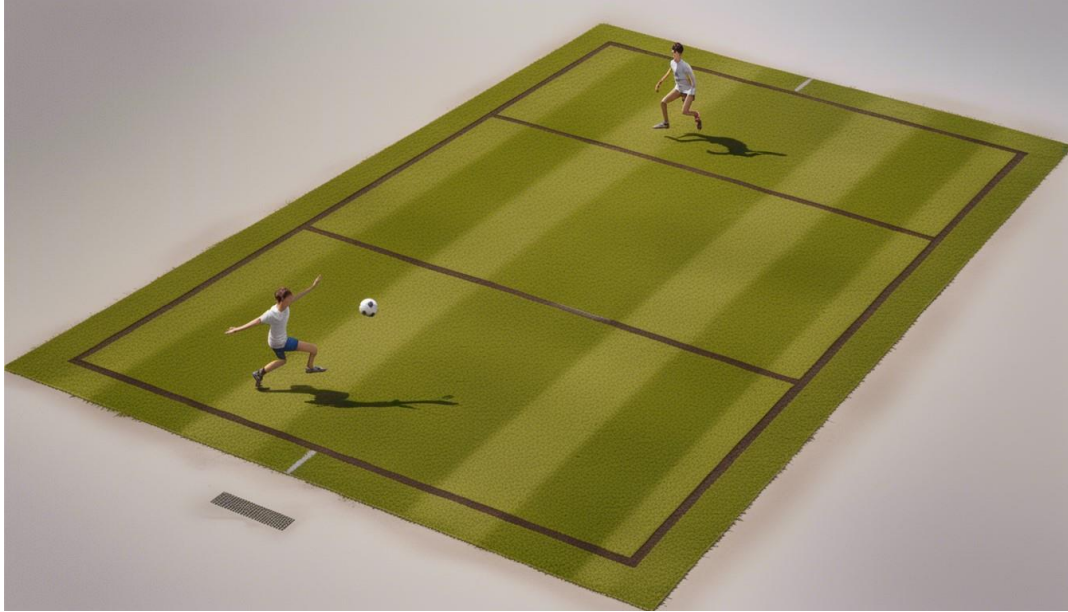


ZE-RO by Snoogle



The new game.

For two players (singles), doubles or teams.

Official singles rules.

Both players start with 10 points.

Every time one player “scores” a point they knock a point of their opponents score.

Player 1 (10) V Player 2 (10)

Player 1 scores Score 10-9

Player 1 scores Score 10-8

Player 1 scores Score 10-7

Player 2 scores Score 9-7

Player 1 scores Score 9-6

Player 1 scores Score 9-5

Player 2 scores Score 8-5

Player 2 scores Score 7-5

Player 2 scores Score 6-5

Player 2 scores Score 5-5

Player 2 scores Score 4-5

Player 2 scores Score 3-5

Player 1 scores Score 3-4

Player 1 scores Score 3-3

Player 1 scores Score 3-2

Player 1 scores Score 3-1

Player 1 scores Score 3-0

PLAYER 1 Wins the first “Punt”

A match is played over 5 punts, and the winner is the player who has won the best of those 5.

The final score might look something like this.

Player 1 v Player 2

3-0, 1-0, 0-4, 0-2, 0-5.

Thus, it can be seen that despite the bright start by player 1, player 2 grew into the game and won the last 3 punts to take the match 3-2.

The game starts with a coin toss to see who will “kickover” first.

To start the first Punt, the ball must be placed anywhere along the back line.

The player kicking over (the attacker) can take a run up or hit from standing. The player must then kick the ball out from their own box, and OVER the central box, and the ball must land IN the opponent’s box.

The opponent (the defender) must then attempt to meet the ball and stop it from bouncing more than once in their own box, or passing them having bounced, and out from the back of the box (over the back line).

Having met the ball, the defender receiving the “kickover” can control it with any part of the body APART from the hands and arms.

The defender is then allowed 20 seconds (from the ball crossing their FRONT LINE) to control the ball, moving it around the box, setting themselves up to attack. With feet, knees, head or chest etc, the player with the ball must attempt to keep the ball in the air for the most part although they can allow it to bounce in their own box up to 2 times more (if it has bounced already from the kick over).

In other words, it can bounce up to 3 times MAXIMUM when they are defending.

The ball CANNOT bounce twice in succession.

The defender DOES NOT have to let it bounce, but it often is easier to control.

The defender can, if they so wish, meet the kickover as it arrives in the air and send it straight back over the central box to their opponents box, instantly turning defence into attack.

They can do this however they want, volleying it with the foot or heading it straight back.

The defender has a maximum of 20 seconds to control the ball and manoeuvre it around their own box, as they attempt to outwit their opponent, but they can send the ball over the central box at any time during those 20 seconds.

In a competition match, an umpire will call a “5 second warning” after 15 seconds have elapsed.

The ball can be sent back across the central box at any height or trajectory, but it **MUST NOT touch down in that box.**



So, the first kickover might go something like this:

Player 1 sends a low, hard shot across the central box, and the defender, (who can stand up the 6 feet) behind their own back line runs forward to meet it. The ball bounces once and looks like it's going to cross the back line as it's still got speed and spin on it, but the defender skilfully knocks it up from foot to knee, killing both speed and spin, the ball arcs up and bounces once again (twice in total) and the defender then keeps it up three more times from the foot, before allowing it to bounce a third time then hit it hard but quite high across the central box (having turned attacker).

The defender sees a high one coming over and confidently side foots it on the volley straight back over, as player 2 scrambles to receive, but does do and sets themselves up again for a return.

And so play continues until....

DEFENDER

The ball bounces twice in the defender's box before they meet it. DOWN 1 point.

The ball bounces (it has to at least once) and out over the back line. DOWN 1 point.

The defender loses control of the ball and it bounces twice in succession. DOWN 1 point.

The ball touches the hand or arm of the defender. DOWN 1 point.

The ball has not crossed back over the first line of the central box (left the defenders box) by the 20 second limit. DOWN 1 point.

ATTACKER

Having kicked over, the ball bounces first in their own box. DOWN 1 point.

The ball touches down in the central box. DOWN 1 Point.

The ball having crossed into the defender's box exits from one of the sidelines, not over the back line. DOWN 1 point.

There is no limit (apart from imagination and skill) to how the defender turns attacker.



Have Fun!

They might overhead kick, rabona, half volley, diving header etc. etc.

The more spectacular the more it might outwit the defender, but it won't gain extra points for show!

Once a point has been scored (dropped by the defender) the game re-starts with another kickover, this time taken by the player who did not kickover last time.

Kickovers are swapped every point dropped, and are not affected by who dropped the point.

The punt continues until one player hits Zero, and the winner is the player with points still on the board.



ZE-RO requires on one piece of equipment to play. A ball.

A regulation size 5 Association Football is recommended. Fully pumped up.

A game can be played on any surface where the ball will bounce well.

Ideal for the beach, on hard packed sand, the pitch can be easily marked out and play can commence.

Competition ZE-RO should be played on grass, with the pitch properly marked out.



Notes:

Play the game!

ZE-RO by Snoogle.ai®