

OFFICIAL PANNA KNOCK OUT RULES



WSFF
WORLD STREET FOOTBALL FEDERATION

Commented [PKL1]: Perhaps its an idea to not include community logos? Just with the fact that everyone wants their logo on. We can also go the other way and allow them to have logos.

We have requests from Street Madness Russia and Alternative Soccer from Poland

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INTRODUCTION

Inspired by technical professional football players and the AND1 mix tapes, the contemporary artistic form of street football arised in the squares of Amsterdam and Rotterdam in the late 90s. Led by Edgar Davids, sports marketer Edwin van Zanen from Nike invented the game Panna Knock Out together with streetfootball players from Amsterdam and Rotterdam! Panna is a Surinamese word for play through someone's legs.

The first tournament took place in 2001 and was, except as a publicity stunt for Nike, intended to offer street footballers a serious platform. Parallel to the tournaments organized by Nike, Sport Service Nederland organized Panna Knock Out tournaments with a social character. In 2006, Nike stopped and Sport Service Nederland continued to organize Panna Knock Out tournaments. In the following years, several groups over the world started too pop up tournaments such as the Pannahouse Invitationals, WSF, Ghettofootball, European Street Cup and Engie Streetheroes.

To standardise panna football and to let the game grow, stakeholders from the scene have come together to draw up the official Panna Knock Out rules. The rules in this document are the norms and guidelines for 2019 but in 2020 the rules will be officially established.

All rules have been drawn up for the entertainment, fair play and beauty of the game (see page 9).

BE INSPIRED, PLAY THE GAME...

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ARTICLE 1 COURT AND BALL

1.1. The game is played on an area of at least 5m x 5m and maximum 7m x 7m with two goals of at least 80cm x 40cm and maximum 100cmx60cm. It is recommended not to have boardings higher than 80cm. Goal posts are not considered boardings.

The recommended official panna cage is 6 diameter with two goals of 90cm x 50cm. The area is encapsuled by an octagon or rectangle with a height of 75cm.

1.2. The area needs to have a visible scoreboard.

1.3. One ball is used for panna. It is recommended to use a low-bounce ball of size 4 or 4.5

Note: 1. At grassroots level, panna can be played anywhere; court size can be adapted to the available space and there is no need for barriers. However official competitions must fully comply with the above specifications.

ARTICLE 2 OFFICIALS

The game officials must consist of at least 1 referee and 1 assistant/table official. It is recommended to have 1 video official.

The referee takes care of the Fouls and Faults (see Article 8) and look out for a game-winning Panna (see Article 6). The table official handles the game-clock and counts goals and communicates the final score to the tournament organizers. The video official records full view of the court, which can be used by the referee to review decisions when needed. It is recommended that the officials stand right outside the cage.

ARTICLE 3 BEGINNING OF THE GAME

3.1. Players are expected to shake hands (or something similar) in sign of respect before a game is started.

3.2. A panna game is started by having two players standing back to back in the middle of the court with a ball in between them. When the official starts the game, the players can turn and fight for possession.

3.3. In case of a false start the penalized player loses possession of the ball.

ARTICLE 4 GAME FORMAT

4.1. A panna match lasts *minimum* 3 minutes.

4.2. There are two ways of winning a panna match.

- Winning by a Panna (see Article 6)
- Having most goals by the end of the match

4.3. A 1vs1 Panna tournament is preferably played with group stages in a round robin style followed by a classic knockout stage.

4.4. In the event of a tie overtime is only played in the knockout stage (see Article 7).

4.5. In the round robin the following point system should be used:

WIN	3 points
TIE	1 point
LOSS	0 points

Note, that a win by panna gives as many points as a win by goals. If two or more players are tied on points by the end of the round robin stage the following criteria is used to determine what player(s) goes through:

1. Wins vs tied players (head to head comparisons)
2. Panna's given/received
3. Goal difference (from games without panna's)
4. Most goals scored (from games without panna's)

4.6. A player loses a game by forfeit if at the scheduled starting time of the game the player is not present. In case of a forfeit, the game score is 5-0.

4.7. If a player forfeits mid-game due to injury, the other player can choose to win 5-0 or keep the score from the game.

4.8 When the ball is outside the court the game clock is stopped.

ARTICLE 5 GOALS

5.1. 1 point is given to the opposing player every time the ball enters a player's goal including own goals.

5.2. The ball cannot hit the boarding as the last thing before entering the goal.

5.3. When a goal is scored, the goalscorer needs to give the opposing player at least 1 meter of space, unless the opposing player begins the attack immediately. The officials have the final say on what happens and can choose to pause the game.

ARTICLE 6 PANNA

6.1. A panna is when the ball is played in between the opponent's legs.

6.2. You cannot make a panna unless you have ball possession to begin with.

6.3. You do not need to retrieve the ball after making a panna.

6.4. It is not a panna if the ball hits the boarding as the last thing before going through the legs of the opponent.

6.5 A panna must be intentional; the official assigned to a game always has the final call.

6.6. An attempt to score cannot be a panna unless it was the intention to score through the opponents legs or it was the intention to panna the opponent.

6.7. It is not a panna if the ball is poked through after it has been caught and locked between the legs of the opponent.

ARTICLE 7 OVERTIME

7.1. If a game in the knockout stage is tied it transfers to overtime.

Overtime lasts maximum of 1 minute and there are 3 ways to win:

- Panna Knock Out
- First player up by 2 goals within overtime
- Player with the most goals after finished overtime

7.2. In overtime the player with the last possession starts with the ball.

7.3. If the score is still tied after overtime the game transfers into sudden death where the next goal or panna wins.

7.4. In the Sudden death, the players go back-2-back again (see Article 3.2).

ARTICLE 8 FOULS & FAULTS

- 8.1.** The officials shall enforce upon any type of unfair play. They always have the final say.
- 8.2.** The officials can either call fouls or faults. Fouls are simply stoppages of the game where the game and the game clock is stopped and the players go into position until the official starts the game again. A fault is more serious foul that is counted by the officials.
- 8.3.** After 2 faults every subsequent fault result in a goal for the opponent.
- 8.4.** It is not allowed to disrespect the official or the opponent.
- 8.5.** Only limited physical contact is allowed. Pushing and use of force that disrupts the technical side of the game is not allowed.
- 8.6.** If a foul or fault is given in a situation where a player would have scored, the official can choose to give a goal to that player.
- 8.7.** Use of hands are not allowed.
- 8.8.** Diving is not allowed.
- 8.9.** All contact with boarding should be minimized.
- 8.10.** Attempt at influencing the officials' decisions is not allowed.
- 8.12.** Timidity, playing inactively and stalling the game is not allowed. Timidity includes playing mainly with the back to the opponent and/or persistently keeping the ball away from the opponent in a non-technical way without trying to score or faking the opponent out. The referee will make a sign and call out *timidity* – if the timid player does not react within 3 seconds, he receives a fault and the ball is given to the opponent.
- 8.13** Officials can in any point of the game choose to disqualify a player in extreme cases such as violence, spitting or continuous disrespect of the officials.

ARTICLE 9 VIDEO REVIEW

- 9.1** Officials can stop the game at any time and review a situation on video as long as it is the official feed they are making decisions on.
- 9.2** Only the officials are allowed to review the video review material

THE CORE VALUES OF PANNA

There are 3 main values that every panna player should try to keep. The values are:

- A. respect/fairplay,
- B. Creativity/entertainment
- C. Community/learning

RESPECT/FAIRPLAY

When playing panna, respect is key, as in every sport and showing a good attitude towards each and every player one faces regardless of their level of play is very important. As most people know and have heard, respect is earned and never a given. Watching the way you treat others will in turn earn you respect.

Respectful play is shown in the game of panna i.e. shaking hands with your opponent before and after each match, an unwritten rule but abided by most panna players would be to offer the ball back to your opponent if you feel that you might have unfairly kicked or pushed them. This type of fair play in a match is a great sign and test of character and is praised by most in the street and panna scene and ultimately gains respect.

Humiliating skills like pulling down the opponent's shorts/trousers, flicking their hat off during the match, gloating at your opponent if you give a panna, not listening to the referee's decisions are unacceptable.

Being on the receiving end of a panna can be humiliating so good sportsmanship is to receive it well and to not gloat when you give one. This is a true test of character.

CREATIVITY/ENTERTAINMENT

Panna is a unique game unlike any other where style, fancy footwork and crazy skills are showcased at the highest level, pitting the best and most creative styles against each other in a gladiator type setting. This spectacle brings a huge and very important entertainment aspect to the game of panna. This in turn draws in a range of spectators who watch and wait for the unexpected raw street skills to be performed to either score goals or get the ultimate panna.

Winning a match by goals alone is great but coupled with style and creativity can make panna truly one of the most entertaining sports to watch.

Panna players are encouraged to be creative, innovative and unique with their styles of play which makes them also stand out.

COMMUNITY/LEARNING

Panna is a game played individually which often means people can be isolated with no like minded people to train with or support them. This is why the street community is an integral part in the growth, improvement and promotion of the sport worldwide.

Groups such as Pannastreetz, Pannahouse, Pannahome, Yo! Street Zone and many more, help provide the vital support needed to build street communities locally, nationally and internationally through workshops, videos/social media, and competitions.

It is important to make sure to stay in touch with those who do and play panna as it not only helps you keep updated with the latest news and upcoming events, but also helps players to train together learn from and encourage one another. That's how the street family grows!

CONTINUED WORK

Rules of Panna KO need to change and adapt tot he game. There are aspects of the game that we are aware of and will try and implement in the future. These include:

- Analyzing overly defensive tactics and asses whether it is disrupting the game in a negative way. If so, make changes to adverse this.
- Collect panna and fault examples in a database so that future decisions become more consistent
- Make more clear in the ruleset what exactly faults include and in which situations these arise
- Create rules regarding clothing and footwear regulation for safety measures
- ... and much more

FOOTBALL IS LIFE, PANNA IS ART!