

1v1 Panna Tournament Rules

Welcome to the 1v1 Panna Tournament! Get ready for an exhilarating experience where skill, strategy, and flair collide. Below are detailed rules to ensure fair play and an unforgettable event:

The Playing Arena

Immerse yourself in the future of sports with our innovative 1v1 Inflatable Panna Arena. Divided into six sections, this arena hosts simultaneous 1v1 games, creating an electrifying spectacle. The inflatable marvel, accompanied by an energetic soundtrack, provides a visually stunning and immersive experience.

What is a Panna?

A Panna is the art of playing the ball intentionally between your opponent's legs. The official assigned to a game always has the final call on whether a Panna is valid.

Ball Possession: To attempt a Panna, you must have possession of the ball.

No Retrieval: There's no need to retrieve the ball after a successful Panna.

Hitting the Side: A Panna is not valid if the ball hits the side before going through the legs.

Poking Through: It's not a Panna if the ball is poked through after being caught and locked between the opponent's legs.

Tournament Rules:

Duration: A Panna match lasts a minimum of 3 minutes.

Scoring: Points are awarded for goals (1 point) and Pannas (1 point).

Winner: The player with the most points after 3 minutes wins.

Ball Out of Court: An official will throw the ball back to the player who didn't kick it out. Players must start at their own goal.

Goal Entry: The ball cannot hit the side before entering the goal.

Game Start: A Panna game begins with two players standing back-to-back in the middle of the court, a ball between them. When the official starts the game, players can turn and look for possession.

Sportsmanship: Players are expected to shake hands or show a sign of respect before the game starts.

Discussion Policy: No discussions allowed; officials have the final say.

Fault Warnings: Two warnings will be given for hard faults. After 2 faults, each subsequent fault results in a point for the opponent.

Timidity and Stalling: Timidity, inactivity, and stalling are not allowed. Players must engage in technical play, attempting to score or deceive the opponent.

Fair Play Enforcement: Officials will enforce fairness and can disqualify a player for extreme cases such as violence, verbal abuse, or continuous disrespect of officials.

Get ready to showcase your skills, enjoy the competition, and make lasting memories at the 1v1 Panna Tournament!