

Thursday 2nd June

Arrival of participants
8PM Social dinner - optional
9PM Technical meeting/SuperCenter

Friday 3rd June

9.00 Sport activities
10:30 Korfball
12:00 Netball
15:00 Catchball
16:30 Dodgeball
18.00 Medal ceremony
18.30 Return to Novotel Hotel
20.00 Debriefing/ Social dinner

Saturday 4th June

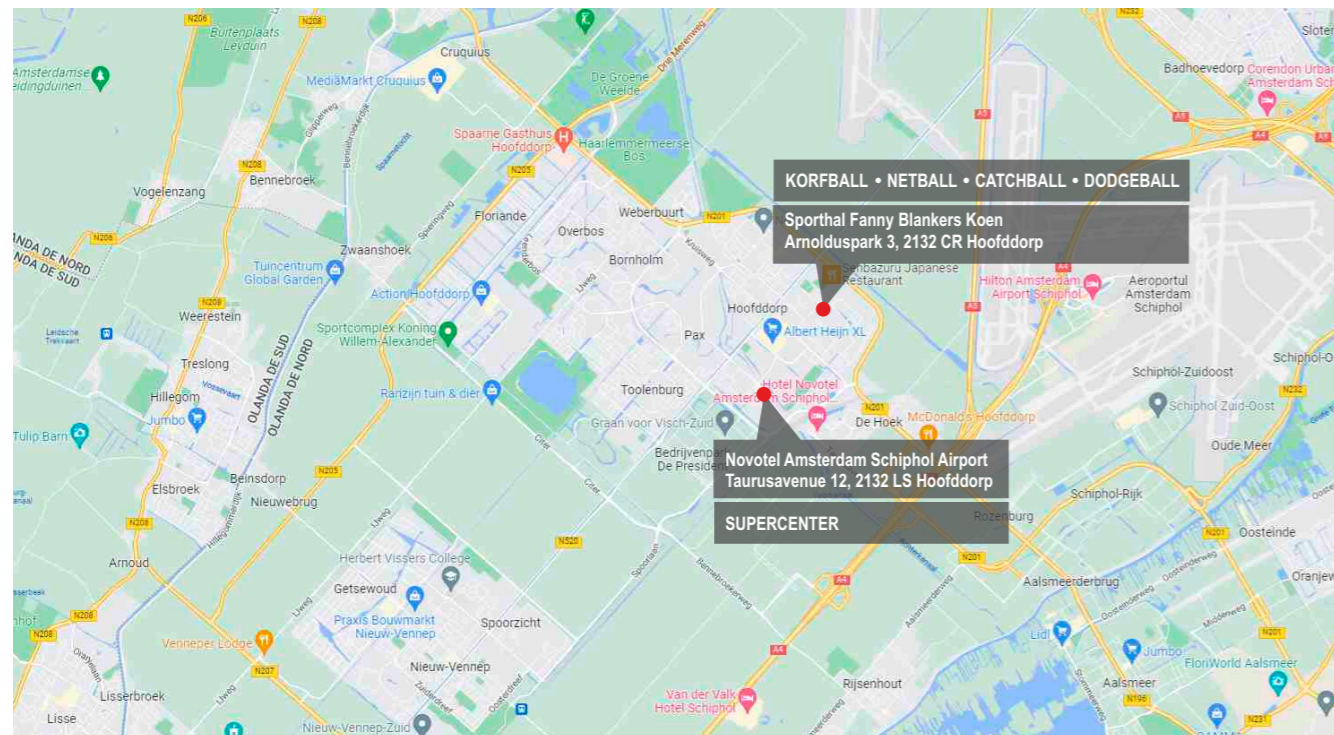
9.00 Cultural activities

Sunday 5th June

8.30 Breakfast
9.00 Partners meeting
Final meeting and
farewell ceremony



Funded by the Erasmus+ Programme of the European Union



Participants



Partners



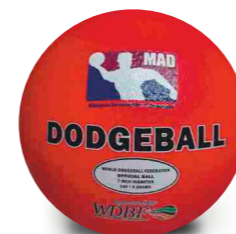
4Balls Tournament

Amsterdam 2022
2-5 June



**4 BALL
4 COUNTRY
ERASMUS+
SPORT**

SOUVENIR PROGRAMME



Important information

Each participant must bring a passport size printed color photo at Supercenter.

Athlete ID Pass

You are required to show your ID Pass prior to competition and on request. Always have it available. A lost ID can be replaced at the SuperCentre or Help Office for a nominal fee of €3. An Organising Committee may disqualify any athlete without an ID or for any misconduct.

Sport Entry

Replacements or changes in any Event are not permitted after Registration. The swapping of a player from one team or event will result in disqualification.

Medical assistance

Provided by Team Sport Service

Sport Organising Committees

The Games has appointed an outstanding group of sports leaders to direct the work of Sport Organising Committees.

Official Language

The Official language of the Games is English.

Official Time

The Games uses the 24 hour clock.

Lost & Found

Help Office - Friday from 12:00
Novotel Hoofddorp

Medal, Points, Awards & Results

Medals

Medals are won by 1st, 2nd & 3rd place in every event.

The Grand Award

The team ranked in the first place, based on the points achieved at all sports within the 4 Balls Games Nederland 2022 competition shall be awarded the Grande Award.

Medallist Award

The team that has the most medals, receives the Medal Award. In case of tie, the tie-break shall be made according to the number of gold medals.

4 Ball Competition Awards

- **Fair Play Award** - Awarded to the team which has the best record of playing as per the rules and playing fair even when competing hard.
- **Teamwork Award** - Awarded to the team who communicates well, trust their colleagues, visibly motivating each other and multiple leaders.
- **Erasmus Sport Award** - Awarded to the team displaying the greatest effort and physical activity, competitiveness and obvious learning and application of all four sports irrespective of final results.
- **Erasmus Youth Friendship Award** - Awarded to the team who displays high levels of kindness, supporting and looking out for each other as well as the young people the team is competing against.

Games Awards

The Games Corporate Awards are presented at the Closing Awards Celebration to partners and all the participants from each of the winning organisations. All Athletes and Officials are invited.

Results

Progressive Games results are displayed at the Games Help Office.

Appeals Procedure

There is no appeal against the decision of an official made during competition. Appeals relating to Games requirements are overseen by an Appeals Committee consisting of 2 Sport Organising Committee members and 1 Games representative. Appeals must be submitted in writing to the Sport Co-ordinator within 15 minutes of the end of the competition period in question. The decision of the Appeals Committee is final. The Sport Co-ordinator has the right to impose sanctions on a player or team should it be deemed necessary.

Medal Presentation

Medals are presented at the end of each event. Medallists should make every effort to attend. No medal is given to any person other than its winner.

The Teams and players

Each team is mixed and will have maximum 9 players (5 girls and 4 boys) and at least one coach. Each team can also have reserve players.

Each team will compete in all four sports:

1. Netball (4 girls + 3 boys)
2. Catchball (3 girls + 3 boys)
3. Korfbal (4 girls + 4 boys)
4. Dodgeball (5 girls + 4 boys)

...other players of the team will play as substitute players.

The Scoring System

The teams shall get 8 points for the 1st place, 7 points for the 2nd place and so on.

In case of tie between two or more teams, the ranking shall be established based on the following criteria, applied in the below order:

- The direct result;
- The goals marked;
- The younger team.

The scoring system is:

- 4 points for victory;
- 2 points for tie;
- 1 point for defeat;
- 0 points for NO SHOW.

Pool Start Times

Each team is assigned to a specific pool which is given a 'Pool Start Time'. Each pool is played out to completion on the assigned court, field, table or pitch. It is essential that you are present at the assigned Pool Start Time and remain there until all matches of the pool are completed.

Project description

According to statistics, number of Teenagers who are regularly physically active sharply decline when they reach adolescence age of 14-16, and these numbers are even more extreme for the girls.

To motivate girls to participate in sports in greater number, we have decided to organize mixed teams of 9 (5 girls and 4 boys) who will compete in 4 games primarily played by girls.

The main objective of this Erasmus+ project are:

- Increase participation of teenagers, more specifically girls aged 14 - 16 years of age in sport and exercise.
- Encourage social inclusion and equal opportunities in sport.
- Use partner countries "traditional" games and sports to connect people from different countries and introduce each other cultures to one another.
- Building capacities and exchange of know-how between partner organizations.
- Promoting EU unity.
- Promoting voluntary activity in sport as a way to build and encourage socially active citizens.

RULES

IFNA - modified for 4Balls Tournament

REGULATIONS

Each match consists of two halves of 10 minutes, with 3 minutes changeover.

Can only hold the ball for 3 seconds.

Can only move/pivot with your second foot for example "if you land 1,2 only 2 can move 1 needs to stay still".

It is a non - contact sport.

Must be 3 feet when defending (feet need to be 3 feet before

hands go up).

Certain players are only allowed in certain areas.

Must pass to someone in every third.

Cannot drop the ball and pick it up again this is called a replayed ball.

Cannot touch the ball with your feet.

Squad size min 7 max 9.

UNIFORM & EQUIPMENT

Matching uniforms with a set of bibs marked front and back is required.

NETBALL



Place	1	4	3	2
Points	56	35	42	49

RULES

IKF - modified for 4Balls Tournament

REGULATIONS

Each match consists of two halves of 10 minutes, with 3 minutes changeover.

The ball is played with the hands only. Controlled physical contact is allowed. A player can't move with the ball in the hands. A player can't take a shot if they are being 'defended' The court is divided into two halves, players can't cross the halfway line. Two

positions are played, attack and defense.

Squad size min 8 max 9.

UNIFORM & EQUIPMENT

Matching uniforms with a set of bibs marked front and back is required.

KORFBAL



Place	1	4	3	2
Points	64	40	48	56

RULES

ICF - modified for 4Balls Tournament

REGULATIONS

Each match consists of two halves of 10 minutes, with 3 minutes changeover.

Competition system is pools followed by elimination and finals. Each team has two time out breaks, total of 1 minute/match. In the last 5 minutes of each of the halves time out and changes are not accepted.

Squad size min 8 max 9.

UNIFORM & EQUIPMENT

Team must wear numbered matching shirts. Non marking sport shoes only allowed.

CATCHBALL



Place	1	4	3	2
Points	48	30	36	42

RULES

WDF - modified for 4 Balls Tournament

REGULATIONS

Each match consists of two halves of 10 minutes, with 3 minutes changeover.

The team consists of 9 players. 8 players in the field and 1 baseline guard. Base guard has 3 lives, and other players 2 lives (or baseguard 2 lives, and players 1 life if we want to speed up the game). The baseline guard may not be changed once the game has been started. When a player is hit, he/she

loses one of its lives. Player loses its life when they are hit and then the ball touches the ground. The same is true when a player catches the ball and then drops the ball and it touches the ground, the player is considered to be hit and loses the life. If one of the players catches the ball before it hits the ground, the player is not hit (the player is saved), and its team can proceed to attack the opponent.

UNIFORM & EQUIPMENT

Matching uniforms with a set of bibs marked front and back is required.

DODGEBALL



Place	1	4	3	2
Points	72	45	54	63