



SUPER BALL 2024

RULES

1X1 BATTLES	2
DIVISION 2 BATTLES	6
ROUTINE	7
CREW ROUTINE	9
CHALLENGE	10
SICK THREE	13
IRON MAN / WOMAN	15
KILL THE BEAT	16



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 they have 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 (i.e. 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.



- **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 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:



Qualification Circles





Elimination

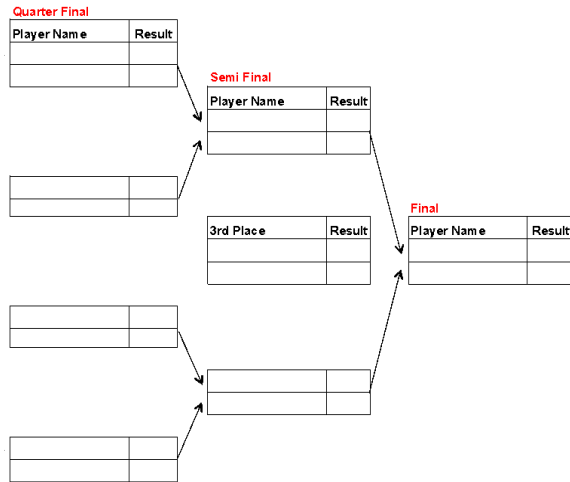
- The overall ranking from the Qualification will be taken into account to make new groups.
- The same system used to create circles will apply here, with the same rules and the same system of judging.
- Freestylers have the right to refuse to compete in the next rounds, but they must announce it beforehand (i.e. at 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:





DIVISION 2 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 Division 2 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** provide 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 (diskodiss@seznam.cz), or ideally, brought to him personally on a USB drive
- The point system comprises 2 categories: **ARTISTIC** and **TECHNICAL** merit
- **ARTISTIC MERIT:**
 1. Creativity - originality of tricks, originality of the style, freshness of the tricks
 2. Stage Presence - interaction with the audience, use of the stage
 3. Choreography - structure of the performance, concept & storytelling
 4. Expression - dynamics of the movement, expressions of emotions through tricks and movement
 5. Musicality - integration of movement with various elements of the music, overall link between the choreography and the music used
- **TECHNICAL MERIT:**
 1. Difficulty - difficulty of individual elements and the performance as a whole
 2. Control - general control of the ball throughout the performance
 3. Execution - trick cleanness, flow of movement, amount of mistakes,
 4. Variety - trick variety, allround capability



- Judges will give out scores from 1-10 for each of the aforementioned criteria, with half marks possible, the sum of which will be the final score for that 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.*



CREW 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 (diskodiss@seznam.cz), or ideally, brought to him personally on a USB drive
- The point system comprises 2 categories: **ARTISTIC** and **TECHNICAL** merit
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 4. Expression - dynamics of the movement, expressions of emotions through tricks and movement
 5. Musicality - integration of movement with various elements of the music, overall link between the choreography and the music used
- **TECHNICAL MERIT:**
 1. Difficulty - difficulty of individual elements and the performance as a whole
 2. Control - general control of the ball throughout the performance
 3. Execution - trick cleanness, flow of movement, amount of mistakes,
 4. Cooperation - synchronization of tricks, enhancing each other's



style, “WOW” moments involving two or more people

- Judges will give out score from 1-10 for each of the aforementioned criteria, with half marks possible, the sum of which will be the final score for that performance
- The **BEST 3** crew 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 5 male & TOP 3 female finalists
- If we reach that number mid-round, all competitors still must finish that round, so the final numbers can be less than 5 or 3, 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-5 male** and the **Top-3 female**
- In the Finals, the freestylers will have a 1 minute time limit which they can use for as many or as few attempts as they want, after which they either go to the back of the line and wait for their next turn (if the attempt was unsuccessful) or to the opposite side (if the attempt was successful)
- The order in which they perform is determined by the number of



attempts in the previous round, i.e. the freestyler with the fewest number of attempts goes last

- There is a list of combos written in order from easy to hard ones
- 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
- Tie breakers are used to determine the winner when two or more remaining freestylers complete the same number of rounds and columns. We look at the number of attempts made to complete the column(s). Winners are decided based on:
 1. Rounds completed
 2. Columns completed in specific round
 3. Attempts to complete first column in specific round *
 4. Attempts to complete prior round



5. Attempts to complete first column in prior round
6. Repeat steps 4 and 5 until a winner is found.

- *Regarding round 16: if two out of three combos are completed, the winner is the freestyler with the fewest attempts to complete both columns. If this is still a tie, we consider the amount of attempts made to complete the first column.

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 a **QUALIFICATION** stage and **FINALS**
- The finals will consist of **TOP 5 male** and **TOP 3 female**
- In the finals, freestylers must perform **NEW** combos (i.e. ones they haven't performed or successfully executed in the qualifications)
- 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** provide their attempted combos to the judges beforehand via the form provided to them
- 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
- 5 male freestylers and 3 female freestylers with the highest scored combo will qualify for the final
- 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 or flags** (**red** for a no, **white** for a yes), designated if the execution of the combo was successful or not
 - **3 x red:** unsuccessful combo



- **3 x white:** successful combo
- **2 x white + 1 x red:** successful combo
- **1 x white + 2 x red:** 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 the tricks performed, 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 will be split into two phases: there will be qualifications first and then battles (Top8 to final).

QUALIFICATIONS:

- All participants start off in one circle on the stage
- If there are more than 20 registered players, participants will be divided into two groups (or more if necessary).
- 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, with half scores available. All the scores will be added and the total score will designate the top 16 which will be qualified for Battle. If two freestylers in the top 16 have the same score, the tie will be broken by comparing the highest



score each freestyler received in the qualification round. If there is still a tie, the head judge will make the final decision.

TOP 16 BATTLES:

- The freestyler ranked No. 1 in the qualifications will compete against the freestyler ranked No. 16, etc., following the classic direct elimination system.
- Each freestyler **has 2 sets**. There is **no limit of time**, they can start and finish whenever they choose.
- If neither wants to start, the host may decide who will begin.
- As in the qualifications, the speaker can start counting if a freestyler takes too long with their set.
- One freestyler will be assigned the blue color and the other one red.
- **THE CROWD WILL VOTE AND DECIDE!** Each audience member will receive two cards: one blue and one red. At the end of the battle, they can raise the cardboard of their choice to indicate who they preferred.
- The host will assess which color is more prominent in the crowd.
- If the host determines that the voting is too close to call, there will be an extra round, with each freestyler performing one set with new music.
- In the extra round, the three judges from the qualifications will vote to decide the winner, ensuring 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 to the music than a hard move not linked with it.*