

BALL · COMPETITION

BALL

COMPETITION RULES

COMPETITIVE DRAFT · V6

TOUCHDOWN · BALL TIME · DEFENSE

COMPETITION RULES

One match, two clocks, one priority

Table rules, clocks, Ball Points, outcomes, organization and control sheets in one document.

WHAT CHANGES WHEN BALL ENTERS COMPETITION

BALL does not replace the scoreboard with a formula. It first asks who scored more touchdowns. Only when the score is not enough does the Ball Clock distinguish offensive efficiency or defensive dominance.

The Ball Clock may be deliberately manipulated. Real Time may not. That tension creates secondary objectives without allowing one player to appropriate the physical time of the competition.

1. MATCH STRUCTURE

Two symmetric halves. Each half is a complete opportunity and allows at most one touchdown.

FIRST HALF	40 regulation minutes. A starts as ATK and B as DEF. DEF takes the first turn.	BREAK	At least 10 min. All PE are removed, all Player Cards are recovered, and the official starting formation is prepared again.
SECOND HALF	40 regulation minutes. Initial roles are reversed: the player who started ATK now starts DEF, and vice versa.	FINAL DRIVE	Each half may extend for up to 20 additional minutes if its entry conditions are met.

TD

A touchdown immediately ends the half, whether it is scored by the trainer who started as ATK or by a trainer who recovered the ball during that half. No new series begins after a touchdown.

2. BALL POINT (PB): THE STRATEGIC CLOCK

PB does not measure seconds or squares. It measures relevant changes in the state of the ball.

Each legal action that effectively changes the ball square, its carrier, or its state of control adds 1 PB. A single action adds at most 1 PB, but one turn may add several PB if it chains distinct ball actions.

EVENT	PB
Carrier moves 1 or 2 squares	+1 PB
Complete Hand-off to the final receiver	+1 PB
The new carrier moves after the Hand-off	+1 additional PB
Short or long Pass	+1 PB
Forced Fumble that changes control/possession	+1 PB
Taking possession of a loose ball	+1 PB
Defensive Restart after a recovery	+1 additional PB
Actions that do not change the ball	0 PB

A Hand-off does not add one PB for every intermediate piece in the chain. The complete action ends at the final legal receiver and is worth 1 PB. If that receiver then moves, passes or performs another Hand-off, each new action adds its own PB.

WHY CAN THE BALL CLOCK STOP?

Because it is a strategic temptation, not a scientific stopwatch. ATK may keep the ball still and save PB, but DEF receives turns to occupy space, close routes, create pressure or force PE expenditure. A player who watches the clock too closely may stop watching the board. This tension is intentional.

3. PBATK AND PBDEF: EVERY PB HAS TWO FACES

Every PB is recorded simultaneously from both sides of the matchup. There is never an orphan PB.

When a PB belongs to one trainer's attack, that trainer adds +1 PBATK and the opponent adds +1 PBDEF. Players may accumulate both counters during the same half because possession can change several times.

SITUATION	SIMULTANEOUS RECORD
ATK moves or transfers the ball	ATK +1 PBATK · DEF +1 PBDEF
DEF recovers and chooses CONTINUITY	The recovering trainer becomes ATK; the recovery PB opens that trainer's offensive count: recoverer +1 PBATK · opponent +1 PBDEF.
DEF recovers and chooses DEFENSIVE RESTART	Recovery + restart produce 2 PB: DEF +2 PBDEF · ATK +2 PBATK. DEF never assumes the ATK role and returns possession.

At the end of a half, both counters remain recorded, but the outcome decides which reading matters: the scorer is evaluated through PBATK; the non-scorer contributes the defensive PBDEF reading. In a 0-0, both are compared through Defensive Balance.

4. RECOVERY: CONTINUITY OR DEFENSIVE RESTART

CONTINUITY — DEF keeps the position and the ball, becomes ATK, and the opponent becomes DEF. The recovery counts as PBATK for the recoverer and PBDEF for the opponent; normal alternation then continues.

DEFENSIVE RESTART — DEF voluntarily gives up possession, returns to the official starting formation and remains DEF. The opponent returns to ATK. Both trainers keep their PE because the half continues. Recovery + restart add 2 PBDEF to DEF and 2 PBATK to ATK.

The choice is declared at the instant of recovery, before using the new situation to prepare another decision, and is irrevocable.

5. THE TWO CLOCKS AND THE TURN LIMIT

The strategic clock may stop. The physical competition clock may not.

PB	BALL CLOCK — PB counter. It advances only through actions that generate PB.	40:00	REAL TIME — 40 minutes per half. It continues while the ball is still, PE is accumulated, or a sequence is being calculated.
60 s	TURN CLOCK — provisional standard of 60 s for the action phase. It is an anti-stalling rule, not a third scoring measure. The organizer may declare 90 or 120 s before the competition, uniformly for everyone.		

9. REFEREEING, CONDUCT AND EXTERNAL ASSISTANCE

- When time expires, no new action may begin.
 - A legal action declared before the signal may be completed without opening another action.
 - Unused PA automatically convert to PE, 1 PA = 1 PE, as a competition exception.
 - A substantive referee consultation pauses the relevant clocks.
-

COMPETITIVE DRAFT · EVALUATION BASE FOR V6

The unlock phase provisionally has 30 additional seconds. If the trainer does not resolve all mandatory unlock decisions, the opponent receives 30 seconds to choose the remaining legal options. If that also does not finish the phase, the referee closes it with an immediate legal resolution.

6. FINAL DRIVE: PRESSURE AT THE END OF THE HALF

The extension is not neutral time: it deliberately increases energy, calculation and branching.

- After completing the turn that started before 40:00, the ball possessor may declare Final Drive only with at least 2 PE and at least 1 Player Card in hand.
 - Maximum 20 additional minutes of Real Time.
 - The first new turn of Final Drive always belongs to DEF.
 - Provisional limit: 180 s per turn. There is no fixed number of turns; the 20-minute total limit controls the phase.
 - At the beginning of each own turn, the trainer receives +1 PE.
 - Touchdown: immediate end of the half. Recovery: apply Continuity/Defensive Restart and Final Drive continues while time remains.
 - At 20:00 no new turn begins; a turn already started may conclude under its 180 s limit.
-

If, at the end of a turn, a trainer has no Player Cards in hand, that trainer may recover at most 1 previously used card. If used, the opponent may also recover 1 card from their discard, even if they still hold cards, immediately before their next turn.

7. HOW THE MATCH IS DECIDED

Not every tied score means the same thing. BALL asks a different question depending on what happened on the board.

SCORE	READING	CRITERION
2-0 / 1-0	TOUCHDOWN VICTORY	The trainer with more touchdowns wins. No PB calculation can reverse it.
1-1	OFFENSIVE EFFICIENCY	The trainer who needed fewer PBATK to build the touchdown wins. The counter does not reset after losing and recovering possession within that half.
0-0	DEFENSIVE DOMINANCE	The trainer with the higher $DB = PBDEF - PBATK$ wins. It is not an empty draw: it measures who forced the opponent to consume more ball time than they consumed without scoring.

1-1

Interpretation: 1 TD in 2 PB equals a rate of 10 TD per 20 PB; 1 TD in 4 PB equals 5 per 20 PB. This does not claim that a real match would repeat the exact pattern. It is an abstraction for comparing rates without playing dozens of equivalent possessions.

0-0

- If DB is tied: more defensive recoveries.
- If still tied: lower average PB to recovery.
- If still tied: greater maximum offensive penetration.
- If still tied: fewer PB to reach that penetration.
- Only exact equality after these criteria may be recorded as a draw in formats that allow draws; elimination play requires the symmetric tiebreak defined by the organizer.

Forcing PB is a legitimate strategy. A trainer who already scored may try to make the opponent consume high PBATK; even if the opponent reaches 1-1, a slower touchdown loses the tiebreak.

8. ROUND ORGANIZATION

Competition attempts to equalize not only the rules, but also the playing context.

All first halves in a round begin on one common signal. No table starts its second half independently. The second half begins on a new common signal after the last active first half—including any Final Drive—has ended and at least 10 min have passed from that moment. Trainers who finish earlier receive a longer break.

The purpose is for all tables to face each half under a comparable environment: the same stage of the round, similar noise, tension and general pressure.

9. REFEREEING, CONDUCT AND EXTERNAL ASSISTANCE

- The PB counter must remain visible; any discrepancy is corrected when it occurs.
 - Strategically keeping the ball still is legal. Consuming Real Time without playing, delaying resets or artificially extending unlocks is stalling.
 - No strategic help from spectators, devices, analysis engines, AI or BALL Academy is allowed during play or the break.
 - Phones may be used as timers if the competition permits it, without external assistance.
 - Continuity/Defensive Restart must be declared clearly and audibly.
 - An illegal action is reversed if the prior state can be reconstructed; otherwise the referee restores the nearest legal state without creating advantage for the offender.
-

Provisional scale: warning → loss of current turn → loss of possession → loss of match. Sanctions must be proportional, documented and reserved for repeated or serious violations.

WHY THIS RULE EXISTS

Concession/abandonment: to prevent refusing a half from protecting PB differences or manipulating standings, the working proposal records a concession as an administrative 0-2 loss. Data from an incomplete half may be retained for research but should not alter competitive metrics. This rule remains provisional until validated in competition.

10. BREAKS, FATIGUE AND COGNITIVE CONDITIONS

BALL does not claim that 40 minutes is a universal biological concentration limit. Match length and breaks are design decisions informed by evidence, not physiological constants.

- Move away from the board and change focus for most of the break.
- Stand up and perform light movement if space allows.
- Maintain normal hydration and accessible water.
- Reduce noise if it is bothersome; earplugs are allowed if official signals remain audible.
- Closing the eyes or calm breathing is a personal preference, not a guaranteed advantage.
- There is no obligation to eat, sleep or follow a specific ritual during a 10-minute break.
- Between complete matches, provisionally allow at least 20 min before that trainer's next match.

RATIONALE AND STUDIES

Sustained attention commonly shows time-on-task effects, but there is no universal minute after which concentration “ends.” Break research shows that interrupting a task can modify vigilance decrement and that break length changes immediate rebound and later performance. Normal hydration is also a prudent recommendation: mild dehydration has been associated in some experiments with worse vigilance, working memory, fatigue or mood.

11. COMPETITION KIT · PRINT AND PDF

No accounts, signups or public competition listings. This page is a toolbox for organizing physical competitive play.

The annexes are part of the same print document. The Print button produces the complete rules followed by every sheet in one print job. Downloadable PDFs come from the same source and reuse the BALL Rulebook layout.

01 A · Match record

03 C · Turn and PB log — Second half

05 E · Round sheet

07 G · 8-player league

09 I · Single elimination · 8

11 K · Table quick reference

02 B · Turn and PB log — First half

04 D · Player cumulative sheet

06 F · General standings

08 H · Single elimination · 4

10 J · Single elimination · 16

Printing directly reuses the editorial grammar of the BALL Rulebook. Navigation, controls and web UI are not printed.

A · MATCH RECORD

Main table document

COMPETITION ROUND TABLE DATE

	PLAYER A	PLAYER B
NAME		
FIRST HALF	ATK ☐ DEF ☐	ATK ☐ DEF ☐
SECOND HALF	ATK ☐ DEF ☐	ATK ☐ DEF ☐

FIRST HALF

TD	PBATA	PBDEF A	PBATA B	PBDEF B	RECOVERIES

SECOND HALF

TD	PBATA	PBDEF A	PBATA B	PBDEF B	RECOVERIES

Result:

Winner: Criterion:

Player A · Signature

Player B · Signature

Referee · Signature

B · TURN AND PB LOG

First half · one row per turn

COMPETITION _____ ROUND _____ TABLE _____ DATE _____

#	PLAYER	ROLE	BALL ACTION	PB	PBATK A	PBDEF A	PBATK B	PBDEF B	PE END	NOTES
01										
02										
03										
04										
05										
06										
07										
08										
09										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										

TD: _____ PBATK A: _____ PBDEF A: _____ PBATK B: _____ PBDEF B: _____ Recoveries: _____

C · TURN AND PB LOG

Second half · one row per turn

COMPETITION _____ ROUND _____ TABLE _____ DATE _____

#	PLAYER	ROLE	BALL ACTION	PB	PBATK A	PBDEF A	PBATK B	PBDEF B	PE END	NOTES
01										
02										
03										
04										
05										
06										
07										
08										
09										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										

TD: ____ PBATK A: ____ PBDEF A: ____ PBATK B: ____ PBDEF B: ____ Recoveries: ____

D · PLAYER CUMULATIVE SHEET

One sheet per participant

PLAYER _____ COMPETITION _____

ROUND	OPPONENT	FIRST HALF	SECOND HALF	RESULT	PBATAK	PBDEF	REC	NOTES
01								
02								
03								
04								
05								
06								
07								
08								
09								
10								
11								
12								

P _____

D _____

TD+ _____

PBATAK _____

DB _____

W _____

L _____

TD- _____

PBDEF _____

REC _____

E · ROUND SHEET

Synchronized table control

COMPETITION _____ ROUND _____ START 1 _____ START 2 _____

TABLE	PLAYER A	PLAYER B	RESULT	WINNER	CRITERION	RECORD OK
01						
02						
03						
04						
05						
06						
07						
08						
09						
10						
11						
12						
13						
14						
15						
16						

F · GENERAL STANDINGS

COMPETITION _____ ROUND _____

[illegible]

G · LEAGUE · 8 PLAYERS

Single round robin

1 _____
 3 _____
 5 _____
 7 _____

2 _____
 4 _____
 6 _____
 8 _____

ROUND 1

1 _____ - _____ 8
 2 _____ - _____ 7
 3 _____ - _____ 6
 4 _____ - _____ 5

ROUND 2

1 _____ - _____ 7
 8 _____ - _____ 6
 2 _____ - _____ 5
 3 _____ - _____ 4

ROUND 3

1 _____ - _____ 6
 7 _____ - _____ 5
 8 _____ - _____ 4
 2 _____ - _____ 3

ROUND 4

1 _____ - _____ 5
 6 _____ - _____ 4
 7 _____ - _____ 3
 8 _____ - _____ 2

ROUND 5

1 _____ - _____ 4
 5 _____ - _____ 3
 6 _____ - _____ 2
 7 _____ - _____ 8

ROUND 6

1 _____ - _____ 3
 4 _____ - _____ 2
 5 _____ - _____ 8
 6 _____ - _____ 7

ROUND 7

1 _____ - _____ 2
 3 _____ - _____ 8
 4 _____ - _____ 7
 5 _____ - _____ 6

H · SINGLE ELIMINATION · 4

Semifinals, final and champion

SEMIFINAL

FINAL

CHAMPION

1

1

1

2

I · SINGLE ELIMINATION · 8

Quarterfinals, semifinals, final and champion

QUARTERFINALS

SEMIFINAL

FINAL

CHAMPION

1

1

2

1

1

3

2

4

J · SINGLE ELIMINATION · 16

Round of 16 and quarterfinals

ROUND OF 16

QUARTERFINALS

1

2

3

4

5

6

7

8

1

2

3

4

J.2 · SINGLE ELIMINATION · 16

Semifinals, final and champion

SEMIFINAL

FINAL

CHAMPION

1

1

1

2

K · TABLE QUICK REFERENCE

Use during the match

PB

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Complete Hand-off to the final receiver	+1 PB
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CLOCKS

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RESULT

2-0 / 1-0 → touchdowns · 1-1 → lower PBATK · 0-0 → higher
DB = PBDEF - PBATK.