



REGULATIONS FOR 1X1 BATTLES

Updated on June 17th, 2024

IMPORTANT NOTE: The present Rules are of application on all Pulse Events in 2024 and take precedence over the general Rules of the Sport available on the website of the WFFA.

Initial seeding

- Every freestyler will be given a specific position based on the **World Rankings**.
- If two or more freestylers in the competition have the same amount of points in the World Rankings, the panel of judges will determine who is above and who is below in the **initial seeding**.
- The participating freestylers will be split into **4 groups** following this seeding criterion.

Qualification

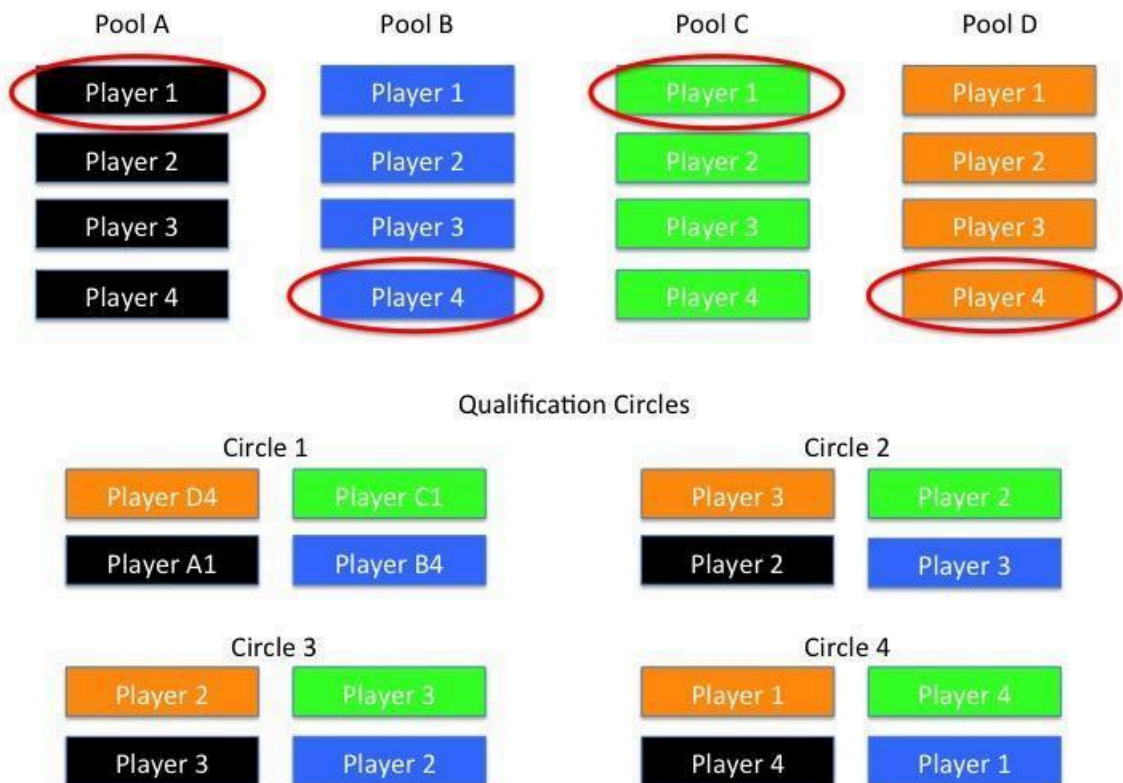
- **Circles** are created from the initial seeding (e.g. 1st from 1st group + last from 2nd group + 1st from 3rd group + last from 4th group).
- Every freestyler is in a group of **four**, meaning he or she has three opponents to compete against; there might be circles with fewer athletes depending on the number of participants, but the circles will never contain less than 3 freestylers (except in the case stated immediately below).
- If, once the circles are defined and have been communicated publicly, a freestyler can't participate (i.e. they pick an injury or don't show up to their circle), there shall be **no changes** in the circles, even if that means that a group contains only two athletes.
- 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 at 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.
- The first-placed athletes in each Circle (one or potentially two, depending on the number of athletes in each event) 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 who did not finish atop their groups. The number of 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 have **no time limit**.
- Each freestyler has **3 rounds**.
- Judges will be picking the winner on **overall performance**.
- Participants may use **their own football**.
- Participants must not **leave the stage** (or the corresponding location where the competition is taking) at any point during their battle, unless the athlete does so to go pick up their ball after losing control of it.
- If a participant sustains an **injury** that prevents them from continuing their battle, their opponent will automatically advance to the next round. In the case of a doubtful situation where the freestyler shows symptoms of injury but still wishes to continue, the judges, together with the event director, will decide whether the risk should be taken.
- While one participant is performing, the opponent is strictly prohibited from making any movements that could disrupt the execution of the tricks of the former.
- Signalling towards the opponent is allowed, but showing **disrespect** is STRICTLY PROHIBITED. There is a very fine line here, so the judges will decide if someone is behaving inappropriately; in that case, the judges may warn the freestyler exhibiting inappropriate behaviour and even disqualify them from the competition if they deem the violations serious enough.



Below is a **bracket** example:

