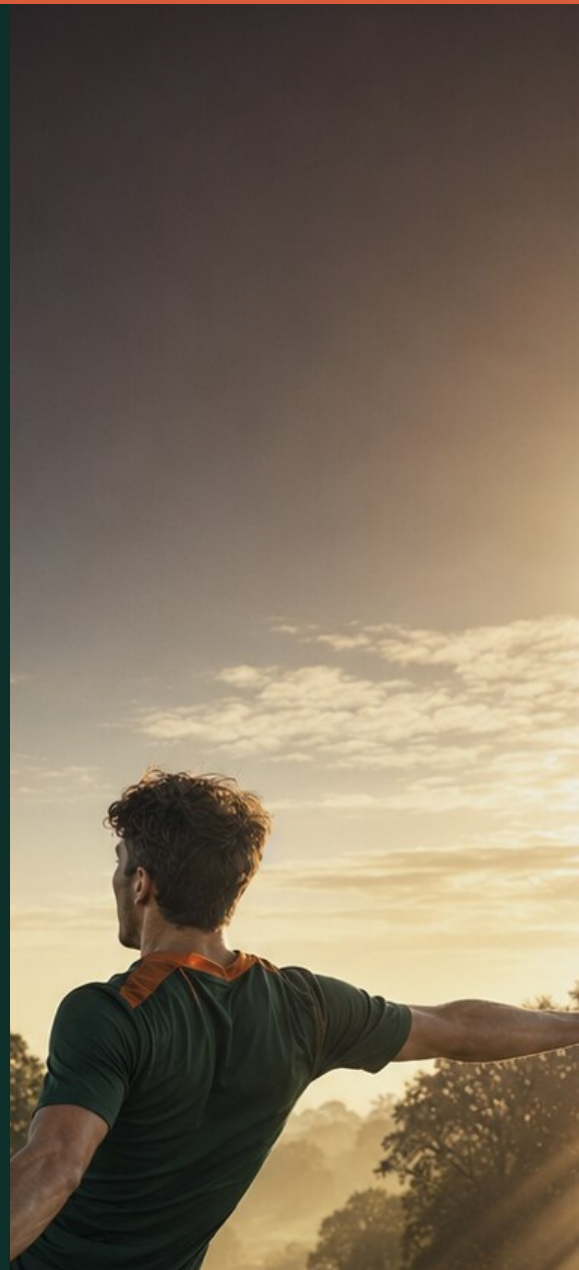


THE REVERSE-SCORING BALL GAME

ZE-RO

Official singles rules

Glossy Website Edition | July 2026



START ON TEN.
TAKE THEM TO ZERO.

Touch. Control. Invention. Nerve.

ZE-RO BY SNOOGLE

What is ZE-RO?

A two-player ball game with familiar football skills and a scoring system that runs in reverse.



Simple to begin. Difficult to master.

Each player begins a punt on 10. Win a rally and your opponent loses one point. Reduce them to zero to take the punt; win three punts to take the match. The result is a game of touch, timing, movement and imagination.

2

PLAYERS

official singles

1

BALL

size 5 football

20

SECONDS

to control and return

3

PUNTS

needed for victory

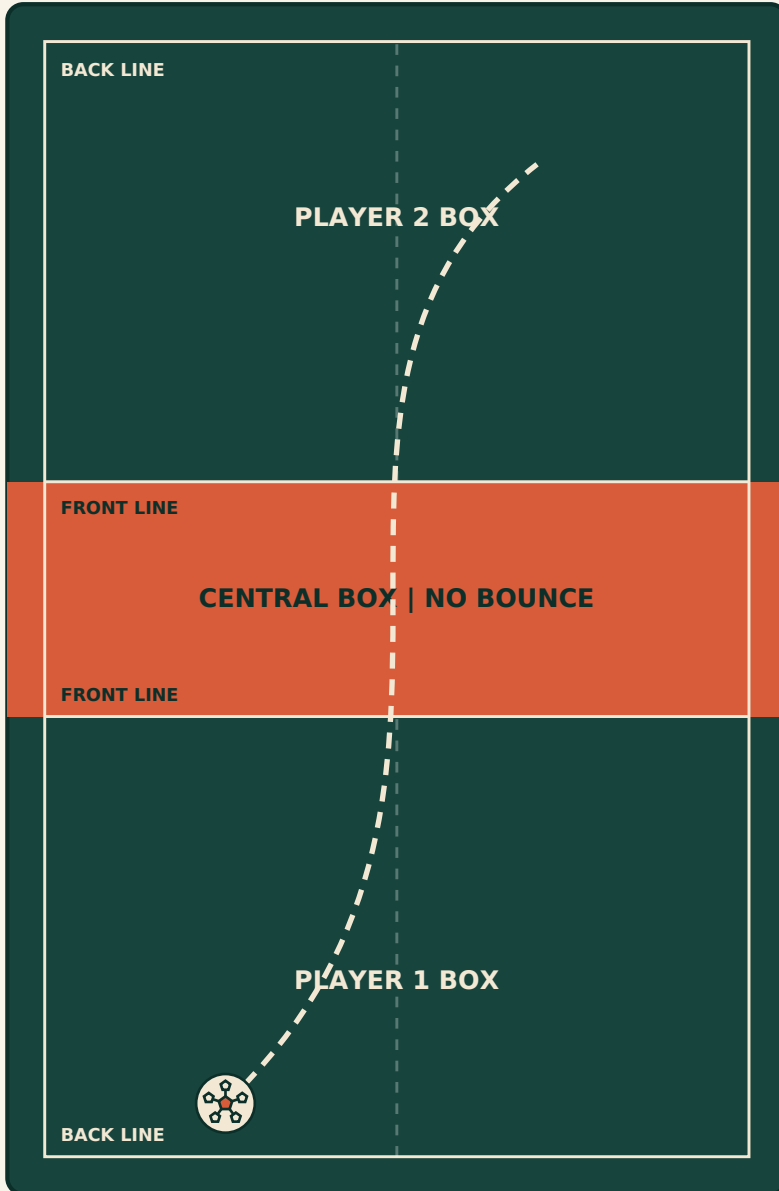
THE HOOK

You do not build a score. You dismantle one.

10 > 0

The court

Two player boxes are divided by a central zone in which the ball must never touch down.



WAITING POSITION

A receiver may wait up to 6 ft (1.83 m) behind their own back line before moving forward.

INFORMAL MARKING

Use chalk on hard courts, a spade on packed sand, or coloured string and secure flush hooks on grass.

COMPETITION NOTE

Keep both player boxes equal. Competition dimensions and line widths are to be finalised separately, so this diagram explains the geometry but is not to scale.

From kickover to return

A coin toss decides the first kickover. Every later kickover alternates, regardless of who lost the point.



01

PLACE

Set the ball anywhere along your own back line.

02

KICK OVER

Strike from standing or use a run-up. Clear the central box.

03

ENTER

The ball must enter the opponent's box. If untouched, it must land inside.

04

CONTROL

Use any body part except hands and arms.

05

RETURN

Send the ball back at any height within 20 seconds.

06

CONTINUE

Roles reverse after every legal return until a fault ends the rally.

INSTANT ATTACK

The receiver may volley or head the ball straight back. There is no requirement to use the full allowance or let it bounce.

The 20-second control code

The clock begins when the ball crosses the receiver's front line.



WARNING AT 15

MAXIMUM

3 bounces

in one defensive possession



Never twice in succession

Touch the ball between bounces. The first bounce of the incoming ball counts toward the total of three.

FEET

trap, flick, juggle, volley

KNEES

cushion or lift

CHEST

receive and redirect

HEAD

control or return

NOT LEGAL

Hands or arms

Any contact with the hand or arm ends the rally and costs that player one point.

How a point is lost

Every fault removes one point from the player who committed it. The rally ends immediately.



RECEIVER / DEFENDER

- The ball bounces twice before first contact.
- After a bounce, it passes untouched over the back line.
- The player allows two successive bounces.
- The ball touches a hand or arm.
- The return has not left the box and crossed the first central line within 20 seconds.

SENDER / ATTACKER

- The ball bounces first in the sender's own box.
- The ball touches down in the central box.
- An untouched ball crosses the back line without landing inside the opponent's box.
- An untouched ball leaves over a sideline.
- The kickover fails to enter the opponent's box.

ONE FAULT = ONE POINT DOWN | NO STYLE BONUSES

How to win a punt

Begin on 10. Each rally removes one point from the player at fault. Reach zero and lose the punt.

THE DESCENT

10

9

8

7

6

5

4

3

2

1

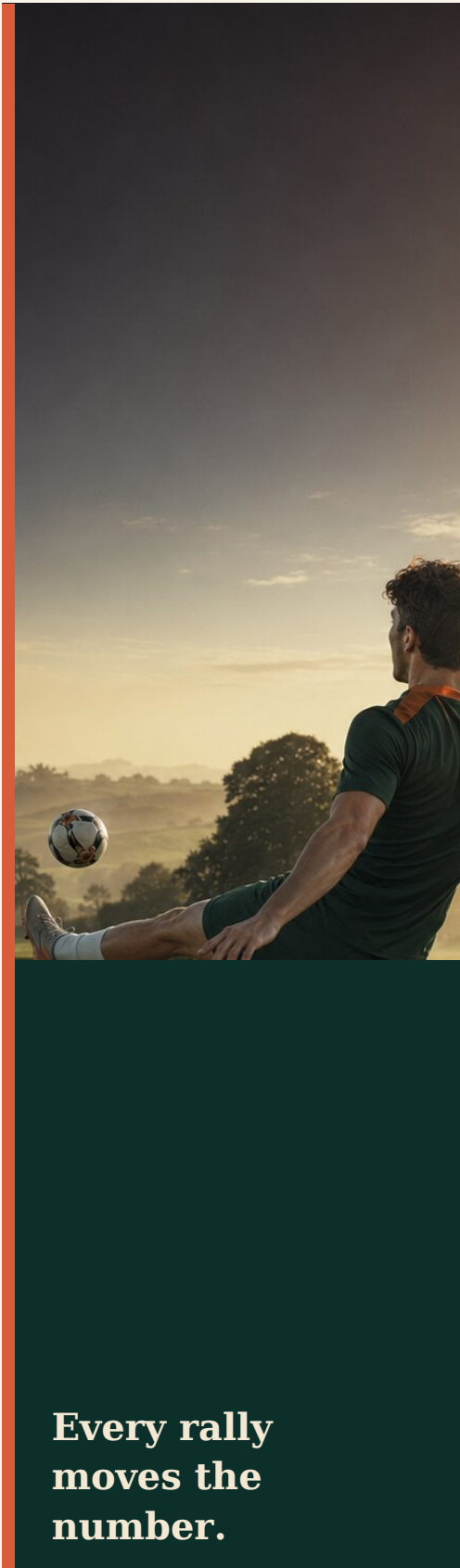
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WORKED PUNT

RALLY	WON	SCORE	RALLY	WON	SCORE
1	P1	10-9	10	P2	5-5
2	P1	10-8	11	P2	4-5
3	P1	10-7	12	P2	3-5
4	P2	9-7	13	P1	3-4
5	P1	9-6	14	P1	3-3
6	P1	9-5	15	P1	3-2
7	P2	8-5	16	P1	3-1
8	P2	7-5	17	P1	3-0
9	P2	6-5			

Player 1 wins, 3-0

The remaining 3 points are the winner's margin when Player 2 reaches zero.



Every rally
moves the
number.

Best of five punts

3 punts = victory

Every new punt resets both players to 10.



EXAMPLE SCORECARD

PUNT	PLAYER 1	PLAYER 2	WINNER
PUNT 1	3	0	PLAYER 1
PUNT 2	1	0	PLAYER 1
PUNT 3	0	4	PLAYER 2
PUNT 4	0	2	PLAYER 2
PUNT 5	0	5	PLAYER 2

Player 2 wins the match, 3-2

Two punts down, then three straight wins. Momentum can turn quickly.

Anatomy of a rally

Defence can become attack in a single touch.

KICKOVER

P1 drives low over the central box.

BOUNCE 1

The ball lands in P2's box with pace.

CONTROL

P2 cushions it from foot to knee.

BOUNCE 2

It drops safely after contact.

SET-UP

P2 juggles, then uses the final bounce.

RETURN

P2 strikes high and becomes the attacker.

AND SO IT CONTINUES

The next receiver may volley immediately, control within the same limits, or commit a fault.



Equipment, surfaces and safety

One ball. Almost anywhere.



OFFICIAL BALL

Fully inflated size 5 football

MARKING THE COURT

PACKED SAND

spade or safe line marker

HARD COURT

chalk or removable tape

GRASS

coloured string and flush hooks

PLAY SAFELY

- Choose a level, unobstructed surface with a dependable bounce.
- Leave clear run-off space beyond all court lines.
- Warm up, wear suitable footwear and remove jewellery.
- Inspect the ball, lines and hooks before play.
- Hydrate and adjust play for weather and visibility.
- Stop immediately if the surface becomes unsafe.

Competition play suits a properly marked grass court; casual play also suits packed sand.

Why ZE-RO has room to grow

A memorable score, familiar football skills and a format built for both recreation and spectacle.

REVERSE

The score falls, so pressure becomes visible as zero approaches.

FAMILIAR

Touch, juggling, heading, volleys and improvisation come from football.

PORTABLE

A ball and simple lines are enough for beaches, parks and halls.

WATCHABLE

Acrobatic returns and a descending scoreboard tell a clear story.

FORMATS

SINGLES

2 players

rules in this edition

DOUBLES

2 v 2

format in development

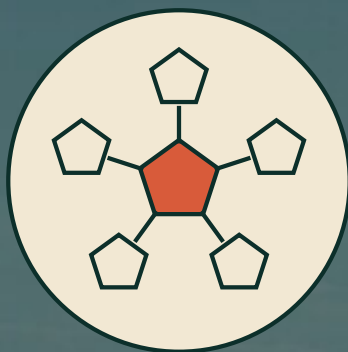
TEAMS

4 v 4

format in development

A PRACTICAL PATH

LOCAL PLAY > SHARED STANDARDS > LEAGUES > SHOWCASE EVENTS



THE RULES IN ONE LINE

Start on ten. Take them to zero.

PLAY THE GAME.

This edition consolidates the original ZE-RO singles rules first published on 26 May 2024 with later explanatory material.

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