



## STREET SOCCER

No. of teams: 10 | No. of matches: 24

*Preliminary Round:* Each half is 5 minutes with a 30 second break. Total of 2 halves per game.

*Semi-finals:* Each half is 7 minutes with a 30 second break. Total of 2 halves per game.

*Third Placing Match Round:* Each half is 7 minutes with a 30 second break. Total of 2 halves per game.

*Finals:* Each half is 8 minutes with a 30 second break. Total of 2 halves per game.

### **General Rules**

1. Each team will comprise of 5 players and 1 reserve, mixed gender (at least one member of each gender)
2. Games are played 5 players a side and there must be at least one player of each gender in the team at any point during the game. If the team does not have at least one player of each gender, then the team will have to play handicapped (with less players)
3. The play area is the futsal court.
4. In the event of an injury, the referee calls time, and the time keeper pauses the timer. A maximum of 1 minute is allowed for an injury.
5. Each team is entitled to a 30 second time out in each game.
6. A substitute player can enter the playing area only after the player being substituted has left the court.
7. The game will start according to the stipulated time. If not all members of a team are present, the team will play with the currently present members until remaining players arrive, upon which they can enter the court.
8. A walkover will be announced if any team fails to report at the field 3 minutes after their stated timeslot.
9. Game rules apply and all decisions made by the referee will be final



### ***Additional Rules***

1. Substitutions. There is no restriction on the number of substitutions that may be made during a match. Substitutions may be made at any time, whether the ball is in play or not, but the above rules still apply and substitution must be done off-court.
2. The goalkeepers. Goalkeepers have only four seconds in which to play the ball, with either their hands or feet, and may not touch it again if it has been deliberately played to them by a team-mate without an opponent playing or touching it. Goalkeepers are also now free to play anywhere on the pitch and throw the ball beyond the halfway line, which was not previously permitted.
3. Goals may not be scored directly from the kick-off.
4. Contact. Players are strictly not allowed to attack and tackle another player, either defensively or offensively.
5. Touching ball with hand. A team will be penalized with a foul if a player is caught deliberately touching/controlling the ball with hands.
6. One foul for the team will result in a change of ball possession to the opposing team. Two fouls by the same team will result in yellow card
7. Two fouls by the same person will result in a yellow card. Two yellow cards by that same person will result in a red card and the player will be out of the game.
8. Free kicks will be taken direct



## BASKETBALL

No. of teams: 6 | No. of matches: 13

*Preliminary Round:* Each half is 7 minutes with 1 minute break. Total of 2 halves per game.

*Semi-final Round:* Each half is 7 minutes with a 1 minute break. Total of 2 halves per game.

*Third Placing Match Round:* Each half is 7 minutes with a 1 minute break. Total of 2 halves per game.

*Finals:* Each half is 8 minutes with a 1 minute break. Total of 2 halves per game.

### **General Rules**

1. Each team will comprise of 3 players and 1 reserve, mixed gender (at least one member of each gender)
2. Games are played 3 players a side and there must be at least one player of each gender in the team at any point during the game. If the team does not have at least one player of each gender, then the team will have to play handicapped (with less players)
3. A substitute player can enter the playing area from the substitution line in front of the timekeeper's table only after the player being substituted has left the court.
4. Players will be given rest time during half-time and both teams will switch sides during the half-time break interval.
5. The game will start according to the stipulated time. If not all members of a team are present, the team will play with the currently present members until remaining players arrive, upon which they can enter the court.
6. A walkover will be announced if any team fails to report at the court 3 minutes after their stated timeslot.
7. Game rules apply and all decisions made by the referee will be final.



## ***Play Rules***

1. A game of rock-paper-scissors will be played by a representative of each team. The winning team will take possession of the ball at the start of the game.
2. Every successful shot inside the arc is awarded one point, while every successful shot behind the arc is awarded two points.
3. The player must bounce, or dribble, the ball with one hand while moving both feet. If, at any time, both hands touch the ball or the player stops dribbling, the player must only move one foot while keeping the pivot foot on the ground.
4. The basketball player can only take one turn at dribbling. A player who starts dribbling again is called for a double-dribbling violation and loses the basketball to the other team. A player can only start another dribble after another player from either team touches or gains control of the basketball.
5. The ball must stay in bounds. If the offensive team loses the ball out of bounds the other team gains possession of the basketball.
6. The player's hand must be on top of the ball while dribbling. If they touch the bottom of the basketball while dribbling and continue to dribble, a "carrying the ball" violation will be called and the player will lose the ball to the other team.
7. All defensive fouls result in a Free Pass for the other team.
  - a. Obstruction - When the defender is less than 1 metre away (circle of angle) from the player with ball possession
  - b. Contact on the ball - When the defender swats the ball away from the hands of the player before it is released
  - c. Contact on the player - When the defender hits the hand/s of the attacking player
8. Game play starts with the defensive team exchanging the ball with the offensive team behind the arc. This exchange is also used to restart the game from any dead ball situation.
9. If the defense gains possession of the ball within the arc, by a steal, a block or a rebound, the team must move the ball behind the arc before being allowed to take a shot.
10. After a made goal or free throw play restarts with a player from the non-scoring team taking the ball directly under the basket and then dribbling or passing it to a point behind the arc. The defense is not allowed to play for the ball inside the semi-circle under the basket.
11. Substitution can only be done anytime, but must inform referee (during deadball)



12. Fouls during the act of shooting are awarded 1 free throw (within arc → 1 free throw; outside arc → 2 free throw) and changing possession of the ball

Normal foul → Each team can have 4 fouls, which will result in changing possession of ball to other team. Any normal fouls after that will result in 2 free throws

Unsportsmanlike foul (e.g. elbowing, rough playing, deliberately hurting other players) → 2 free throws to other team

13. A player who commits two unsportsmanlike fouls sits out for the remainder of the match.
14. The game ends when either team scores 21 points or the time ends.



## CAPTAIN'S BALL

No. of teams: 9 | No. of matches: 16

*Preliminary Round:* Each half is 7 minutes with a 30 second break. Total of 2 halves per game.

*Semi-final Round:* Each half is 7 minutes with a 30 second break. Total of 2 halves per game.

*Third Placing Match Round:* Each half is 7 minutes with a 30 second break. Total of 2 halves per game.

*Finals:* Each half is 8 minutes with a 30 second break. Total of 2 halves per game.

### **General Rules**

1. Each team will comprise of 5 players and 1 reserve, mixed gender (at least one member of each gender)
2. Games are played 5 players a side (including 1 Captain) and there must be at least one player of each gender in the team at any point during the game. If the team does not have at least one player of each gender, then the team will have to play handicapped (with less players)
3. A substitute player can enter the playing area from the substitution line in front of the timekeeper's table only after the player being substituted has left the court.
4. Players will be given rest time during half-time and both teams will switch sides during the half-time break interval.
5. Captains on the stands are only allowed to be substituted during the half-time break intervals when both teams are required to switch sides.
6. The game will start according to the stipulated time. If not all members of a team are present, the team will play with the currently present members until remaining players arrive, upon which they can enter the court.
7. A walkover will be announced if any team fails to report at the court 3 minutes after their stated timeslot.
8. Game rules apply and all decisions made by the referee will be final.

### **A. Scoring a Goal**

A point is scored when the captain takes possession of the ball with both hands while remaining on the stand for at least 3 seconds.

Should the captain be unable to hold on to the ball, he is allowed to throw the ball back into the playing area to continue the game play.

No direct passing of balls to the captain is allowed – the ball must be released from the player's hands to the captain.



Half court rule applies in the game play – players are only allowed to score in the opposition half of the court.

A ball thrown directly at the captain from the throw-in line will not be considered a goal – at least a pass is needed to attempt the goal.

After a goal is scored, the game restarts by the team which has conceded the goal starting the ball from the end line at their defensive half of the court.

## **B. Attacking**

Captains must be on the stands at all times. Substitutions of captains are only allowed during half-time break intervals, with the exception of injuries.

Attackers are not allowed to score from the end lines or behind the captain/catcher.

Attackers may jump from within the court and land outside of the playing area. However, the ball must leave their hands before they land or it will be considered to be out-of-court.

During game play, if the ball is hit out-of-court by a defender, ball possession will be given to the attackers who will take a throw-in from the spot where the ball went out.

No direct passing allowed between players – the ball must be released from one player's hands to another player.

A team requires at least 3 passes to score a goal, only if the ball was just thrown from the throw-in line or the defensive half of the court. This rule does not apply if the ball was stolen from the opposing team

## **C. Defending**

Defenders are not allowed to defend from the end lines or behind the captain. For every infringement committed, a penalty throw will be awarded to the attacking team.

Defenders may jump from within the court and land outside of the playing area. If the defender stands outside the playing area to defend the ball, a penalty throw will be awarded to the attacking team. In the situation where the defender happens to land outside of the playing area before tapping the ball out, ball possession will still be awarded to the attacking team.

Defenders are not allowed to touch or push the captains from the opposing team.

If the captain does not catch the ball fully with both hands, defenders from opposing team are allowed to tap the ball away.

Referees may issue warnings/sending-offs if players keep repeating the same foul.

When a foul is committed, ball possession is awarded to the opposing team as according to the game rules. The opposing team must play the ball from the point where the foul was committed immediately, without the use of any actions to deliberately stall



## **D. Defensive Fouls**

Obstruction - When the defender is less than 1 metre away (circle of angle) from the player with ball possession

Contact on the ball - When the defender swats the ball away from the hands of the player before it is released

Contact on the player - When the defender hits the hand/s of the attacking player

## **E. Travelling Foul**

When the players run or walk with the ball in possession.

If players are running to catch the ball, they can only take 1 step after catching hold of the ball.

If players are stationary with ball possession, they can only move 1 step while the landing foot is in the same position (pivot foot). Changing the position of the pivot foot will also result in a travelling foul.

## **F. Holding Foul**

When players hold possession of the ball for more than 5 seconds.

## **G. Kicking Foul**

When players deliberately use their legs to play the ball.

However, if the ball comes into contact with a player's legs accidentally, game play continues.

## **H. Half-court Scoring Foul**

When players score from their own defending halves of the court

When this foul occurs, the goal will not be counted and the opposing team will gain possession of the ball at the half-court sidelines.

Passes Following a Foul

## **I. Free Pass**

Awarded to the opposing team when a player commits all fouls.

A free pass is taken where the foul is committed.

When a free pass is awarded, at least 1 pass is required before an attempt to score.



# DODGEBALL

No. of teams: 3 | No. of matches: 4

*Qualifying Round: 8 minutes, no break*

*Third Placing Match Round: 8 minutes, no break*

*Finals: 8 minutes, no break*

## **Start:**

Game begins by placing ONE dodge ball along the center line (red line). Players then take a position on the left and right of the center line, this area will be known as their "base". Ball is placed along the line. Following a signal by the official, teams may approach the centerline to retrieve the ball. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the center line before it can be legally thrown.

## **Rules during the game:**

- Players can only throw the ball at another player below the waist
- Balls cannot be stolen when inside a team's base
- "Time wasting" is not allowed - Ball cannot be parked inside any team's base to wait out the time
- If ball has been inside one team's base for 10 seconds, a warning will be given. If the players still continue to hold onto the ball, there will be a change of ball possession to opposing team
- Players who are still in the game are not allowed to move outside the "In" court
- Players who have been hit out must stay within the playing court but cannot enter the "In" court
- Players who have been hit out can continue to attempt to throw balls at "In" players from outside the "In" Court
- No snatching of ball away from another player's hand

## **Scoring:**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by hitting an opposing player with a thrown ball below the waist. The first team to legally eliminate all opposing players will be declared the winner.

## **Fouls:**

All contests will be supervised by the referee. The referee's responsibility will be to rule on any situation in which teams cannot agree. The referee's decision is final.

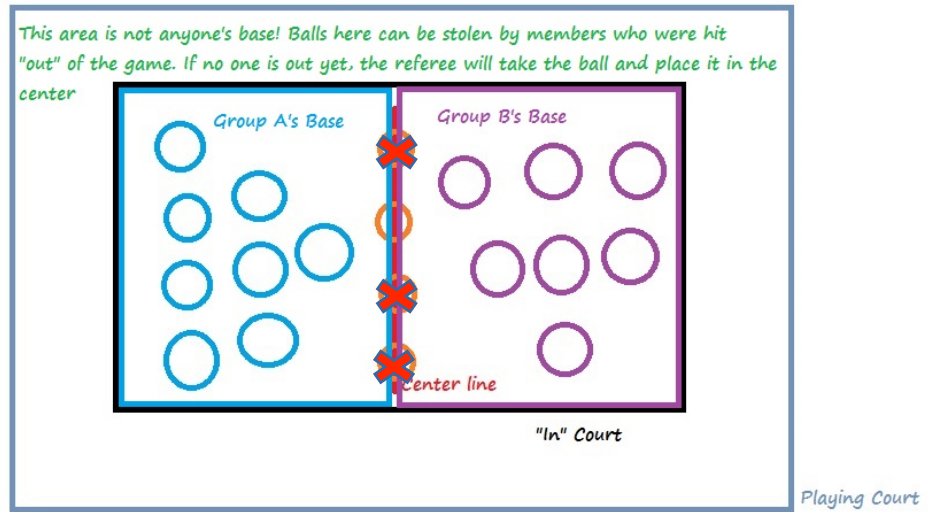
## **Ties:**

An extra time of 3 minutes is given. If there is yet another draw, a 30 seconds break will be given and an extra 3 minutes will be given.

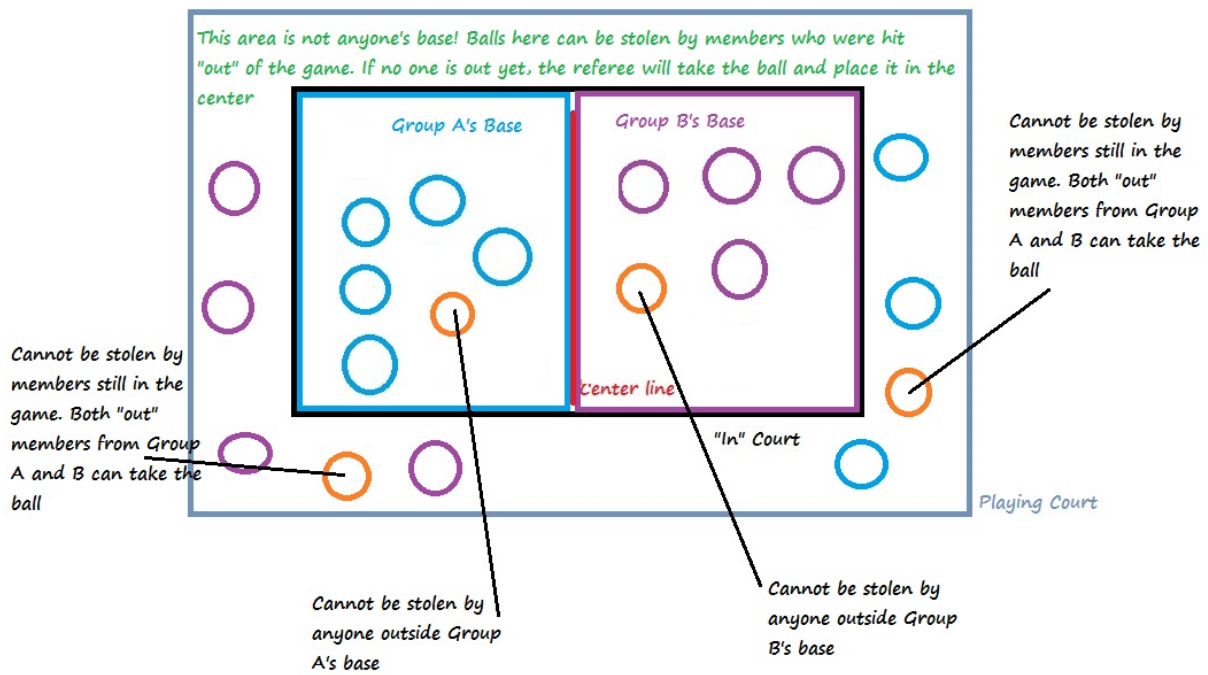
## **End of the game:**

Scores will be tabulated and players are to shake hands with their opponent teams to show sportsmanship.

-  Group A Member
-  Group B Member
-  Playing Ball



After players have been hit out



Note: Only ONE dodgeball will be used in the game. The above figure applies to when the ball is at different areas of the playfield.

