

# HOME BALL®



## OFFICIAL RULES, CHALLENGES, MINI GAMES

## RULES

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## OUR CHALLENGES, MINI-GAMES AND EXERCISES

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## THE FOUNDER: DOMINIQUE DESBOUILLONS

Home Ball® is above all an accessible and friendly sport, allowing everyone to play regardless of their physical abilities and favorite sports! It puts everyone on an equal footing... And playing brings everyone together: **so welcome to a new community, that of Homeballers: join the family!**

## OUR IDENTITY AND OUR VALUES!

Encouraging diversity, intergenerationality and allowing everyone to play a sport and have fun!

## WE'RE STRONGER WHEN WE'RE TOGETHER!

Our aim is a family sport in the broad sense:

*“Creating links between individuals, Multi-sport federations, School sports, Adaptive sports, Handisports, Handball, Football, Basketball... By helping people develop by playing Home Ball®.”*



## FOR COMPETITIONS!

Every year since 2015, Home Ball® Football & Handball championships in France (where Home Ball® was invented) have been organized: **more than a sports kit, it's a whole movement!**



# THE ORIGINES OF HOME BALL® : THE REASON FOR THESE CHOICES

EQUIPMENT & SPORTS, DESIGNED JUST FOR YOU

● INTEREST FOR COACHES

● PLAYER SKILL DEVELOPMENT



### MULTIPLE TARGETS 40X40CM

- Vision of the game
- Learn to use the sides
- Multiple choice: decision-making
- Great moves
- Plenty of goals: dynamisme
- Accuracy
- Instinct shots
- Time-out
- Multiple challenges
- Visually attractive, captures spectators' attention



### DURATION OF A MATCH : 5 MINS

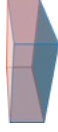
- Suitable for all levels
- Dynamic game
- Intense matches
- Tournaments easy to organize

### LIMITED NUMBER OF PLAYERS

- Everyone on the court plays
- Lots of balls touched: progress
- No-one is left out
- Easy to give instructions
- Easy to analyze

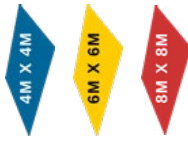
### ENCLOSED COURT (BALL ALWAYS IN PLAY)

- Dynamic game: no downtime
- Safety for players and spectators alike: no balls outside the court
- No sense of failure : Players gain confidence -> development -> realize their own potential
- Ball always in play
- Promotes sport everywhere
- Ideal for young people, beginners and non-athletes
- Integration



### RESTRICTED PLAYING AREA

- Placement
- Lots of balls touched
- Dynamic game
- Avoids violent contacts (players carried away)
- Allows integration
- For all ages
- Accessible to everyone, even non-athletes



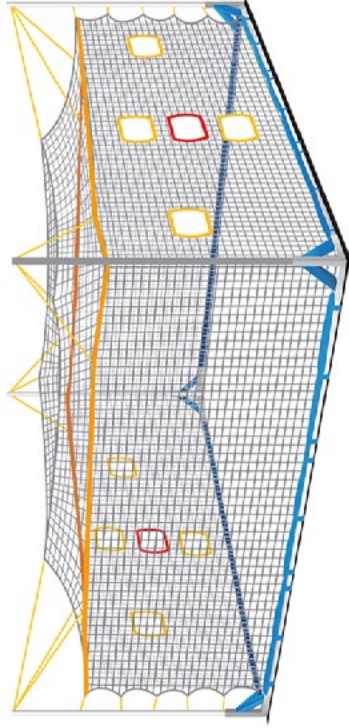
### RED TARGET

- Perseverance
- Fair play: sport is a game
- Respect for opponents
- Concentration
- Suspense
- Putting things into perspective
- Risk management
- Atmosphere
- Cohesion



### FLOOR MARKINGS

- Avoids excessive engagement
- Understanding the area concept
- Avoids anti-gaming
- Streamlines the game



### HOME BALL® FOOTBALL



### HOME BALL® HANDBALL



### HOME BALL® WHEELCHAIR



### ADAPTIVE HOME BALL®

### SEVERAL PRACTICES & WORKSHOPS

WORKSHOPS & MINI-GAMES

- Development of technical skills
- Exercise variations
- Atmosphere
- Raising awareness among new audiences
- Open-mindedness
- Suspense

### SPORT FOR ALL

- Athletes / Non-athletes
- All generations
- Handisport
- Adaptive sport
- Amateurs / Professionals
- All generations
- Handisport
- Adaptive sport

### MULTI-SPORTS SYSTEM

SPORT

- School
- Business
- Health
- Family
- Professional
- Leisure
- Competition
- Nature
- Vacation
- Adaptive

### ANYWHERE SPORT

- Indoor sports court
- Outdoor sports court
- Sand
- Asphalt / concrete
- Natural surface (grass...)
- All non-abrasive floors

GENDER DIVERSITY

ACCESSIBILITY

INTERGENERATIONAL

USER-FRIENDLY

INTEGRATION

OPENING

1 HOME BALL® KIT, 3 NEW SPORTS !

HOME BALL®  
FOOTBALL



HOME BALL®  
HANDBALL



HOME BALL®  
WHEELCHAIR



# COMMON HOME BALL® RULES

## HOME BALL® FOOTBALL



## HOME BALL® HANDBALL



## HOME BALL® WHEELCHAIR



## THE AIM OF THE GAME

Two teams compete, the aim is to win the game by **scoring more points** than the opposing team within the allotted time. Physical contact is not allowed.

## 5 TARGETS PER SIDE

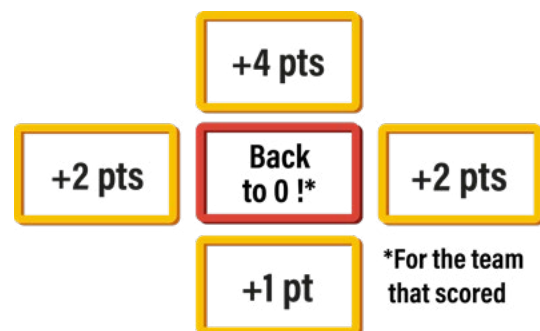
The aim is to score as many points as possible in the yellow targets of the opposing team. But be careful, if a player scores in a red target, his/her team's score returns to 0.



Be careful of changes in ball directions because it is the last player to touch the ball who is penalized!

## DURATION OF A MATCH: 5MN

FIRST HALF	HALF TIME	SECOND HALF
2'30	1'	2'30



### Values of targets

## RESTART

### KICK-OFF FIRST HALF

At the start of the first half of the match, the team that wins the RPS (Rock, Paper, Scissors) chooses its side of the court and wins the kickoff.



### KICK-OFF SECOND HALF

The teams change sides and the kickoff is by the team which did not kick off the first half.



### AT EACH KICKOFF AND RESTART:

- All players must be in their half of the court
- A pass is required before shooting

### RESTART DURING THE MATCH

- When a team scores, it is the opposing team which restarts.
- When the referee awards a free kick to a team

**IF A DRAW:** If the teams are tied at the end of regulation time, then overtime yellow target winner (first team to score wins) or penalty shootout.

# PLACES AND ROLES OF PLAYERS

## PLAY AREAS

### LIGHT BLUE: MIXED AREA

Players are free to move wherever they want in this area.

### DARK BLUE: DEFENSE AREA

Players from the opposing team cannot enter this area.

### RED: NO-GO AREA

Players cannot enter this area when it affects a phase of play. It is 50cm deep (regardless of the size of the court)

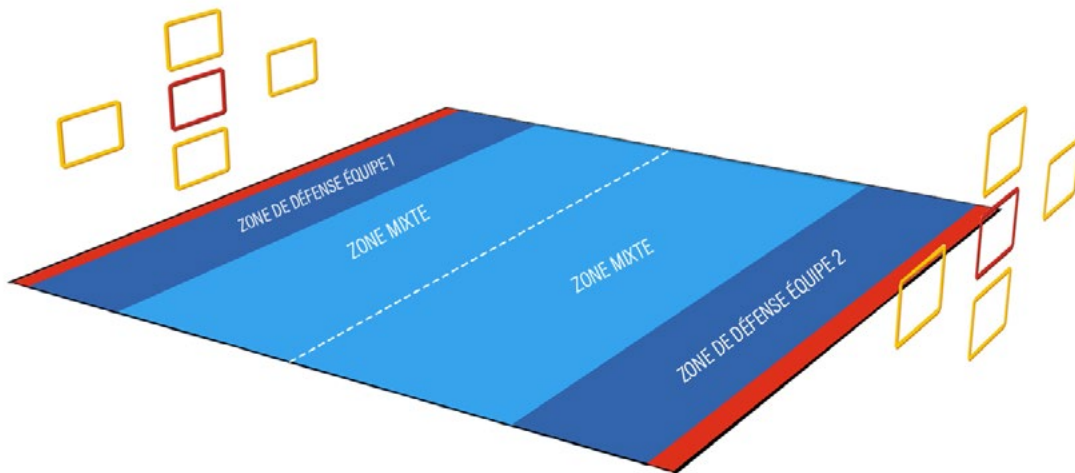


### TIP FOR MARKING PLAY AREAS

Use the net marking strips available in our online store to indicate playing areas and ignore existing ground markers.

### THE DEPTH OF THE DEFENSE AREA + NO-GO AREA VARIES DEPENDING ON THE DIMENSIONS OF THE COURT:

DIMENSIONS	
PITCHES	DEFENSE AREA + RED AREA
4M50 X 4M50	1M25
6M50 X 6M50	1M50
8M50 X 8M50	2M



**WARNING !** A goal is refused if the shooter enters the opposing defense area before or after shooting. This rule helps avoid excessive engagement.

## ROLE OF PLAYERS: 2 POSITIONS POSSIBLE

- **CENTERS:** These players cannot enter the defense areas, their playing space is only the mixed area (light blue).
- **FREE PLAYERS:** These players cannot enter the opponent's defense area, their playing space is the defense area + the mixed area (light blue).

## REPLACEMENTS

They stand outside the court on the opposite side of the referee in their half of the court. Replacements are only permitted to come into play at half-time or to replace an injured player.

## THE REFEREE

S/he is placed outside the court in front of the entrance door. If s/he wishes, the referee can call on two assistant referees who will be in charge of counting points and monitoring the playing areas.

# HOME BALL<sup>®</sup> FOOTBALL

ADDITIONAL OFFICIAL RULES

SCAN THE QR CODE  
AND SEE HOW WE  
PLAY HOME BALL  
FOOTBALL!



CARDIO

KEEPING THE BALL

TECHNIQUE

MARKING

ACCURACY

VISION OF THE GAME

DRIBBLE

DUMMIES

QUICK PASSES

OPPOSITION



**GAME MODE:** Use of arms and hands is not allowed. **BALL:** Home Ball® Football diameter 200mm, 300gr



PITCH 6M50 X 6M50	
<b>PLAY COMPETITIVE</b>	<p><b>2 VS 2</b></p> <p><b>2 FREE PLAYERS PER TEAM</b></p>
<b>PLAY LEISURE</b>	<p><b>3 VS 3</b></p> <p><b>2 FREE PLAYERS + 1 CENTER PER TEAM</b></p>



## ADDITIONAL REGULATIONS

- You must **put the ball in the yellow targets of the opposing team** and try to score as many points as possible with your feet, your head, your knees... but not your hands or your arms.
- Shooting in the opposing defense area:** The shot is authorized if the shooter's foot does not come into contact with the defense area.
- Ball recovery:** A player can recover a ball that is on the ground in the opposing defense area if they only place a foot on the ball without being in direct contact with the ground. When a ball is snatched, the player must either pass it or return to their defense area before being able to shoot again.
- The player can use the sides to pass but also to score.

## IN-GAME BANS

<b>NO-GO'S</b>	<ul style="list-style-type: none"> <li>Contact (body-to-body pressing)</li> <li>Fallen player</li> <li>Entering the opponent's defense area</li> <li>Entering the no-go area</li> <li>Keeping the ball for more than 10 seconds in your defense area</li> </ul>	<b>SANCTIONS</b>	<p><b>INDIRECT FREE KICK</b></p> <p>Each player returns to their own half of the court and the team that was fouled restarts.</p>
	<ul style="list-style-type: none"> <li>Touching the ball with your hands or arms</li> <li>Holding or pushing your opponent</li> <li>Tackling your opponent</li> <li>Holding or throwing yourself into the nets</li> <li>High kicks</li> </ul>		<p><b>PENALTY</b></p> <p>A player who has been fouled or their partner is positioned in the center of the court and shoots without the opposing team being able to defend.  <b>WARNING!</b> If the shooter sends the ball into the red target, their team's score returns to 0!</p>
	<ul style="list-style-type: none"> <li>Poor play</li> <li>Lack of respect for the referee / players</li> <li>Dangerous gestures</li> <li>Failure to comply with safety instructions</li> </ul>		<p><b>REFEREE LOSS DECISION</b></p> <p>The sanctioned team instantly loses with a score of 10 to 0.</p>

# HOME BALL® HANDBALL

ADDITIONAL OFFICIAL RULES

SCAN THE QR CODE  
AND SEE HOW WE  
PLAY HOME BALL  
HANDBALL!



SPEED

KEEPING THE BALL

BOUNCE SHOT

MARKING

ACCURACY

VISION OF THE GAME

INSTINCT

DUMMIES

HIP SHOT

OPPOSITION

**GAME MODE:** Use of feet is not allowed.

**BALL:** Home Ball® Handball diameter 180mm, 230gr 

PITCH 6M50 X 6M50	
<b>PLAY COMPETITIVE</b>	<p><b>3 VS 3</b></p> <p><b>2 FREE PLAYERS + 1 CENTER PER TEAM</b></p>
<b>PRATIQUE LOISIR</b>	<p><b>4 VS 4</b></p> <p><b>2 FREE PLAYERS + 2 CENTERS PER TEAM</b></p>



## ADDITIONAL REGULATIONS

- You have to put the ball in the yellow targets of the opposing team and try to score as many points as possible only using your hands.
- The ball carrier is not allowed to walk or dribble
- Full-arm shots are not allowed.
- When a player shoots and the ball does not go in, if the same player recovers the ball first, s/he has to pass to a teammate before s/he can shoot again.

## IN-GAME BANS

<b>NO-GO'S</b>	<ul style="list-style-type: none"> <li>Walking by the ball carrier</li> <li>Dribbling / Playing on the ground / Full-arm shots</li> <li>Fully entering the opponents' defense area</li> <li>Entering a playing area not allowed by your position</li> <li>Keeping the ball for more than 5 seconds</li> </ul>	<b>SANCTIONS</b>	<p><b>INDIRECT FREE KICK</b></p> <p>Each player returns to their own half of the court and the team that was fouled restarts.</p>
	<ul style="list-style-type: none"> <li>Intentionally touching the ball with your feet</li> <li>Holding or pushing your opponent</li> <li>Dangerous and poor play</li> <li>Holding or throwing yourself into the nets</li> <li>Defending in the red area</li> </ul>		<p><b>PENALTY</b></p> <p>The player who has been fouled or their partner is positioned in the center of the court and shoots without the opposing team being able to defend.  <b>WARNING!</b> If the shooter sends the ball into the red target, their team's score returns to 0!</p>
	<ul style="list-style-type: none"> <li>Poor play</li> <li>Lack of respect for the referee / players</li> <li>Dangerous gestures</li> <li>Failure to comply with safety instructions</li> </ul>		<p><b>REFEREE LOSS DECISION</b></p> <p>The sanctioned team instantly loses with a score of 25 to 0.</p>

# HOME BALL® WHEELCHAIR HANDBALL

ADDITIONAL OFFICIAL RULES

SCAN THE QR CODE  
AND SEE HOW WE  
PLAY HOMEBALL  
WHEELCHAIR  
HANDBALL!



MOVING

KEEPING THE BALL

TECHNIQUE

MARKING

ACCURACY

VISION OF THE GAME

DRIBBLING

STRATEGY

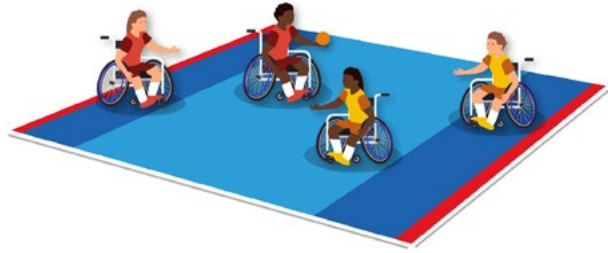
QUICK PASSES

OPPOSITION

**GAME MODE:** Use of feet is not allowed.

**BALL:** Home Ball® Handball diameter 180mm, 230gr 

PTICH 6M50 X 6M50	
<b>PLAY COMPETITIVE</b>	<p><b>2 VS 2</b></p> <p><b>2 FREE PLAYERS PER TEAM</b></p>
<b>PLAY LEISURE</b>	<p><b>3 VS 3</b></p> <p><b>2 FREE PLAYERS + 1 CENTER PER TEAM</b></p>



## ADDITIONAL REGULATIONS

- When a player recovers the ball or receives a pass, s/he must stop moving.
- The ball carrier is not allowed to move or dribble, but the other players can move freely.
- Passing and shooting are done while stationary with the exception of the “volley shot” which can be done while moving because the shooter does not catch the ball, s/he simply deflects it with a brief tap. **WARNING: On the other hand, if the player scores and ends his/her action in the opposing defense zone, then the goal is disallowed.**
- When a player shoots and the ball does not go in, if this same player recovers the ball first, s/he has to pass to a teammate before being able to shoot again (except in 1vs1).

## IN-GAME BANS

<b>NO-GO'S</b>	<ul style="list-style-type: none"> <li>• Move forward for the ball carrier</li> <li>• Dribbling</li> <li>• Fully entering the opponents' defense area</li> <li>• Entering a playing area not allowed by your position</li> <li>• Keeping the ball for more than 5 seconds</li> </ul>	<b>SANCTIONS</b>	<b>INDIRECT FREE KICK</b>	Each player returns to their own half of the court and the team that was fouled restarts.
	<ul style="list-style-type: none"> <li>• Intentionally touching the ball with your feet</li> <li>• Holding or pushing your opponent</li> <li>• Dangerous and poor play</li> <li>• Holding or throwing yourself into the nets</li> <li>• Defending in the red area</li> </ul>		<b>PENALTY</b>	The player who has been fouled or their partner is positioned in the center of the court and shoots without the opposing team being able to defend. <b>WARNING! If the shooter sends the ball into the red target, their team's score returns to 0!</b>
	<ul style="list-style-type: none"> <li>• Poor play</li> <li>• Lack of respect for the referee / players</li> <li>• Dangerous gestures</li> <li>• Failure to comply with safety instructions</li> </ul>		<b>REFEREE LOSS DECISION</b>	The sanctioned team instantly loses with a score of 15 to 0.

# EDUCATIONAL CONTENT HOME BALL®

CHALLENGES, MINI-GAMES AND EXERCISES

SCAN THE QR  
CODE AND LEARN  
ALL ABOUT OUR  
EDUCATIONAL  
CONTENT





**Thanks to our years of experience** and analysis of feedback on the games organized by our team (events, seminars, interventions in schools, leisure centers, Home Ball competitions), we have developed numerous challenges, mini-games & exercises **suitable for all ages and audiences.**

We want all users of Home Ball kits to make as much progress and have as much fun as possible! That is why we provide all of our instruction guidelines free of charge on: [home-ball.com/en](http://home-ball.com/en)

Using these instruction guidelines, **learn how to make the most of your know-how** and organize professional events, suitable for the kit and easy to supervise!

**More than 25 mini-games** for a wide range of events and training exercises!

**Team challenges** to promote team spirit and inclusion!

**Individual challenges** where each player fights against the clock!

The Home Ball instruction guidelines, *mini-games*, *challenges* and *adaptive exercises* are perfect for contact-free playing, ideal for beginners, youngsters and non-athletes!

Thanks to our complete instruction guidelines, you will have a wide range of *training sessions*, *club sessions* or *sports courses*.

**HOME BALL®, THE EDUTAINMENT KIT THAT IS BECOMING A MUST! THE PERFECT SUPPORT FOR CAPTURING THE ATTENTION OF EVERY KIND OF PUBLIC!**



# HOME BALL<sup>®</sup> MAX 1

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 1 ring or ground markers
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 1 ball

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed

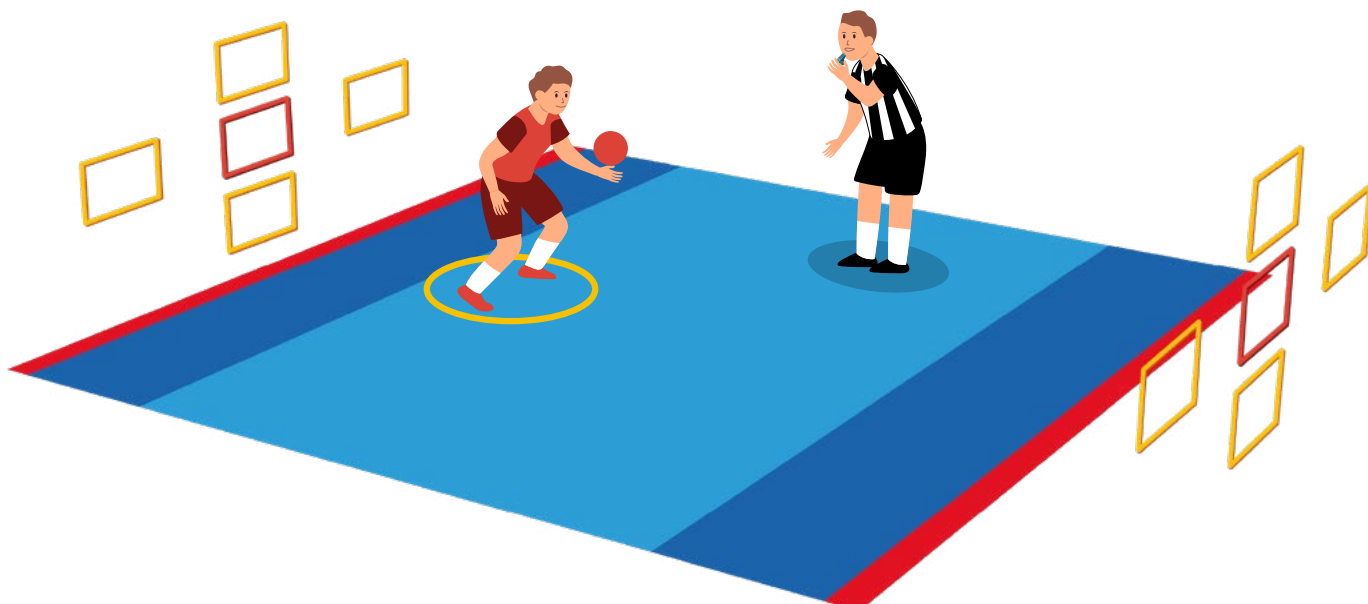
## SETTING UP THE WORKSHOP

1

- Position 1 ring (in blue on the diagram) or 1 ground marker which will determine the place from which the shots will be taken.
- Place 1 ball (in red on the diagram) in the ring or behind the scoring line.

2

The coach and a player enter the court, the others remain outside it.





# PLAYING THE GAME

## 1 - THE COACH CHOOSES THE SHOOTING MODE

BY FOOT

BY HAND  
BOUNCE SHOT

BY HAND  
DIRECT SHOT

To make the games even more fun, the coach can ask that the shot be made with the “wrong” hand or “wrong” foot.

## 2 - THE RULES

The coach asks the player to take the ball and position him/herself in the ring to shoot.

The coach announces the start, **the player must score as many points as possible in 1 minute.**

“After shooting, the player must retrieve the ball as quickly as possible and return to the ring to shoot again.”

The coach counts the points (the yellow targets earn: the bottom one 1 pt, the side one 2 pts and the top one 4 pts).

**Be careful!** If the ball is sent into the red target, the score returns to 0.

### Possible variations:

- 30 seconds of direct hand shots + 30 seconds of bounce hand shots
- 30 seconds of hand shots (direct or bounce) + 30 seconds of foot shots
- 20 seconds of direct hand shots + 20 seconds of bounce hand shots + 20 seconds of foot shots

The coach announces the start of the challenge and the change in shooting method with a whistle.



## GUIDELINES FOR THE REFEREE

- Determine the distance of the shot based on the level and abilities of your group
- Check that players are shooting from the right place and in the right way
- Statistics: the coach can note the number of shots made: failed shots + scored shots

# ADAPTIVE MATCH ZÉRO CONTACT

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 1 ring or ground markers
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 1 ball

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed
- Instinct sho
- Reflexes
- Peripheral vision

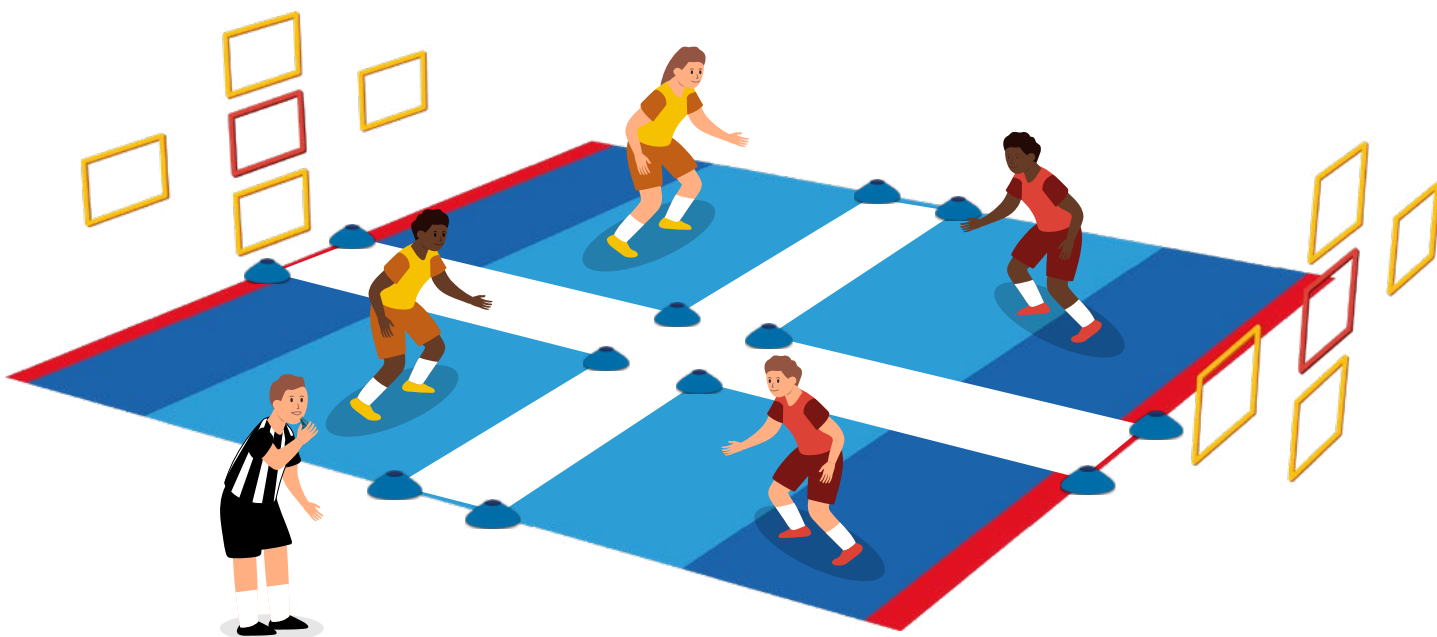
## SETTING UP THE WORKSHOP

1

The coach places the cups to delimit 4 playing areas in the 4 corners of the court, separated by 2 corridors of 0.5m, called the Central No-Go Area.

2

The 4 players come onto the court and place themselves in their respective playing areas. The coach gives them 1,2 or 3 balls depending on the configuration of the exercise that has been chosen.



# PLAYING THE GAME

## 1 - THE COACH CHOOSES THE SHOOTING MODE

BY FOOT

BY HAND  
BOUNCE SHOT

BY HAND  
DIRECT SHOT

## 2 - THE COACH DETERMINES THE NUMBER OF BALLS

1 BALL

2 BALLS

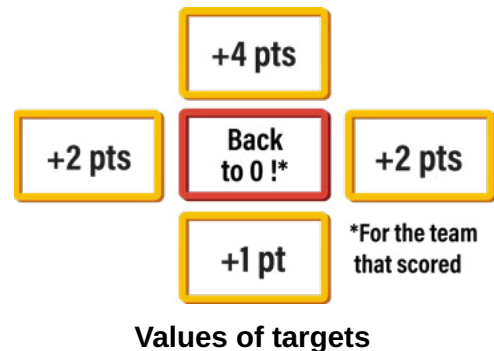
3 BALLS

## 3 - THE RULES

- At the whistle of the coach, the exercise begins. The rules for targets and score management are the same as those for Home Ball.
- Regarding moves, the players are strictly limited to their respective areas and must not leave or set foot outside of it.
- If a ball is lost and it stops in one of the lanes that separates the different areas:

In the Handball version: the players can bend over to pick up the ball in the no-go area.

In the Football version: players can "snatch" the ball in the no-go area as long as they do not set foot in it.



## GUIDELINES FOR THE REFEREE

- Determine the distance of the shot based on the level and abilities of your group
- Check that players are shooting from the right place and in the right way
- Statistics: the coach can note the number of shots made: failed shots + scored shots



The referee may call on an assistant referee to help keep score. It's a great way to raise awareness and get players involved in refereeing.

## THE ADVANTAGES OF THE EXERCISE

- Suitable for players with low physical condition
- No-contact play allows beginners to play on the court without feeling the need to play quickly
- Physical distancing respected

# HOME BALL® TOUR CHALLENGE

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 1 ball

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple to medium

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed

## SETTING UP THE WORKSHOP

1

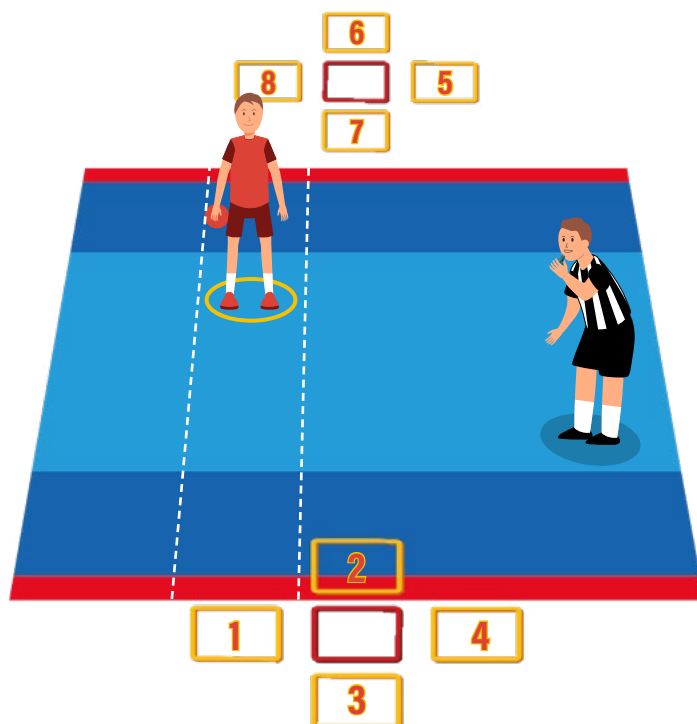
The coach decides the shooting mode that will be chosen for the challenge.

2

The coach gives the ball to player number 1 depending on the shooting mode chosen.

3

The player positions him/herself in the defense area facing target no. 1 as shown in the diagram.



# PLAYING THE GAME

**1 - THE COACH ASKS THE PLAYER TO GET INTO POSITION  
(BEHIND THE DEFENSE LINE IN FRONT OF TARGET #1)**

**2 - THE REFEREE WHISTLES THE START OF THE CHALLENGE BY STARTING THE TIMER**

## **3 - THE RULES**

Aim: Score as quickly as possible in the 8 targets on the Home Ball court while respecting the requested shooting order.

- The shots are fired on the defense line in front of the intended target.
- You must score to move on to the next target and follow the order indicated.
- If a player misses his/her shot, s/he starts again until the ball enters the intended target.
- After each shot, the player must fetch the ball and return behind the defensive line in front of the next target s/he must aim for

Be careful, if the ball is sent into the red target, the player restarts the challenge at 0 (without resetting the timer to 0).

### **Possible constraints:**

- Shot using the “wrong” foot
- Shot using the “wrong” hand
- Bounce shot
- Bounce shot with the “wrong” hand



## **GUIDELINES FOR THE REFEREE**

- Determine the firing mode and add constraints or not
- Check that players are shooting from the right place and in the right way
- Record the time for each player on the scoresheet

# TEAM NUMBERS GAME

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 2 ring or ground markers
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 2 balls

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed
- Team spirit (encouragement...)
- Reactivity

## SETTING UP THE WORKSHOP

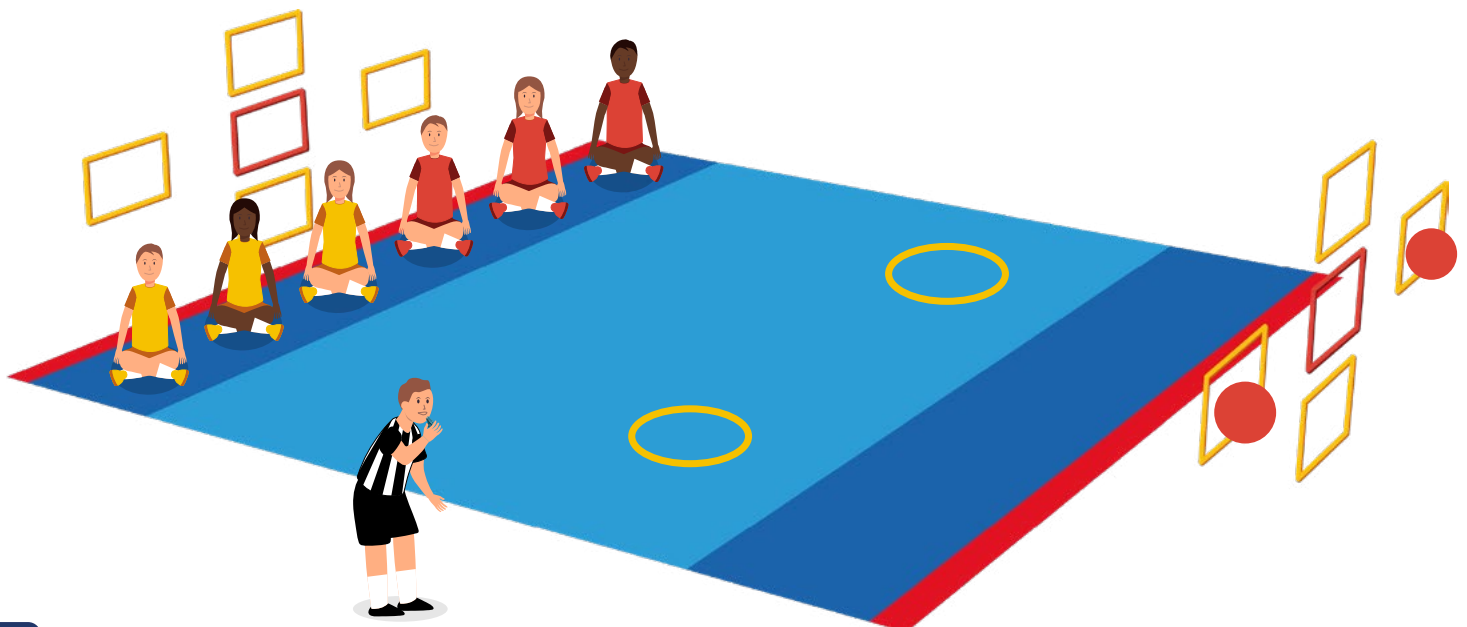
1

The coach and the two teams consisting of 2 to 5 players enter the court.

2

Coach:

- Position 2 rings (in blue on the diagram) or 2 ground markers at equal distance and facing the yellow targets worth 2 points.
- Place the 2 balls (in red on the diagram): 1 for each yellow target worth 2 points.



# PLAYING THE GAME

## 1 - THE PLAYERS OF EACH TEAM CHOOSE A NUMBER DEPENDING ON THE NUMBER OF PLAYERS PER TEAM

Blue team: Player 1, player 2, player 3...

Red team : Player 1, player 2, player 3...

The coach can ask each player to choose 2 numbers (in our example, the players of each team divide 2 numbers ranging from 1 to 6).

## 2 - THE PLAYERS MUST SIT ON THE GROUND, WITH THEIR BACKS AGAINST THE NET FACING THEIR YELLOW TARGET 2 PTS

## 3 - THE COACH CHOOSES THE SHOOTING MODE

BY FOOT

BY HAND  
BOUNCE SHOT

BY HAND  
DIRECT SHOT

To make the games even more fun, the coach can ask that the shot be made with the “wrong” hand or “wrong” foot

## 4 - THE RULES

The coach calls out a number (at random), the players called will seek as quickly as possible the ball located in the yellow target in front of them, and will position themselves in the ring or behind the ground marker to shoot in this same target as quickly as possible.

At each failure, the shooters must start again, the player who scores first wins 2 points for his/her team. There are only 3 attempts left for the opponent to succeed in their shot and win 1 point. If s/he fails, the team scores no points.

The coach calls other numbers and records the scores

Number of calls per number possible: we recommend 3 calls per number



## GUIDELINES FOR THE REFEREE

- Determine the distance of the shot based on the level and abilities of your group
- Check that players are shooting from the right place and in the right way
- Note the numbers called and score each time a number passes

# BULL GAME

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 12 boundary cups or ground markers
- 1 stopwatch
- 1 to 2 ball(s)

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple(2 bulls) to medium (3/4 bulls)

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Corner player: **Reactivity, feints, speed and precision.**
- Bull player: **Pressing and anticipation**

## NOMBRE DE JOUEURS

- Corner player: 4
- Bull player: 2 à 4

## SETTING UP THE WORKSHOP

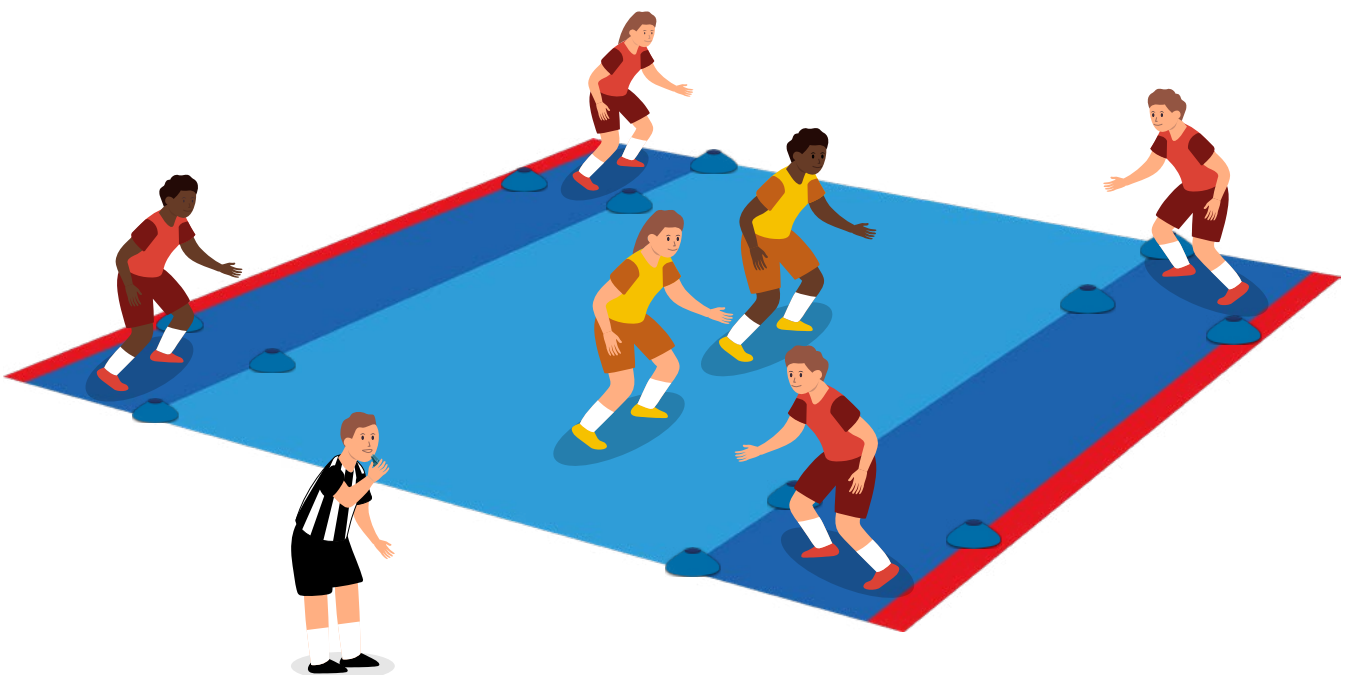
1

The coach has the players come onto the court (8 players maximum)

2

Coach:

- Position the boundary cups on the ground.
- Determine the number of balls for the game (either 1 or 2 ball(s))





# PLAYING THE GAME

## 1 - THE COACH POSITIONS THE PLAYERS

The 4 corner players: in the corner areas of the court

The bulls: in the center of the court

## 2 - THE COACH DETERMINES THE NUMBER OF BALLS

1 BALL

2 BALLS

## 3 - THE COACH CHOOSES THE SHOOTING MODE

BY FOOT

BY HAND

## 4 - THE RULES

Corner players must pass to each other without the ball being caught by a bull player.

When a bull player recovers the ball, s/he either takes the place of the corner player who did not succeed the pass or the place of the one who received the pass incorrectly.

### **MANDATORY constraints:**

Corner players cannot keep the ball for more than 5 seconds. They also cannot leave their area.

### **OPTIONAL constraints:**

- Obligation to play with the wrong hand/wrong foot
- You cannot pass the ball to the player who has just passed to you
- Pass the ball with a bounce (hand play)
- By hand, direct shoot compulsory (no bounce)



## GUIDELINES FOR THE REFEREE

- Determine the number of balls and bulls according to the level of the players
- Check that corner players do not leave their area
- To adjust the difficulty, the referee can choose to add optional constraints to the exercise

# TEAM RELAY SHOOTING

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 2 ring or ground markers
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 2 balls

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed
- Team spirit (encouragement...)

## SETTING UP THE WORKSHOP

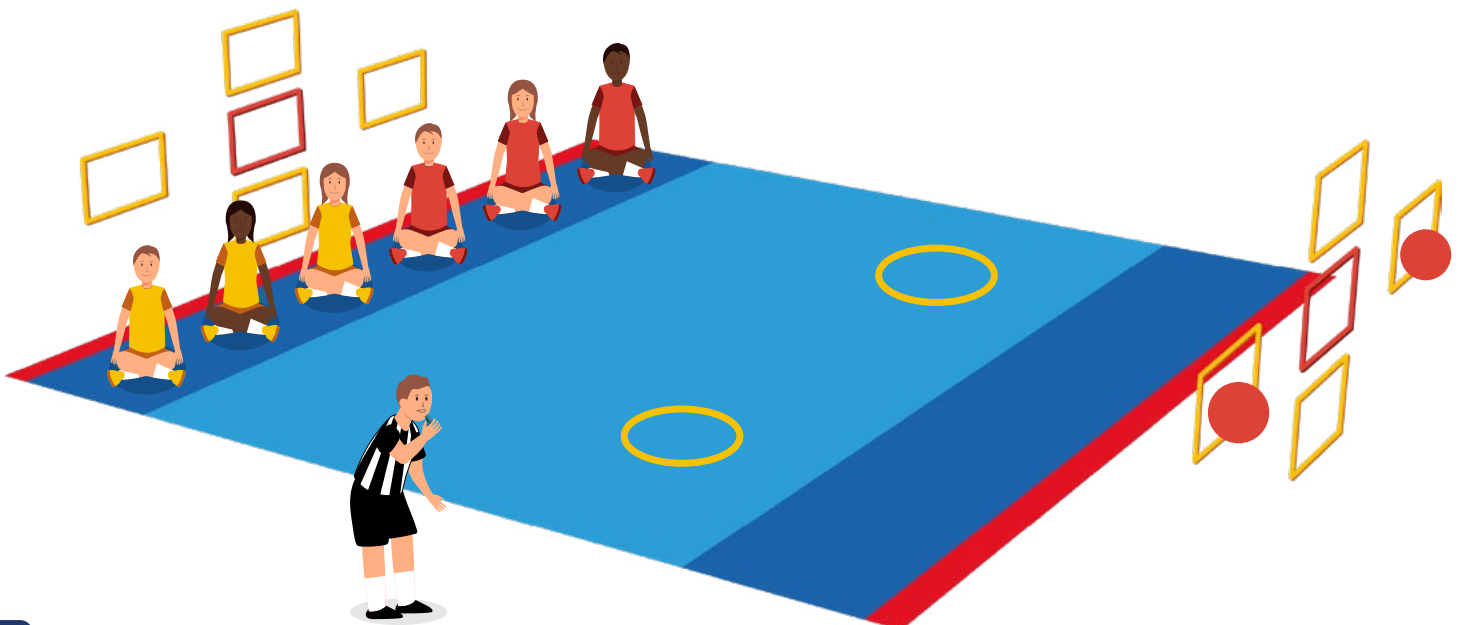
1

The coach and the two teams consisting of 2 to 5 players enter the court.

2

Coach:

- Position 2 rings (in blue on the diagram) or 2 ground markers at equal distance and facing the yellow targets worth 2 points.
- Place the 2 balls (in red on the diagram): 1 for each yellow target worth 2 points.



# PLAYING THE GAME

## 1 - EACH TEAM DETERMINES THE PLAYERS' TURNS

Red team: Player 1, player 2, player 3...

Yellow team: Player 1, player 2, player 3...

## 2 - THE PLAYERS MUST SIT ON THE GROUND, WITH THEIR BACKS AGAINST THE NET FACING THEIR YELLOW TARGET 2 PTS

The no. 1 players of each team are positioned in the corners and the following numbers next to them.

## 3 - THE COACH CHOOSES THE SHOOTING MODE

BY FOOT

BY HAND  
BOUNCE SHOT

BY HAND  
DIRECT SHOT

## 4 - THE COACH DETERMINES THE NUMBER OF TURNS PER PLAYER

We recommend a minimum of 2 passages to give each player an incentive to play. If you set up 1 challenge with only 1 shot, the last shooters of the defeated team will play without any pressure and motivation.

## 5 - THE RULES

When the coach whistles, the no.1 players each team will seek the ball located in the yellow target in front of them as quickly as possible, and will position themselves in the ring or behind the ground marker to shoot at this same target.

At each failure, the shooters must start again, once the shot is successful, the shooter comes and claps the hand of the next player on his/her team, who has the same task. The winning team is the one whose first shooter returns to their place first.

### Scoring point:

- Winning team: 2 points
- Runner-up team 1 point, on the other hand if the team does not finish 0 point.

Number of games possible: we recommend 3 relays or 3 winning rounds.



## GUIDELINES FOR THE REFEREE

- Determine the distance of the shot based on the level and abilities of your group
- Check that players are shooting from the right place and in the right way
- Note the numbers called and score each time a number passes

# HOME BALL® DUEL SPORTS MAX 1 TARGETS 2

FOOTBALL & HANDBALL

## KIT NEEDED

- Home Ball court
- 2 ring or ground markers
- 1 whistle
- 1 stopwatch
- 1 score sheet
- 1 ball

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: simple

## PUBLIC

- From age 5 on
- Suitable for everyone (athletes and non-athletes)

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Speed
- Endurance

## SETTING UP THE WORKSHOP

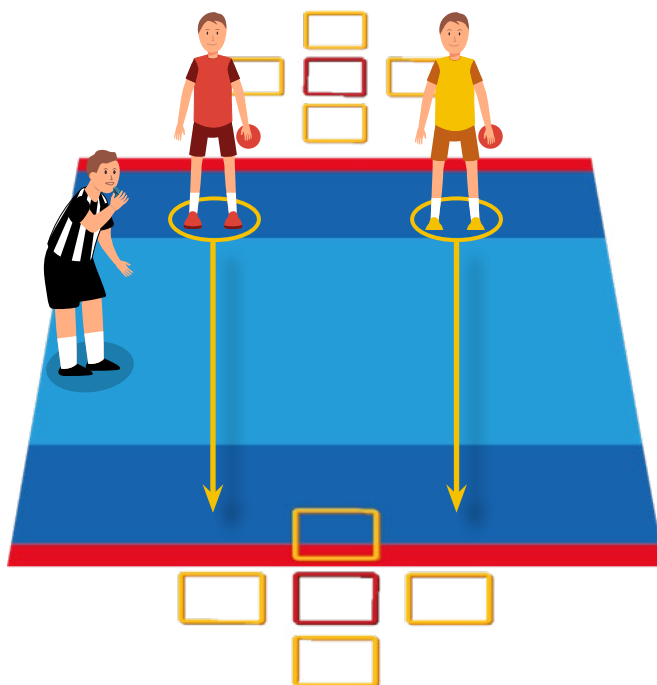
1

Coach:

- Position 2 rings (in blue on the diagram) or 2 ground markers which will determine the place from which the shots will be taken.
- Place a ball in each ring.

2

The coach and the two players enter the court, the others wait on the opposite sides of the referee, outside the court.



# PLAYING THE GAME

## 1 - THE COACH CHOOSES THE SHOOTING MODE

## 2 - THE REFEREE WHISTLES THE START OF THE CHALLENGE BY STARTING THE TIMER

## 3 - THE RULES

**Aim :** Score more points than your opponent in the 2pt target in front of you to win.

The coach asks the players to take the ball and position themselves in the ring to shoot.

The coach announces the start, the players must score as many points as possible in 1 minute in the 2-point target in front of them. With each successful shot, the player increases his/her score by 2 points.

**Be careful !** If the ball is sent into the red target, the score returns to 0.

After each shot, the shooter must fetch his/her ball and then reposition himself in his/her ring to shoot again.

**Be careful !** Any attempt to interfere with your opponent will result in a penalty of 5 points. In case of repeated attempts, the player immediately loses the duel.

### Possible variant:

- 30-second duels
- Obligation for participants to play with their wrong foot
- 30-second duels with obligation to shoot with their wrong foot

The coach announces the start and end of the duel with a whistle.

**The winner is the one who scores the most points!**



## GUIDELINES FOR THE REFEREE

- Determine the distance of the shot based on the level and abilities of your group
- Check that players are shooting from the right place and in the right way
- Statistics: the coach can note the number of shots made: failed shots + scored shots

### THE ADVANTAGES OF THE EXERCISE

- *Suitable for all types of players*
- *Ideal for creating knockout duels*
- *Fun battle duels to develop competitiveness*

# HOME BALL® BILLIARD FOOTBALL ONE

INDIVIDUAL OR TEAMS

## KIT NEEDED

- Home Ball court
- 1 score sheet
- 1 ball

## PUBLIC

- From age 6 on
- Suitable for everyone (athletes and non-athletes)

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: medium
- Self-refereeing possible

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Thought
- Skill

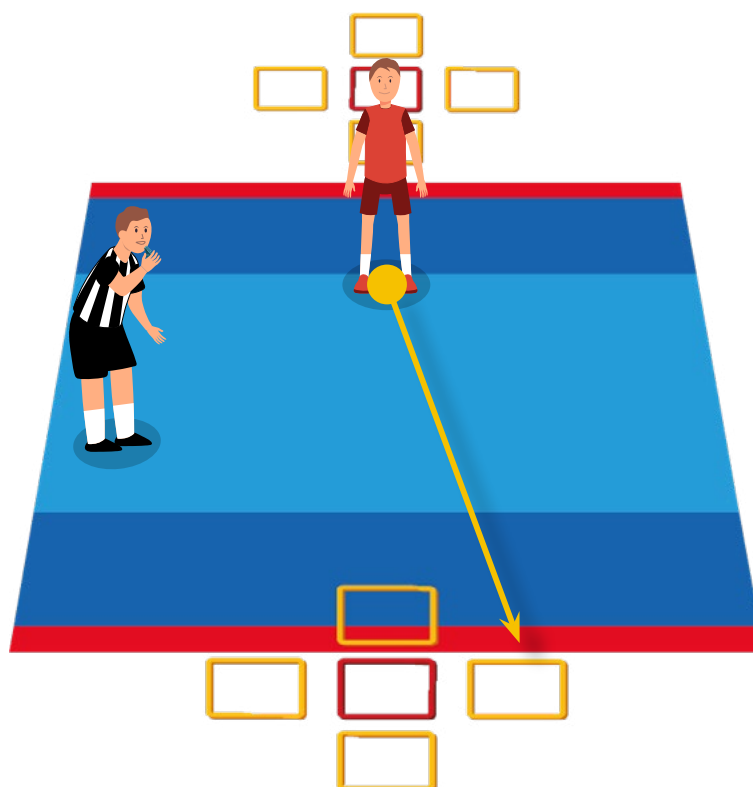
## SETTING UP THE WORKSHOP

1

Position the ball in the center of the court and bring in the players who each place themselves in a team.

2

The referee stands at the entrance to the court and the spectator players in front of him/her, on the other side of the court behind the net.



# PLAYING THE GAME

## THE RULES

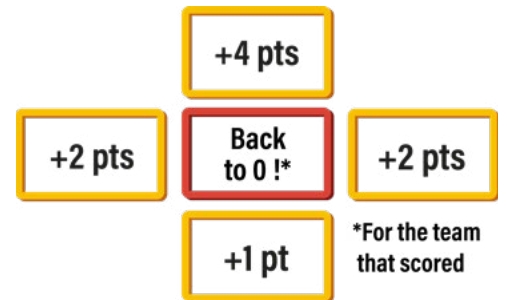
**Aims:** Score in the opposing team's targets.

**Touching the ball:** Only with feet.

**Target value:** See target value diagram.

**Winning the match:** Be the first to reach a score of 20pts or more.

### Values of targets



### 1 - THE PLAYERS PLAY ROCK / PAPER / SCISSORS



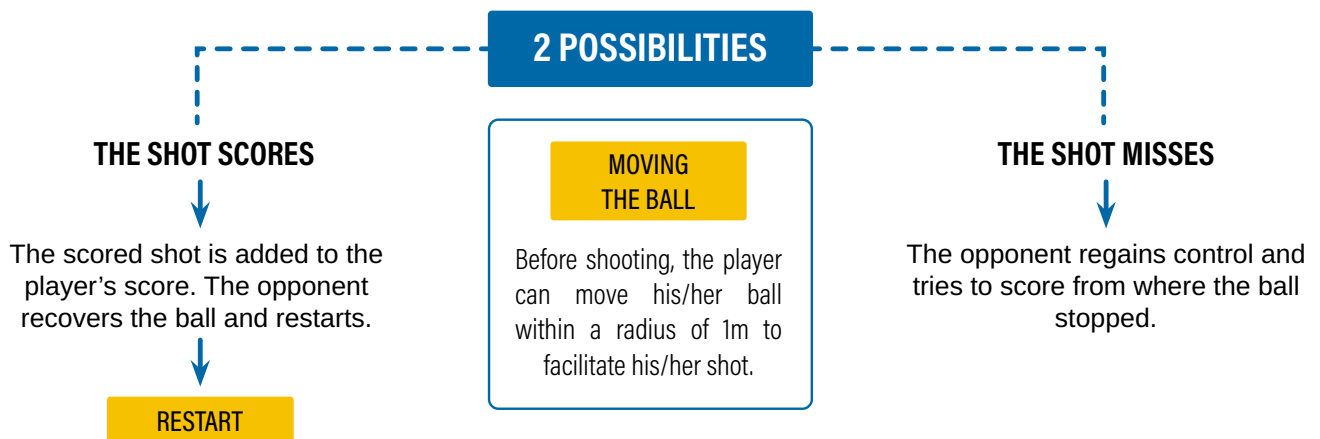
### 2 - THE WINNER CHOOSES HIS/HER TEAM AND STARTS



#### RESTARTING

The player takes the ball and places it wherever s/he wants in his/her defensive area in order to shoot with his/her feet only.

### 3 - TWO GAME POSSIBILITIES



### IMPORTANT !



- The ball must be stationary before each new phase of play.
- Players are prohibited from countering or hindering their opponent.
- The phases of play must not exceed 30 seconds.
- In teams of 2 or 3, the players of each team respect a specific turn order, decided at the start of the game.
- They must not voluntarily stop a ball before each new phase of play.

## GUIDELINES FOR THE REFEREE



- Ensure that the players do not interfere with each other and play quickly (within 30 seconds for a dynamic game)
- Counting points

#### The coach can choose to add game constraints:

- Shoot with the "wrong" foot only
- Move the ball 20 cm before the shot instead of the authorized 1 m



Ideal as a recovery exercise

# HOME BALL® FOOT BILLARD TWO

INDIVIDUAL OR TEAMS

## KIT NEEDED

- Home Ball court
- 1 score sheet
- 1 Home Ball® Football (yellow)
- 1 Home Ball® Handball (red)

## PUBLIC

- From age 8 on
- Suitable for everyone (athletes and non-athletes)

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: medium
- Self-refereeing possible

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Thought
- Skill

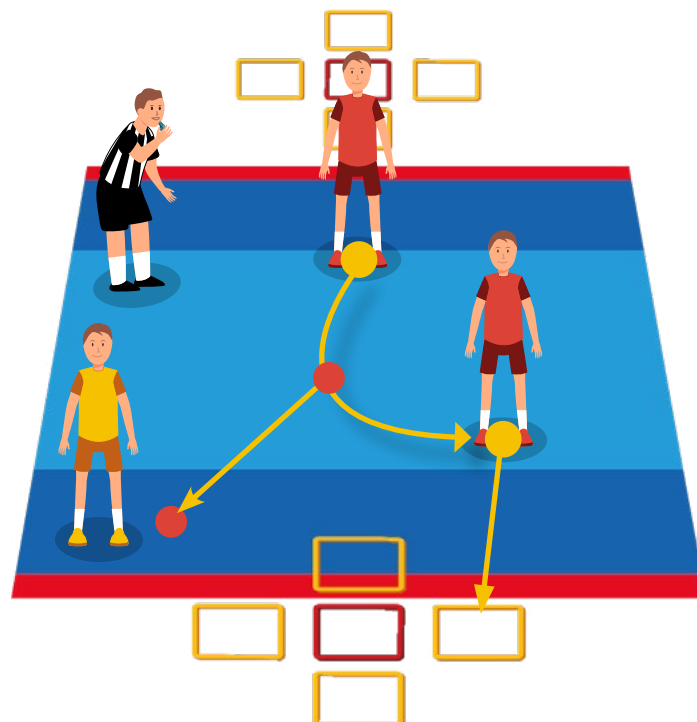
## SETTING UP THE WORKSHOP

1

Position the Home Ball® Handball (red) in the center of the court and bring in the players, each in one team.

2

The referee stands at the entrance to the court and the spectator players in front of him/her, on the other side of the court behind the net.





# PLAYING THE GAME

## THE RULES

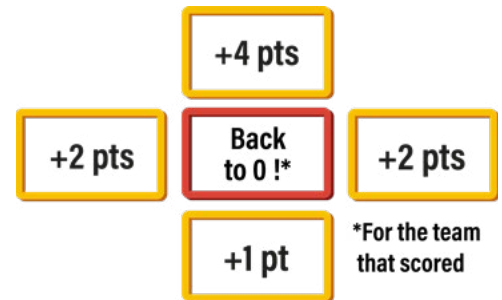
**Aims:** Score in the opposing team's targets.

**Touching the ball:** Only with feet.

**Target value:** See target value diagram.

**Winning the match:** Be the first to reach a score of 20pts or more.

### Values of targets



### 1 - THE PLAYERS PLAY ROCK / PAPER / SCISSORS

### 2 - THE WINNER CHOOSES HIS/HER TEAM AND STARTS



#### RESTARTING

The player takes the Home Ball® Football (yellow) and places it wherever s/he wants in his/her defense area for shot no. 1 with his/her feet only.

Aim: Push the red ball with the Home Ball® Football (yellow) to make it stop in the opposing defense area. **BE CAREFUL !** If the player does not touch the red ball during his/her play, s/he immediately loses his/her turn and his/her opponent has an additional shot for his/her next shot.

### 3 - TWO POSSIBILITIES OF PLAY WHEN THE PLAYER HAS MANAGED TO TOUCH THE RED BALL

#### 2 POSSIBILITIES

##### SHOT #1 MISSES

The Red Ball does not stop in the opposing defense area.



**THE OPPOSING PLAYER TAKES HIS/HER TURN**

##### MOVING THE BALL

Before shooting, the player can move the yellow ball within a radius of 1m to facilitate his/her shoot. But s/he cannot move the red ball.

##### SHOT #1 SCORES

The Red Ball comes to rest in the opposing defense area. The player can therefore try to score with the yellow ball.



**THE PLAYER SCORES WITH SHOT NO.2**

The scored shot is added to the player's score. The opponent recovers the ball and restarts.

**RESTART**

**THE PLAYER MISSES SHOT NO.2**

The opponent has another turn and must take shot no.1 from the place where the ball stopped.

#### IMPORTANT !

- The ball must be stationary before each new phase of play.
- Players are prohibited from countering or hindering their opponent.
- The phases of play must not exceed 30 seconds.
- In teams of 2 or 3, the players of each team respect a specific turn order, decided at the start of the game.
- They must not voluntarily stop a ball before each new phase of play.

## GUIDELINES FOR THE REFEREE



- Ensure that the players do not interfere with each other and play quickly (within 30 seconds for a dynamic game)
- Counting points

**The coach can choose to add game constraints:**

- Shoot with the "wrong" foot only
- Move the ball 20 cm before the shot instead of the authorized 1 m

# HOME BALL® BILLIARD HANDBALL TWO

INDIVIDUEL OU EN ÉQUIPES

## KIT NEEDED

- Home Ball court
- 1 score sheet
- 1 Home Ball® Football (yellow)
- 1 Home Ball® Handball (red)

## PUBLIC

- From age 8 on
- Suitable for everyone (athletes and non-athletes)

## COACHING

- Number: 1 sports/field coach or instructor.
- Degree of difficulty: medium
- Self-refereeing possible

## SKILLS DEVELOPMENT

- Accuracy
- Concentration (stress management)
- Thought
- Skill

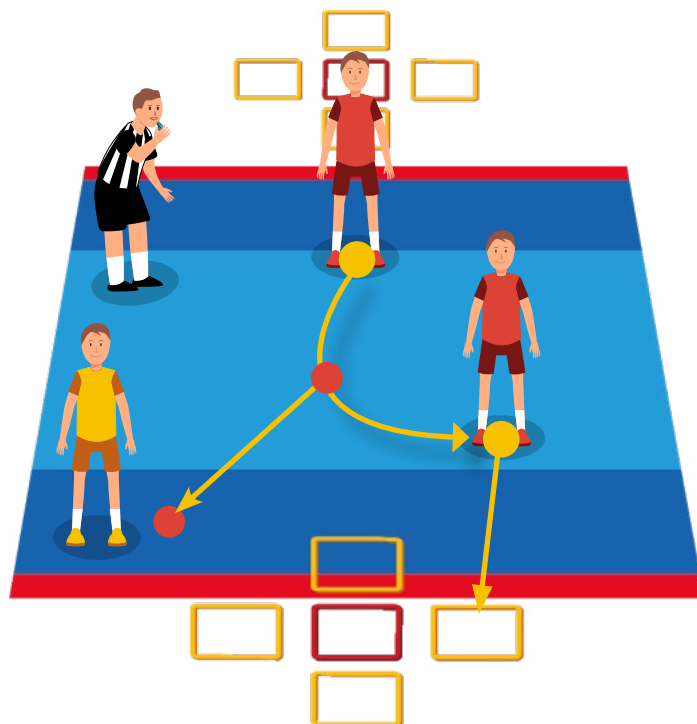
## SETTING UP THE WORKSHOP

1

Position the Home Ball® Handball (red) in the center of the court and bring in the players, each in one team.

2

The referee stands at the entrance to the court and the spectator players in front of him/her, on the other side of the court behind the net.



# PLAYING THE GAME

## THE RULES

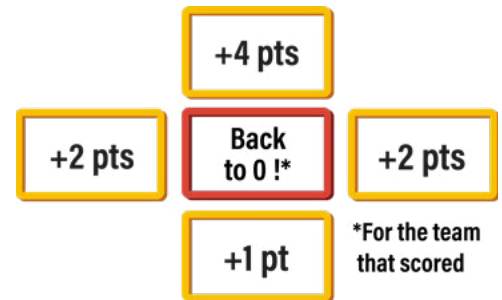
**Aims:** Score in the opposing team's targets.

**Touching the ball:** Only with hands.

**Target value:** See target value diagram.

**Winning the match:** Be the first to reach a score of 20pts or more.

### Values of targets



### 1 - THE PLAYERS PLAY ROCK / PAPER / SCISSORS

### 2 - THE WINNER CHOOSES HIS/HER TEAM AND STARTS



#### RESTARTING

The player takes the Home Ball® Handball (red) and places it wherever s/he wants in his/her defense area for shot no. 1 with his/her hands only.

**Aim:** Push the yellow ball with the Home Ball® Handball (red) to make it stop in the opposing defense area. **BE CAREFUL!** If the player does not touch the yellow ball during his/her play, s/he immediately loses his/her turn and his/her opponent has an additional shot for his/her next shot.

### 3 - TWO POSSIBILITIES OF PLAY WHEN THE PLAYER HAS MANAGED TO TOUCH THE YELLOW BALL

#### 2 POSSIBILITIES

#### SHOT #1 MISSES

The yellow ball does not stop in the opposing defense area.



**THE OPPOSING PLAYER TAKES HIS/HER TURN**

#### MOVING THE BALL

Before shooting, the player must place his/her supporting foot at the location where the handball was located on the ground. S/he is not allowed to move it.

#### SHOT #1 SCORES

The yellow ball stops in the opposing defense area.

The player can therefore try to score with the Handball (with bounce).



**THE PLAYER SCORES WITH SHOT NO.2**

The scored shot is added to the player's score. The opponent recovers the ball and restarts.

**RESTART**

**THE PLAYER MISSES SHOT NO.2**

The opponent has another turn and must take shot no.1 from the place where the ball stopped.

#### IMPORTANT !

- The ball must be stationary before each new phase of play.
- Players are prohibited from countering or hindering their opponent.
- The phases of play must not exceed 30 seconds.
- In teams of 2 or 3, the players of each team respect a specific turn order, decided at the start of the game.
- They must not voluntarily stop a ball before each new phase of play.

## GUIDELINES FOR THE REFEREE



- Ensure that the players do not interfere with each other and play quickly (within 30 seconds for a dynamic game)
- Counting points

**The coach can choose to add game constraints:**

- Shoot with the wrong hand only
- Allow direct shots

# CHALLENGES SCORE SHEETS

TO HELP YOU IN YOUR EVENTS



# HOME BALL MAX 1 SCORE SHEETS

## CHOICE OF SHOOTING MODE

FOOT SHOT

HAND SHOT

BOUNCE SHOT (good hand)

SHOOTING WITH THE WRONG FOOT

SHOOTING WITH THE WRONG HAND

BOUNCE SHOT (wrong hand)

## SCORE TABLE

No.	PLAYER NAME	TOTAL SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

## RANKING

1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>

# HOME BALL TOUR CHALLENGE SCORE SHEETS

## CHOICE OF SHOOTING MODE

FOOT SHOT

HAND SHOT

BOUNCE SHOT (good hand)

SHOOTING WITH THE WRONG FOOT

SHOOTING WITH THE WRONG HAND

BOUNCE SHOT (wrong hand)

## SCORE TABLE

No.	PLAYER NAME	TOTAL SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

## RANKING

1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>



# TEAM SHOOTING RELAY SCORE SHEETS

## TEAM NAMES

TEAM A : \_\_\_\_\_

TEAM B : \_\_\_\_\_



## COACH INSTRUCTIONS

The coach calls a number and announces the shooting mode:

- Foot
- Direct hand shot
- Bounce hand shot

The coach writes the names of the players in the table which will determine their order of play. Then, s/he checks off the players who have just taken their shot.

## PASSAGES NUMBER :

## PLAYER PASSAGES CONTROL :

PASSAGE	SHOOTING MODE		
1ST	HAND	HAND BOUNCE	FOOT
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2ND	HAND	HAND BOUNCE	FOOT
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3RD	HAND	HAND BOUNCE	FOOT
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TEAM A	PASS 1	PASS 2	PASS 3	TEAM B



WE RECOMMEND A NUMBER  
MAXIMUM OF 3 TURNS



A TEAM IS MADE UP OF 6 PLAYERS MAXIMUM.  
THE REFEREE MUST ENSURE THAT THE TURNS AND  
SHOOTING MODES ARE RESPECTED.

TEAM A TIME	TEAM B TIME
<b>WINNING TEAM</b>	



IF YOU WANT TO ORGANIZE A  
TOURNAMENT, NOTE THE TIMES  
OF EACH TEAM IN ORDER TO RANK  
THEM.



# TOURNAMENT SCORE SHEETS

TO HELP YOU IN YOUR COMPETITIONS



# OFFICIAL HOME BALL SCORE SHEET

## FOOTBALL, HANDBALL, WHEELCHAIR



**TEAM 1:** \_\_\_\_\_

Goal No.	1 PT	2 PTS	4 PT	Back to 0
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

**First half total points :** \_\_\_\_\_

Goal No.	1 PT	2 PTS	4 PT	Back to 0
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

**Second half total points :** \_\_\_\_\_

**TEAM 2:** \_\_\_\_\_

Goal No.	1 PT	2 PTS	4 PT	Back to 0
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

**First half total points :** \_\_\_\_\_

Goal No.	1 PT	2 PTS	4 PT	Back to 0
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

**Second half total points :** \_\_\_\_\_

\_\_\_\_\_ **FINAL SCORE** \_\_\_\_\_

**WINNER :** \_\_\_\_\_

TEAM A : \_\_\_\_\_ TEAM B : \_\_\_\_\_ TEAM C : \_\_\_\_\_

## GUIDELINES FOR THE REFEREE :



### VALUES OF TARGETS : DURATION OF MATCH :

- FIRST HALF : 2 MN 30
- HALF TIME : 1 MN
- SECOND HALF : 2 MN 30

+2 pts    +4 pts    +2 pts  
Back to 0\*\*    +1 pt

\*For the team that scored

### SCORING POINT

**WIN** : +4 POINTS  
**DRAW** : +2 POINTS  
**LOSS** : 0 POINT

### GOAL AVERAGE

THE GOAL AVERAGE IS THE DIFFERENCE BETWEEN THE POINTS SCORED BY A TEAM AND THE POINTS IT CONCEDED :  
**GOAL AVERAGE = PTS SCORED — PTS CONCEDED**

TEAM A		TEAM B	
MATCH 1		MATCH 1	
MATCH 2		MATCH 2	
<b>TOTAL :</b>		<b>TOTAL :</b>	

TEAM A		TEAM B	
MATCH 1		MATCH 1	
MATCH 2		MATCH 2	
<b>TOTAL :</b>		<b>TOTAL :</b>	

TEAM C	
MATCH 1	
MATCH 2	
<b>TOTAL :</b>	

TEAM C	
MATCH 1	
MATCH 2	
<b>TOTAL :</b>	

MATCHES	TEAM	SCORE	TEAM	SCORE
A/B	<b>A</b>		<b>B</b>	
B/C	<b>B</b>		<b>C</b>	
A/C	<b>A</b>		<b>C</b>	



TO DECIDE BETWEEN TWO TEAMS IN THE EVENT OF A TIE ON POINTS AT THE END OF THE GROUP STAGE, THE TEAM WITH THE BEST GOAL AVERAGE WINS.

1ST	2ND	3RD

## RANKING :

TEAM A : \_\_\_\_\_

TEAM B : \_\_\_\_\_

TEAM C : \_\_\_\_\_

TEAM D : \_\_\_\_\_

## GUIDELINES FOR THE REFEREE :



VALUES OF TARGETS :      DURATION OF MATCH :

+4 pts
Back to 0!\*
+2 pts

+2 pts
+1 pt

\*For the team that scored

FIRST HALF : 2 MN 30

HALF TIME : 1 MN

SECOND HALF : 2 MN 30

### SCORING POINT

**WIN :** +4 POINTS

**DRAW :** +2 POINTS

**LOSS :** 0 POINT

### GOAL AVERAGE

THE GOAL AVERAGE IS THE DIFFERENCE BETWEEN THE POINTS SCORED BY A TEAM AND THE POINTS IT CONCEDED :

**GOAL AVERAGE = PTS SCORED - PTS CONCEDED**

MATCHES	TEAM	SCORE	TEAM	SCORE
A/B	A		B	
C/D	C		D	
A/C	A		C	
B/D	B		D	
A/D	A		D	
B/C	B		C	

TEAM A	TEAM B
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
<b>TOTAL :</b>	<b>TOTAL :</b>

TEAM A	TEAM B
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
<b>TOTAL :</b>	<b>TOTAL :</b>



TO DECIDE BETWEEN TWO TEAMS IN THE EVENT OF A TIE ON POINTS AT THE END OF THE GROUP STAGE, THE TEAM WITH THE BEST GOAL AVERAGE WINS.

## RANKING :

1ST	2ND	3RD	4TH

## POOL

TEAM A: \_\_\_\_\_ TEAM B: \_\_\_\_\_ TEAM C: \_\_\_\_\_ TEAM D: \_\_\_\_\_ TEAM E: \_\_\_\_\_

### GUIDELINES FOR THE REFEREE :



#### VALUES OF TARGETS : DURATION OF MATCH :

+4 pts
+2 pts
+2 pts
+1 pt

Back to 0\*

\*For the team that scored

FIRST HALF : 2 MN 30  
 HALF TIME : 1 MN  
 SECOND HALF : 2 MN 30

#### SCORING POINT

**WIN :** +4 POINTS  
**DRAW :** +2 POINTS  
**LOSS :** 0 POINT

#### GOAL AVERAGE

THE GOAL AVERAGE IS THE DIFFERENCE BETWEEN THE POINTS SCORED BY A TEAM AND THE POINTS IT CONCEDED :  
**GOAL AVERAGE = PTS SCORED - PTS CONCEDED**

MATCHES	TEAM	SCORE	TEAM	SCORE
A/B	A		B	
C/D	C		D	
A/E	A		E	
B/C	B		C	
D/E	D		E	
A/D	A		C	
B/D	B		D	
C/E	C		E	
A/D	A		D	
B/E	B		E	

TEAM A	TEAM B
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
MATCH 4	MATCH 4
TOTAL :	TOTAL :

TEAM C	TEAM D
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
MATCH 4	MATCH 4
TOTAL :	TOTAL :

TEAM A	TEAM B
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
MATCH 4	MATCH 4
TOTAL :	TOTAL :

TEAM C	TEAM D
MATCH 1	MATCH 1
MATCH 2	MATCH 2
MATCH 3	MATCH 3
MATCH 4	MATCH 4
TOTAL :	TOTAL :

TEAM E
MATCH 1
MATCH 2
MATCH 3
MATCH 4
TOTAL :

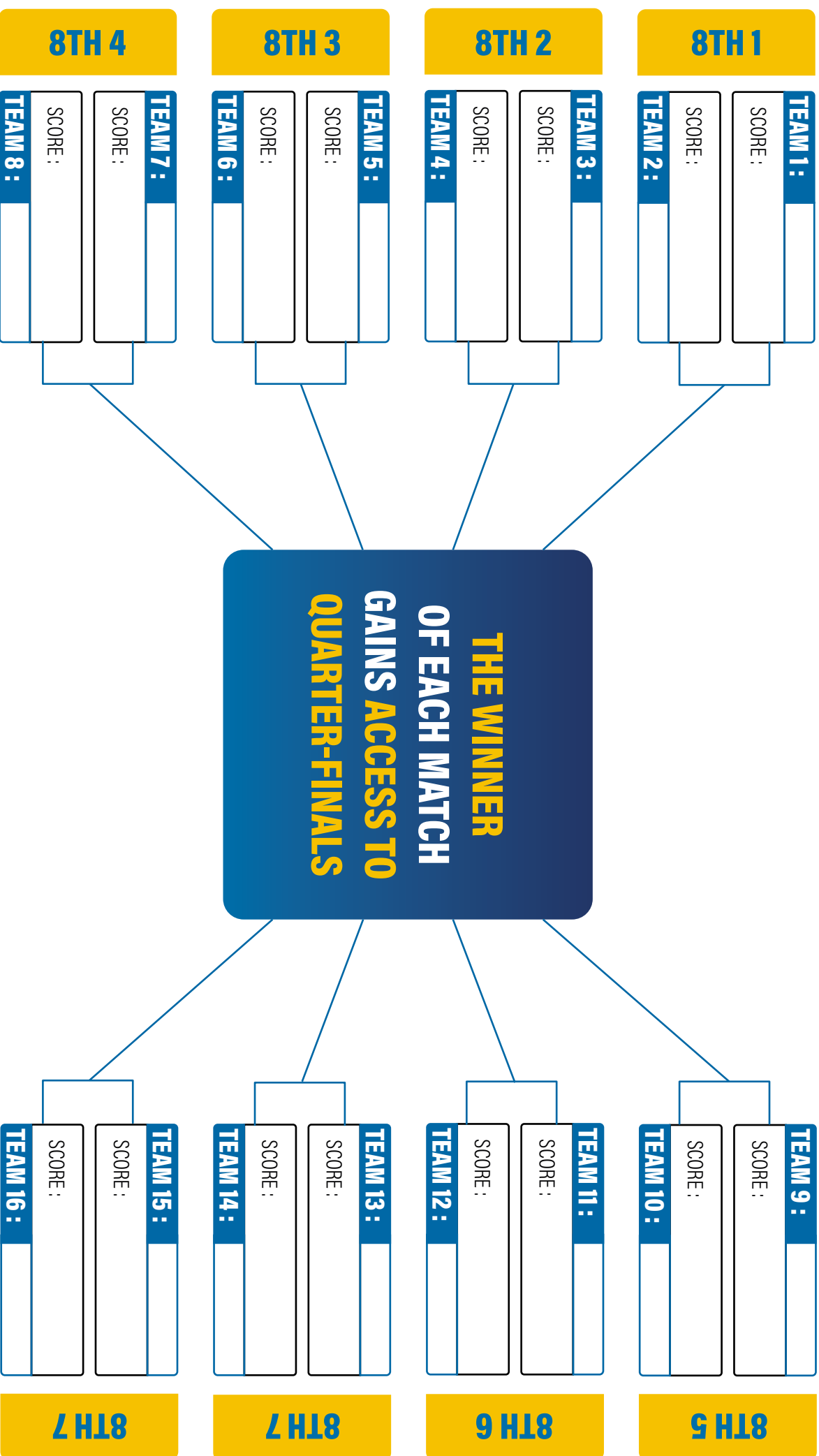
TEAM E
MATCH 1
MATCH 2
MATCH 3
MATCH 4
TOTAL :

1ST	2ND	3RD	4TH	5TH

### RANKING :



TO DECIDE BETWEEN TWO TEAMS IN THE EVENT OF A TIE ON POINTS AT THE END OF THE GROUP STAGE, THE TEAM WITH THE BEST GOAL AVERAGE WINS.



# QUARTER-FINALS

**QUARTER 1**

TEAM 1 :	
SCORE :	
TEAM 2 :	
SCORE :	

**QUARTER 2**

TEAM 3 :	
SCORE :	
TEAM 4 :	
SCORE :	

**QUARTER 3**

TEAM 5 :	
SCORE :	
TEAM 6 :	
SCORE :	

**QUARTER 4**

TEAM 7 :	
SCORE :	
TEAM 8 :	
SCORE :	

# SEMI-FINALS

**SEMI 1**

TEAM NAME:	
WINNER QUARTER 1	
SCORE :	
WINNER QUARTER 2	
SCORE :	
TEAM NAME:	

**SEMI 2**

TEAM NAME:	
WINNER QUARTER 3	
SCORE :	
WINNER QUARTER 4	
SCORE :	
TEAM NAME:	

# FINALS

**LITTLE FINAL**

TEAM NAME:	
LOSER SEMI 1	
SCORE :	
LOSER SEMI 2	
SCORE :	
TEAM NAME:	

**FINAL**

TEAM NAME:	
WINNER SEMI 1	
SCORE :	
WINNER SEMI 2	
SCORE :	
TEAM NAME:	

**WINNER OF THE TOURNAMENT**

NAME OF THE WINNING TEAM

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