

What is abc funEball?

abc funEball was invented by Dr. Oh who is a professor at Dong-A University, Busan, S. Korea and has been introduced in Korea, Japan, and Thailand. The purpose of the offensive team is to make the throwing ball bounce twice or more to the opponent's court while the defensive team tries to catch the ball before the second bounce.

The letters **ABC** stand for:

- A** - Aiming only at an empty spot
- B** - Bounce the ball to the opponent's court
- C** - Catch and Cast the ball

Throwing a ball to the opposing player is not allowed!

Beware! abc funEball helps children to catch the ball fearlessly!



Why should we play abc funEball?

- abc funEball is good for all age groups and skill levels. It is good for developing fundamental motor skills such as running, catching, passing, and throwing with creativity.
- It is a sport where 2 teams catch, pass and throw a ball on the court over a center net.
- The main purpose of inventing abc funEball was to provide a good activity and environment for children who have average or below average physical skills.
- abc funEball is also a good sport for handicapped children and even seniors!



What are the Basic Rules of abc funEball?

Offense

- Throwing a ball to the opponent's court over the net, not to the people.
- Attacking should be made behind the attack limit zone. No kicking or spiking!
- Creative attacking strategy!



Game Constitution

- 15 points of 3 sets.
- Each team 5 players. (can be 4 to 9)
- 1-3 points (Success 2-3 points, Failure only giving 1 point)

Passing

- At least 3 times, up to 7 times between 4-7 different members.
- Only no or 1 bounce passes
- 2 bounces or more is a pass miss
- ★ For a game that's more fun, running passes are strongly recommended!!!

Service Rotation

- Team should rotate the positions clockwise by the back numbers.
- Points earned, then the next ordered player serves by turn.

A Penalty Throw

- For a pass miss, opposing team will have a chance for a penalty throw.
- ★ A penalty throw will be done on the center of an attack limit line.

How to Play abc funEball: (How to Start a Game)

Service

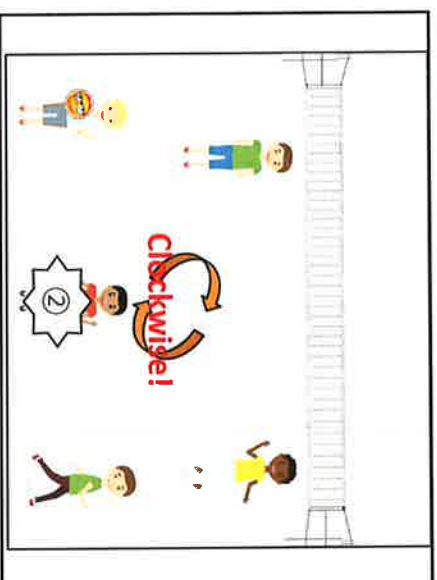
- The game starts with the server throwing the ball over the net from outside the court to the opponent's court.
- A server must call "Fun E" before he/she serves, then defense team must respond by shouting "Ball" to let them know they are ready to receive the ball.



- Players of defense team may catch the ball with one bounce or no bounces, but the defense team can't catch the serviced ball without a bounce.

Service Rotation

- Whenever any team wins the rally and earns the point, the team should rotate the position clockwise. Taking turns should be made according to the back number of jersey then the next ordered players.



Cautions for Preparing Offense:

Passing and Attacking

- Players can enter, catch, and pass the ball to teammates inside of attack limit zone.
- Players who received the bounced ball should pass or attack less than 5 steps.
- The very first player to catch the ball during the rally can pass and receive the ball again, but can't be a final attacker to the opponent's court.

- Offensive team must accomplish the attack within 7 seconds.
- When the team is on defense, the players can directly attack without a pass only in case the players receive the ball without a bounce.

- At least 4 or more people, including first receiver, should participate in the passing.

