



## SUPER BALL 2025

# RULES

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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

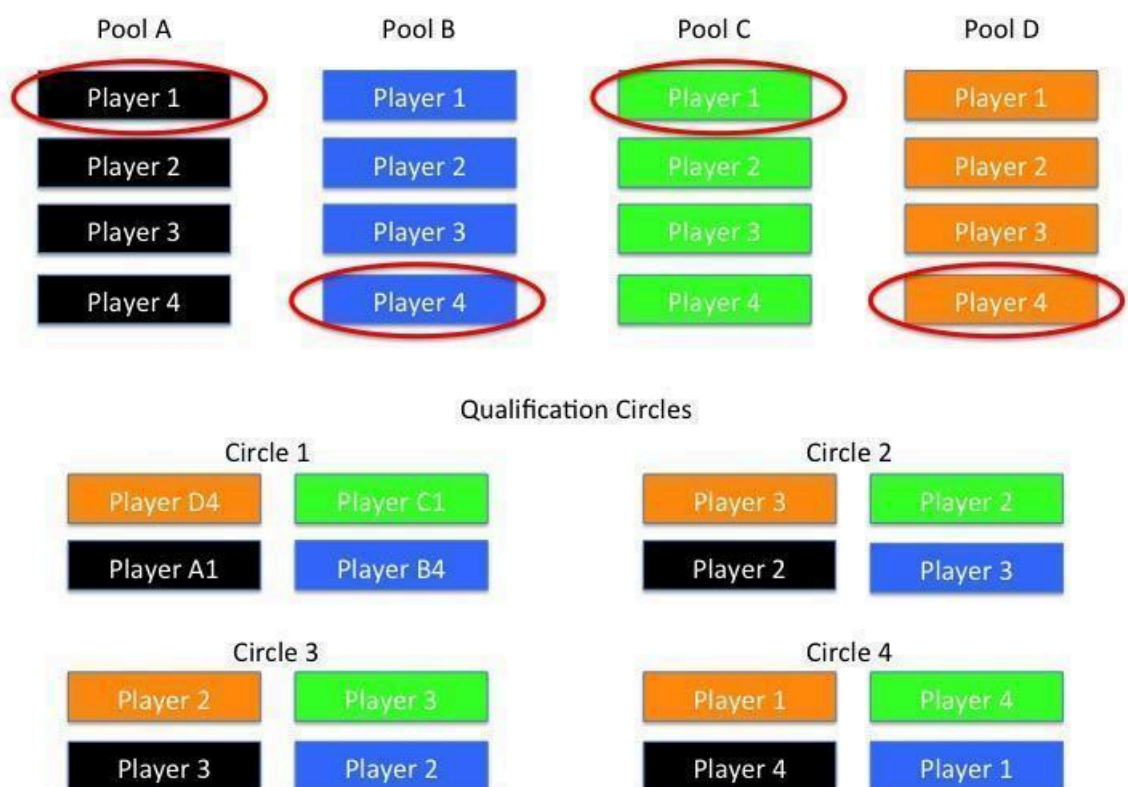
## Qualification

- **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 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 each Circle.



- Judges are **not allowed to repeat scores** in each Circle: e.g., if they give a 6 to one freestyler in a Circle, they can't use the 6 again in that Circle.
- 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 have the same overall score, the tiebreaker is decided by a majority decision: the competitor who received the higher score from more judges is declared the winner.

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





## Elimination

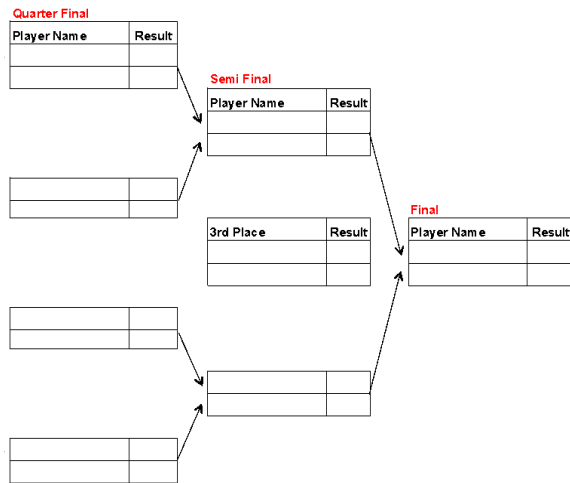
- The overall ranking from the Qualification will be taken into account to make new groups.
- The same system used to create circles will apply here, with the same rules and the same judging system.
- Freestylers have the right to refuse to compete in the next rounds, but they must announce it beforehand [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
- Each freestyler has **3** rounds, which last **30 SECONDS** each
- Judges will score the overall performance of the athletes **from 1 to 10**, with the higher total determining the winner. In case of a tie, the freestyler who has more judges awarding them higher marks will progress.
- 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, following the Rules of Freestyle Football of 2025 available on the website of the WFFA, the judges shall collectively 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.
- All the freestylers that did not make it through to the 2nd Round of Male Battles 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 regular 1x1 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-SECOND** 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**
- The chosen music must be sent to the organisation **BEFORE WEDNESDAY, AUGUST 27th at 12h BST** via email at [superball@worldfreestylefootball.org](mailto:superball@worldfreestylefootball.org). Freestylers who require music for their performance and have not sent it before the deadline will **not** be allowed to compete.
- The chosen songs must be in **MP3 Format only**, and the body of the email must include the name, surname and nickname of the athlete, plus any relevant information that the organisation need to know (e.g. special lighting if needed, at what point the music needs to be played, etc)
- The performances of the athletes are evaluated using the **Flair20 Synthesis™ system**, available on the [Super Ball Event Page](#), which balances three pillars:
  - a. **Difficulty** [20%, 10 points]
  - b. **Execution** [20%, 10 points]
  - c. **Artistry** [60%, 10 points]
- Judges will give out scores from 1-10 for each of the aforementioned criteria. The final score of each participant is then calculated using the formula mentioned above [20/20/60].



- 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-SECOND** 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**
- The chosen music must be sent to the organisation **BEFORE WEDNESDAY, AUGUST 27th at 12h BST** via email at [superball@worldfreestylefootball.org](mailto:superball@worldfreestylefootball.org). Freestylers who require music for their performance and have not sent it before the deadline will **not** be allowed to compete.
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  - c. **Artistry** [60%, 10 points]
- Judges will give out scores from 1-10 for each of the aforementioned criteria. The final score of each participant is then calculated using the formula mentioned above [20/20/60].



- 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 synchronised moves and cooperation with each other on stage*
- *Do not count on artistic merit only: make sure to include difficult moves and synchronisation too*



## CHALLENGE

- Qualification: if necessary because of 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 males** and the **Top-3 females**
- In the Finals, the freestylers will have a **90-second 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 the easiest to the hardest 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 while getting to harder combos
- Combos are shown on screen or announced by the speaker as “combo 1, combo 2, combo 3 or combo 4”.
- 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 a specific round
  3. Attempts to complete the first column in a specific round\*
  4. Attempts to complete prior round
  5. Attempts to complete the first column in the 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 the **TOP-5 males** and **TOP-3 females**
- 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 they **FIT** with the written ones
- Every participant has the right to **change** their combo up until the start of the competition: the last thing they input is what they'll need to perform
- Each freestyler has a total of **7 attempts**, with maximum **4 attempts** per combo
- If a freestyler gets their first two combos in their first try, they will be rewarded with a wildcard for a third 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 **EXECUTION**
- The judges will score each of the aforementioned criteria from 1-10, and the final score will be calculated as a weighted sum: 40% for difficulty, 40% for execution, and 20% for control.



- 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), indicating whether 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 simpler 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 to show 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 **A MAXIMUM OF 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 Qualification Circles first and then a Final Circle with 8 participants.*

- All participants start off in one circle on the stage
- If necessary due to the large number of competitors, the athletes will be divided into several groups. The best 8 across all Circles will make it to the Final Circle
- When the DJ starts the music, any participant is free to enter at any moment during the music and start 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.
- The performances of the athletes are evaluated using the **Flair20 Synthesis™ system**, available on the [Super Ball Event Page](#), which balances three pillars:
  - **Difficulty** [20%, 10 points]
  - **Execution** [20%, 10 points]
  - **Artistry** [60%, 10 points]

### 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 synchronised perfectly to the music than a hard move not linked with it.*