 SECONDS** (each player has 3 rounds)
- Judges will be picking the winner on **OVERALL** performance
- Participants can 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 show
- The player **SEEDED HIGHER** is deciding who starts the battle
- Impersonating of 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



World FFF ranking

Winner	Final	3 rd place	4 th place	Quarterfinal	Top 16	Elimination	Entry
500	300	210	180	90	45	20	1

Rookie and Intermediate Battle

- For all athletes who didn't make it through to elimination round of main competition. 3rd place goes to Intermediate competition and 4th places go to Rookie competition.
- **Judges and organizer 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 finish last in your group.
- All participants are seeded based on their performance in main qualification
- Battle circles are created followed by classical head-to-head battles
- Rules applies as stated above in main Battle competition rules

Tips for freestylers:.

Try to enjoy the moment of battle. Each contestant will get at least one performance and 1 battle to try to qualify. Its about experiences.

Routine

- Qualification: everyone has **2 minutes** to show up in front of the jury
- Final: everyone has **3 MINUTES** for his Routine
- There is **10 SECONDS** tolerance on both sides.
- If player doesn't fulfill the time limit he is **DISQUALIFIED** automatically.
- Time of the show starts with **FIRST ACTION** (music, acting, movement)
- There is one player on the stage
- Number of balls, props or using hands are not limited
- Everyone **MUST** have his **OWN MUSIC**
- Players with no music will not be allowed to compete
- Music must be given to Dj **ONE DAY BEFORE** performance by email (djskodiss@seznam.cz), Facebook (Skodiss Beats) or usb drive personally
- Point system of 2 categories: **ARTISTIC** and **TECHNICAL** merit
- **ARTISTIC MERIT:** Creativity, Originality, Flow, Story telling, Musicality
- **TECHNICAL MERIT:** Difficulty, Control, Style, Variety
- Jury is making decision regarding the 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
- Time of the show starts with first action of player (music, acting, movement)
- There are two players on the stage
- Players who don't **FULLFIL** routine time are automatically **DISQUALIFIED**
- +/-10 seconds is amount of time tolerated
- Number of balls, helpful stuff or using hands are not limited in any way
- **MUSIC MUST** be given to Dj before the event on USB drive or CD
- Point system of 4 categories: **COOPERATION, CREATIVITY, DIFFICULTY, STYLE**
- Judges decide regarding the points from each category and general impression
- Similar rules as for Routine applies

Tips:

Try to do whole routine together. Don't switch rounds or do combos alone. Always implement the second player in.

Good routine show is the in balance between synchronized moves and cooperation between each other.

Do not count on artistic merit only. Make difficult moves and synchronization too.

Sick three

- Competition of the best combo containing 3 tricks
- It is Low air (Lower, air moves) contest
- There is **NO QUALIFICATION**
- Every player has **7 ATTEMPTS**
- Every player performs 1 combo where he connects **3 TRICKS** in the best way
- Every player should have **1 RESERVE COMBO** in case of failing the first one
- Player **MUST** write his combos down and give it to judges before his attempt
- Combination is approved only if it **FITS** with the written one
- Everyone has the right to **change** his combo anytime
- There are **MAXIMUM 4 ATTEMPTS PER COMBO**
- Player who doesn't do any combo (he fails all attempts) is automatically **OUT**
- Jury is making decision in order: **DIFFICULTY, CONTROL, STYLE**
- It is strictly forbidden to use hands and props/aids
- Player **HAS** to show **CONTROL** after finishing the combo (get the juggling to the same state as before performing the combo)
- Player **MUST NOT** catch the ball to hand straight after the last touch of combo (in this case his performed combo will be given less points)
- In case of the same combo performed by different players then it is decided in following order: **STYLE, CONTROL, NUMBER OF ATTEMPTS**
- Number of attempts is considered only in case of CLOSE similarities of combos

Tips:

Use your first attempt to do simple combo to be at least confirmed as competitor.

Otherwise you are disqualified with no combo landed.

Pay attention to clean revolution around the ball. It is initial part of judging.

Do not catch the ball to your hand straight after landed combo. It is not considered as a control and might be considered as mistake.

Show Flow

- There is one player on the stage
- Every player has **30 SECONDS** for his show (timer will start with the first performed trick)
- There are maximum plus 3 seconds tolerated to finish the show
- Player **MUST** perform 3 basic parts: Uppers, Sit downs, Lowers
- If player does not perform all 3 parts his round is not valid
- Only the last attempt is the one, which counts. If you decide to do apply another attempt, the previous one is automatically invalid.
- Ground moves could be performed
- Player has to show his round with the **BEST FLOW** without a single **MISTAKE**
- Flick up is considered as plus point (nevertheless, it is not important to use it)
- Order of performed tricks is not limited
- Player has to stay in every single part at least **ONCE**
- Player has to stay in every single part at least **5 SECONDS** overall (it could be divided into more sections)
- Props and aids are not allowed
- Every player has the right to **START FROM BEGINNING** if he is not satisfied with his round
- Drop is considered as **MISTAKE**
- This competition is judged in order: **FLOW, ORIGINALITY, DIFFICULTY**
- Judges puts different ranking of points from 1 to 10
- Final result are announced according the most points

Tips:

Definition of FLOW: The ball should not stay on one place, be balanced or juggled. The ball should be constantly in movement, trick connected to a trick immediately without a single hesitation. The set needs to look like one piece prepared in advance and without a single mistake.

Challenge

- There are all players on the stage.
- If there is too much players group splits into 2 groups which play in same time
- Groups are getting together again as there is 15 players left altogether
- There is list of combos written in order from easy to hard ones
- Combos are divided to 3 groups: No touch, double revolution and triple revolution
- Player can choose what combo he prefers to perform
- Judges has the right to tell player to repeat combo in case trick is not **CLEAN**
- Combos in every round are constructed to be at least equal to perform
- In combination there is **NOT ALLOWED** to use any other single revolution trick then **ATW, HTW, HALF ATW (NO CROSSOVERS** and similar tricks)
- Player has to keep the ball in the air only with juggling by feet
- Every player has 3 attempts every round (it goes higher with level of combos)
- If player drops all attempts he is out of competition
- **DROP** is considered as **FAILURE** and player has to start again
- **ATTEMPTS** means **FIRST REVOLUTION** is started without finishing the combo
- Players are eliminated during getting to harder combos
- Combos are showed on screen or told by speaker as “combo 1, 2 or 3”
- Players has the right to ask speaker to repeat announcement
- Winner is the one who goes through the most rounds
- The final order is made based on number of completed combos and tries athlete made previous rounds
- In case there are more players which made last combo they **CHOOSE** the one they havent done

Tips:

*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.*

Challenge list available as a single document to download.

