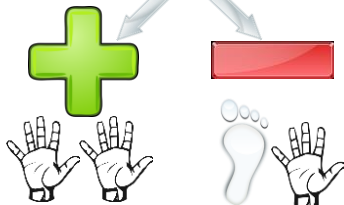


SCORE

REACH AND
MAINTAIN

15 POINTS



*Pass cleanly and receive the flight.

*Intercept ball when through the goalposts.

POINT (+): When the player in possession of the ball is able to pass it with his hand or hands through the goalposts, cleanly, and a teammate, on the other side, catches it before falling to the ground and before being intercepted by the defending player. Awarding value of the area where it receives 1, 2 or 3 points.

POINT (-): When the player in possession of the ball is able to kick the ball and it through the goalposts cleanly, and a teammate, on the other side, catches it before falling to the ground and before being intercepted by the defending player. In this case, the defending team will be subtracted 1, 2 or 3 points according to the reception area.

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PASSES



PLAYERS

PASSES

SECONDS

PLAYER WITH THE BALL: You can only move in the area you receive, passing before 5 seconds.

PLAYER WITHOUT THE BALL PASSES: Walk freely without invading the goal area.

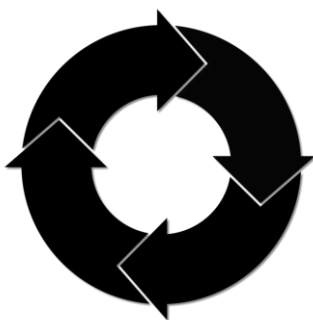
PASSES: Pin and receiver must be in different areas at the time of reception.

VERTICALITY: All passes made with the hand or hands should come out in an upright position. With the foot the player will try to achieve verticality.

GUM EFFECT: Not pass the ball to whoever has passed it to us.

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POSSESSION



CHANGE

Change of possession It occurs when: (1) The defending team intercepts the ball when it has crossed the goal cleanly, (2) The ball touches the ground and (3) There is an infringement by the team with the ball.

Starting positions The two teams will be located around the central area, describing two concentric circles, the most external for the Attacking Team and the internal for the Defending Team. This disposition will serve to start the game or restart the play after a change of possession.

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RESTART**PLAY**

(a) After getting ADVANTAGE

(b) After warning 1 and 2

The play is restarted by attacking team with ground kick. Static ball, vertical, through foot strike.

ADVANTAGE: Circumstance given when an attacking player receives a ball and is able to touch an opponent with his hand (pivoting). In this case, the player touched will be sent off until the end of that play (he will automatically enter after the play). The player with the ball restarts the play with a still ball, vertical on the ground, in that same place with the possibility of kicking on goal or passing with foot to teammate. The advantage can only be sought during the play, not when crossing the goal.

GOUBAK **INFRACTIONS**

*Before any kind of unsportsmanlike offence or lack of respect, change of possession (in case of having possession of offending equipment) and -2 points for the offending team.

INFRACTIONS

*Team with ball: if it does not respect any of the rules, automatic change of possession.

*Team without ball: if this team obstructs passes or movements of the team with ball during the play (before passing the ball through the goalposts) receive a warning, the play is stopped and the team with ball continues with possession and restart played again, in the same place, with ball on the floor, vertical. If the team persists without the ball and reaches the three warning, it is awarded -2 points, and the team with the ball remains in possession and starts playing again (from starting positions).

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