



CHALLENGE RULES

(1) Players

- The competition is open to representatives of our Street Football Partners. We encourage you to use players rather than staff/volunteers if possible.
- A different player must take part in each round of play till at least round 3 (see also format below). **Only one player per round.**

(2) Competition format

- The competition will follow a knock-out format
- There will be up to five (5) rounds of play, depending on the initial number of team per competition.
- If a team makes it to the quarter finals, they can use same players than in previous round. Teams cannot use the same player for two consecutive rounds.
- First round games will be determined by an open draw (i.e. non-seeded)

(3) Match Format

- Each game lasts 30 seconds and must be recorded with clear video footage
- The player **must first control the ball with their foot**
- The player then attempts to score as many points as possible within the allotted time (see point 5 below for scoring)
- Each team submits their video to HWC for counting of points scored and comparison with the opposition's video
- If the player scores more points than their opposition, then their team progresses to the next round of competition

(4) Match Time

- The game starts when the ball **first makes contact with the foot**
- Each game will last 30 seconds
- The game ends exactly on 30 seconds

(5) Match Points

The winner of the game will be determined by the most points scored within 30 seconds.

Points are awarded as follows:

- 1 point = ball controlled below waist (e.g. foot, knee)
- 2 points = ball controlled with head



- 3 points = ball controlled with shoulder
- -2 points = ball makes contact with ground/ handball
- -2 points = player does not start game with foot

(6) Tiebreakers

In the event of a tie, the winner will be determined by the following system:

1. Least number of times ball makes contact with ground/hand; then
2. Most times ball controlled with shoulder; then
3. Most times ball controlled with head; then
4. Most times ball controlled below waist; then
5. Longest time before ball makes contact with the ground/hand

(7) Specifications

- Each game must be recorded using clear video footage
- Late submissions will be deemed ineligible and result in a bye with the opposition team progressing to the next round