

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.

DURATION OF A MATCH: 5MN

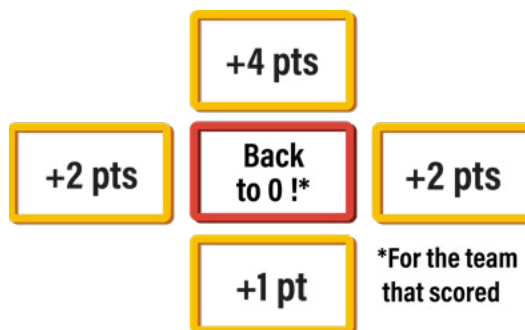
FIRST HALF	HALF TIME	SECOND HALF
2'30	1'	2'30

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!



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.

HOME BALL® FOOTBALL

ADDITIONAL OFFICIAL RULES

SCAN THE QR CODE
AND LEARN ALL ABOUT
OUR FOOTBALL GAME



GAME MODE: Use of arms and hands is not allowed.

BALL: Home Ball® Football diameter 200mm, 300gr



	COURT 4M50 X 4M50	COURT 6M50 X 6M50	COURT 8M50 X 8M50
COMPETITIVE PLAY	<p>1 VS 1</p>  <p>1 FREE PLAYER PER TEAM</p>	<p>2 VS 2</p>  <p>2 FREE PLAYERS PER TEAM</p>	<p>3 VS 3</p>  <p>2 FREE PLAYERS + 1 CENTER PER TEAM</p>
LEISURE PLAY	<p>2 VS 2</p>  <p>2 FREE PLAYERS PER TEAM</p>	<p>3 VS 3</p>  <p>2 FREE PLAYERS + 1 CENTER PER TEAM</p>	<p>4 VS 4</p>  <p>2 FREE PLAYERS + 2 CENTERS PER TEAM</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

NO-GO'S	<ul style="list-style-type: none"> Contact (body-to-body pressing) Fallen player Entering the opponent's defense area Entering the no-go area Keeping the ball for more than 10 seconds in your defense area 	SANCTIONS	<p>INDIRECT FREE KICK</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"> Touching the ball with your hands or arms Holding or pushing your opponent Tackling your opponent Holding or throwing yourself into the nets High kicks 		<p>PENALTY</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. WARNING! If the shooter sends the ball into the red target, their team's score returns to 0!</p>
	<ul style="list-style-type: none"> Poor play Lack of respect for the referee / players Dangerous gestures Failure to comply with safety instructions 		<p>REFEREE LOSS DECISION</p> <p>The sanctioned team instantly loses with a score of 10 to 0.</p>