



## Super Ball 2023

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## 1X1 BATTLES

### Initial seeding

- Every freestyler will be given a specific position based on the **World Rankings**
- There will be 4 groups of freestylers created based on this seeding

### Qualification

- **CIRCLES** are created from the initial seeding (e.g. 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, etc.)
- All freestylers must remain on stage 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 their turn in the centre of the circle
- After each round, freestylers must move back from the centre spot to their position quickly
- The same rules apply as in the Knockout Stage
- **Using hands to cover up a mistake or to help execute a trick that otherwise does not include the use of hands will be considered the same as a drop**
- Judges will give a **score out of 10 points** to every competitor in the circle according to the overall performance. The scores will be shown upon the end of the battle.
- The sum of all scores will be taken into account for the overall ranking for that stage.
- The scoring is a comparative one throughout the whole qualification. It is not only a comparison between competitors in the same group.
- **1st & 2nd place from each circle automatically go through to the next phase.**
- The remainder of the required places for the following round will be filled by the competitors with the highest scores in the qualification circles that did not finish 1st or 2nd in their groups. The number of those qualified competitors will



depend on the number of groups and participants. The final structure will be announced when the final number of participants is known.

- In the case that two or more competitors had the same overall score, the tiebreaker would be their respective position in the World Rankings: whoever was ranked highest would go through. If both athletes had the same points in the Rankings, then their position in the initial seeding would ultimately decide.

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



### Elimination

- The overall ranking from the Qualification will be taken into account to make new groups.
- The same system used to create circles will apply here, with the same rules and



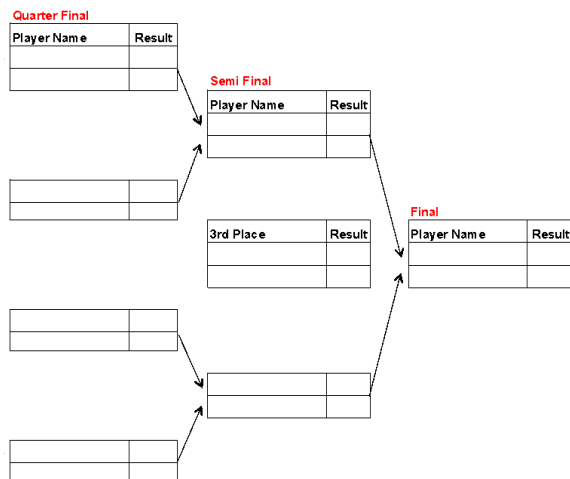
the same system of judging.

- Freestylers have the right to refuse to compete in the next rounds, but must announce it beforehand (i.e. the start of that phase of the competition)
- The number of qualification rounds is revealed when the total number of freestylers is known (i.e. there's a possibility of additional battles before the round of TOP 32)

### Knockout Stage

- The overall ranking with scores from the Elimination Phase will be taken into account to generate the brackets (1st against 32nd, and so on)
- The freestyler **SEEDED HIGHER** decides who will go first in the battle
- All rounds from this point forward are **NO TIME LIMIT**.
- Each freestyler has 3 rounds.
- Judges will be picking the winner on **OVERALL** performance
- Participants may use their **OWN** ball
- 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
- 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

Below is a bracket example:





## **ROOKIE AND INTERMEDIATE BATTLES**

- This applies to all athletes who didn't make it through to the Elimination Rounds of the main competition.
- 64, 32 or 16 (depending on the number of participants) best freestylers based on the overall ranking of the Qualification - and excluding the qualified freestylers for Elimination - are selected for Intermediate Battles
- All the rest are selected for Rookies Battles.
- Freestylers have the right to refuse to compete in either of the competitions they end up in, but must announce it beforehand (i.e. the start of that phase of the competition)
- 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 one battle to try to qualify. It's about experiences.*



## 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
- The clock 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](mailto:djskodiss@seznam.cz)), or ideally, brought to him personally on 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
- Judges will give out scores from 1-10 for each of the aforementioned categories, with half marks possible, the sum of which will be the final score for that performance
- Judges can add up to 5 points to the total score based on the general impression of the performance
- The **BEST 5** routines qualify for the Final

### 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 is given **3 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 the freestylers don't comply with the time limit, they are **DISQUALIFIED** automatically
- The clock starts with the **FIRST ACTION** (music, acting, movement)
- There are two freestylers 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](mailto:djskodiss@seznam.cz)), or ideally, brought to him personally on 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, Cooperation
- Judges will give out score from 1-10 for each of the aforementioned categories, with half marks possible, the sum of which will be the final score for that performance
- Judges can add up to 5 points to the total score based on the general impression of the performance
- The **BEST 5** double routines qualify for the Final

### 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

- Qualification: if necessary due to the large number of competitors, they'll be divided into 2 groups that'll be competing simultaneously and will be merged into one group at level 7 or when there are only 15 competitors left
- From that point on, we continue until we have the TOP 10 male & TOP 5 female finalists
- If we reach that number mid-round, all competitors still must finish that round, so the final numbers can be less than 10 or 5, respectively
- In case we're left with only 1 competitor before reaching the required number for the final, the competition is over and there won't be a separate final
- The Finals will include the **Top-10 male** and the **Top-5 female**
- There is a list of combos written in order from easy to hard ones
- In the Challenge Sheet, sometimes there is a **limit on the number of times** a trick can be done in a combo. This is written down next to the combo's description with the symbol "#", meaning the number of different tricks required
- The same trick done with the strong foot and with the weak foot are considered different. This is particularly the case for some 2revs and alt 2revs: for example, "alatw - alatw" would be different tricks, same goes for "htatw combo htatw" if one was done on the other foot, and so on
- In the same way, a trick done with outside revolutions and the same trick done with inside revolutions are also considered different: for example, latw Inside and latw outside are considered 2 different tricks
- In the Challenge Sheet, a "Combo" specifies "**at least 2 tricks in between**". For example for 3rev combo alt 2rev: PATW - HTW - ALATW isn't valid, whereas PATW - HTW - HTW - ALATW is
- 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, they are out of the 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 attempts 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
- Each freestyler has **7 ATTEMPTS**
- Each freestyler has **3 MINUTES (3:00)** to complete all of their attempts, any attempt past the 3 MINUTE mark won't be taken into consideration
- Each freestyler performs 1 combo where they must connect **3 TRICKS** in the best way
- Each 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 judges rate the combos according to **DIFFICULTY, CONTROL** and **STYLE**
- They will score each of the aforementioned criteria from 1-10, with half marks available and the sum of those scores will be their final score for the combo itself
- All judges will also be rating the execution of the attempts immediately after the completion of the combo: this will be done using **coloured cards (red** for a no, **white** for a yes), designated if the execution of the combo was successful or not
  - **3x red cards:** unsuccessful combo
  - **3x white cards:** successful combo
  - **2x white cards + 1x red card:** successful combo
  - **1x white card + 2x red cards:** unsuccessful combo, but the competitor can appeal the decision; a slow-motion review will take place in that case, after which the judges will make another decision, which will be final
- 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 immediately after the last touch of the combo: if that happens, they'll have points deducted for that combo
- 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 between 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
- The number of players competing at one time in each circle is subject to the number of judges available. Judges are individually assigned to watch and judge one freestyler only in each circle.
- 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 their time and evaluate if the combinations are being performed according to the rules
- The top 3 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.*



## KILL THE BEAT

***This year, Kill the Beat is an OFFICIAL competition. The rules have changed, and the tournament will be split into two phases: there will be qualifications first and then battles (Top8 to final).***

### **QUALIFICATIONS:**

- Every participant has to be on stage in a circle.
- If there are more than 20 registered players, participants will be divided into two groups.
- When the DJ starts the music, any participant is free to enter at any moment on the music and starts their set. Every participant has only one attempt.
- The duration of the set is up to the freestyler. However, if the set is too long, the host is free to alert the player to finish and start to count down (5,4,3,2,1, TIME!). Note that the appreciation of the duration is also a part of the criteria: if a freestyler truly kills the beat, they know when to stop.
- When the freestyler ends their set, the DJ will immediately begin playing the next beat/song
- If none of the competitors step forward to start, the host will indicate who has to take the song at the next beat - according to a list that had been drawn before the competition and which only the host knows.

**CRITERIA:** How the freestyler matches the vibe of the music and emphasizes the different beats and drops of the music are the main criteria. Attitude is also a criterion but it has to go along with the vibe and energy of the music.

**SUB-CRITERIA:** All other criteria known to freestyle like technical difficulty, control, creativity, variation, style and so on... are also taken into account.

**RESULTS :** 3 judges will score every set from 1-10. All the scores will be added and the total score will designate the top 8 which will be qualified for Battles. If two freestylers within the top 8 have the same score, the highest score amongst the 3 scores that each freestyler has received in the qualification will decide. If necessary, the head judge will decide if there's a perfect match.



### **BATTLES OF THE TOP8:**

- Freestyler ranked No.1 in qualifications will face freestyler ranked No.8 and so on.. like in classic battles - direct elimination system.
- Each freestyler **has 2 sets**. There is **no limit of time**, they can start and finish whenever they want.
- If no one wants to start, the host is free to determine who has to start.
- Likewise in qualifications, the speaker is free to start to count, if they feel the freestyler is taking too long with their set.
- One freestyler will be assigned the blue color and the other one red.
- **What is totally new** : the crowd will vote and decide. Everyone in the crowd will be given two cardboards : one blue, one red. And at the end of the battle, everybody's free to raise the cardboard of their choice, according to who they preferred in the battle itself
- The host has the responsibility to evaluate which cardboards (blue or red) are the most representative in the crowd.
- If the host evaluates that it seems very equal, there will be an extra-round. One set per freestyler. With new music.
- In the extra-round, the 3 judges from qualifications will vote to designate the winner (this way, there won't be another extra-round).

**CRITERIA** : Same as in qualifications + attitude towards the opponent as well as the response/connection.

### **TIPS FOR FREESTYLERS:**

- *Merge with the music vibes and be on the beat. It is the most important. It is better here to make an easy move synchronized perfectly on music than a hard move not linked with the music.*