



Soccer  
Basketball  
Pickleball  
Hockey  
Volleyball  
Badminton  
Tennis  
Soccer-Tennis  
Handball

RULES OF THE GAME





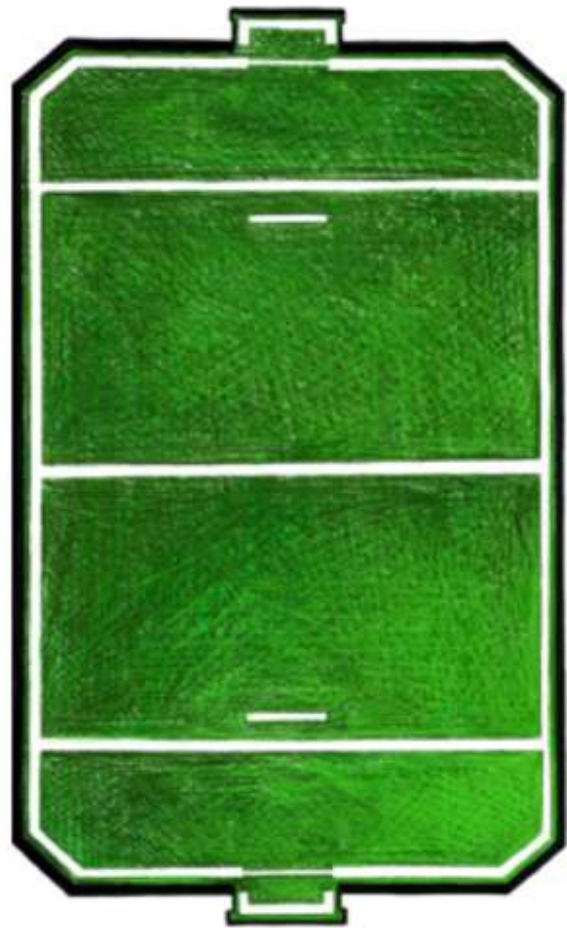
In 1989, Agorespace invented the Multi-sport Field because it believes that «bringing people closer to sport brings them closer to each other».

With more than **30 years of experience & over than 5000 installations worldwide**, Agorespace stays true to its **values of quality, playability, sports education and aesthetics**. It will support you every step of the way during all your local sports leisure facility development projects. Its teams of specialists, experienced athletes and sports instructor, **understand young people**, sports and communities. Agorespace installations are available in steel. The techniques used to manufacture these products, which are protected by several patents, are exclusive to Agorespace. They provide communities with reliable and durable solutions, which take public investments into consideration.





## SOCCER



**Playing field :** Use the available space within the fences. The fence, walls and basketball boards act as game partners when used for passing.

**Rules on scoring points :** one goal = one point. In the event of a draw, play extra time until penalties are required.

**Starting play :** Mid-field, even after a goal is scored.

**Restarting play :** By kicking the ball from the spot where the ball went out of play, and with the opponents 3 meters from the ball. All restarts made by the goalkeeper are done by hand.

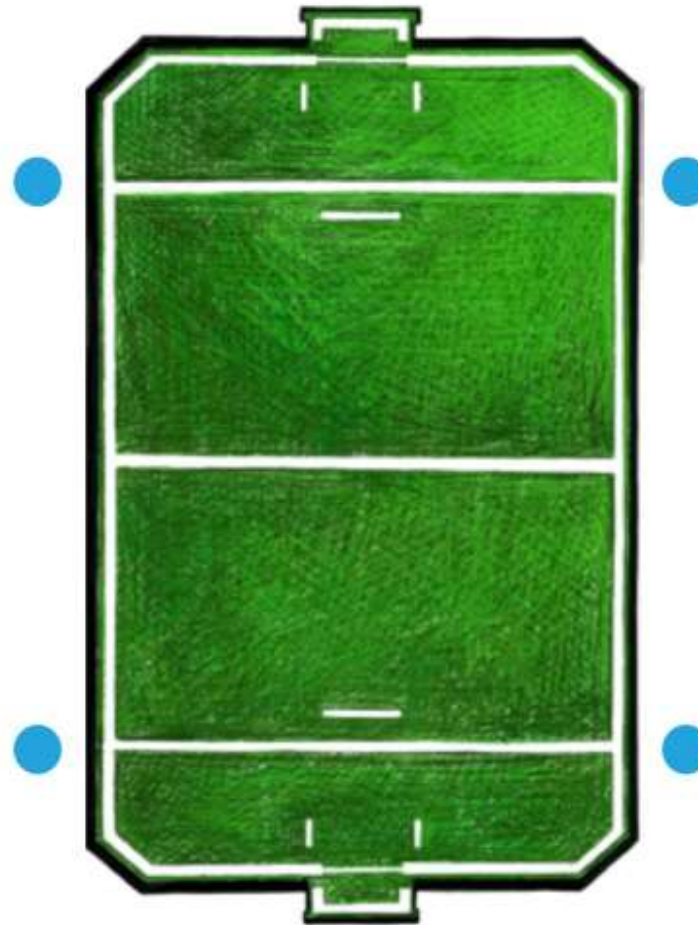
**Free kick :** An indirect kick from the place where the foul was committed.

Opponents stand around 10 feet from the ball.

**Penalty kick :** For any fouls committed against an opponent who was in a position to score within the penalty area.



## BASKETBALL



**Playing field :** Use the available space within the fences. The walls may be used as game partners.

**Rules on scoring points :** 2 points per basket and 1 point per free throw. 3 points per basket scored from beyond line A.

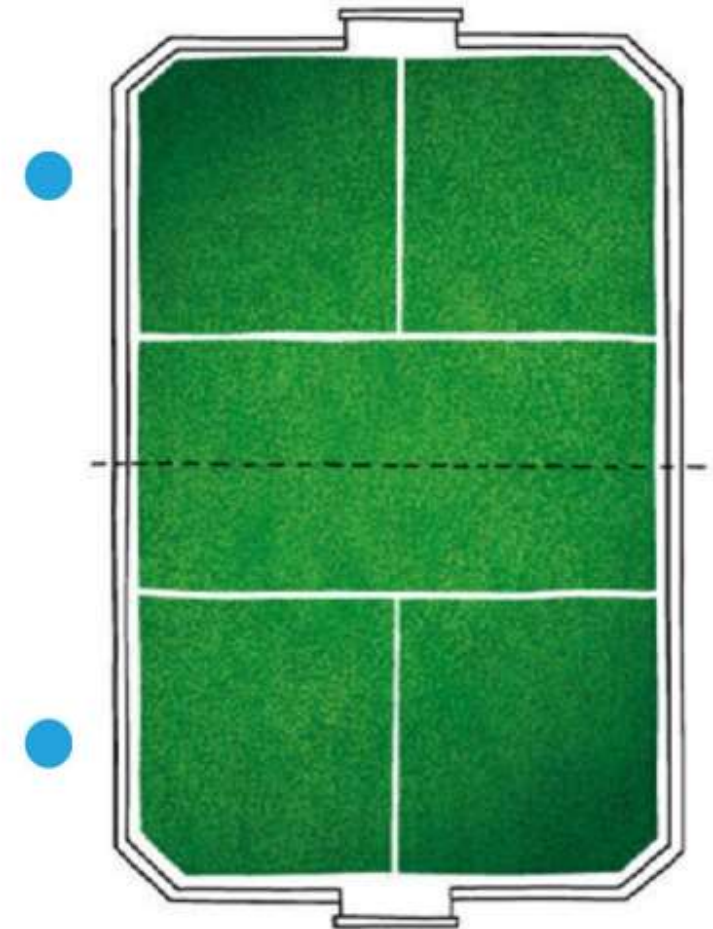
**Starting play :** From the mid-court line as a jump ball.

**Restarting play :** When the ball goes out of play, restart the game by a throw-in with one foot against the fence. Opponents stand at around 10 feet from the ball.

**Free throw :** To be played when a foul is committed during a shot at the basket. Played from the lines shown by the blue dots.



## PICKLEBALL



**Playing field :** The same size playing area and rules are used for both singles and doubles.

**Players :** 2 to 4 players.

**Rules on scoring points :** Points are scored only by the serving team. Games are normally played to 11 points, win by 2. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving.

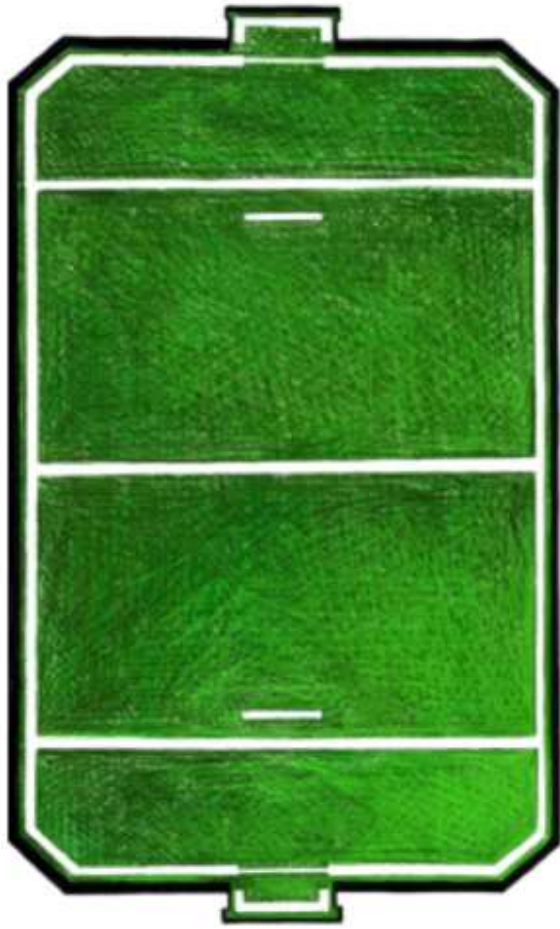
**Starting play :** The game starts with a serve. The serve must be made from behind the back line and crossed from left to right or right to left, depending on where the player is serving.

**Restarting play :** The game restarts with a serve, the same way as at the start of a game.

**Serve after fault :** A fault (server's loss of serve or side out) by the receiving team, results in a point for the serving team.



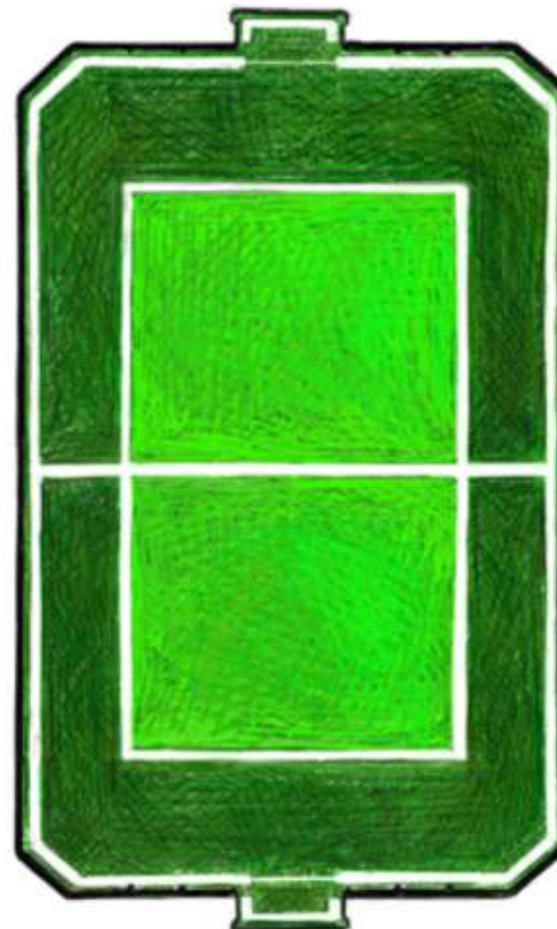
## HOCKEY



**Playing field :** Use the available space within the fences. The fence and walls are part of the game. Use the same rules as those for soccer, restarting play from the spot where the ball went out of play, and with opponents at around 10 feet from the ball.



## VOLLEYBALL



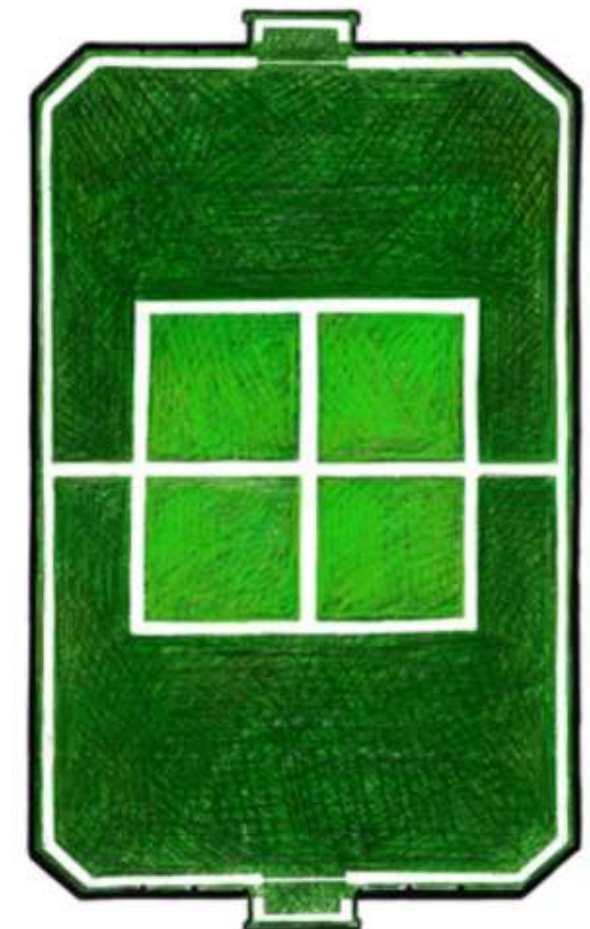
**Playing field :** It is shown in light green. The lines are part of the playing area.

**Rules on scoring points :** Every winning rally is worth one point. In the event of a draw, play extra time until sudden death.

**Starting play :** From behind rear line A, by hitting the ball by hand. The ball should not go beyond playing field limits. The serve changes every time a team loses a rally.



## BADMINTON



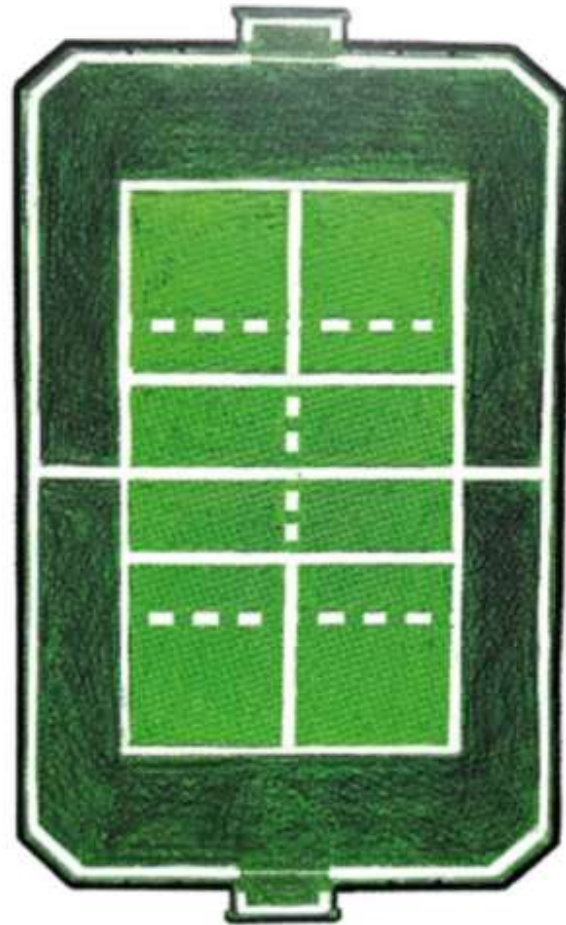
**Playing field :** The available space is shown in light green.

**Rules on scoring points :** A missed shuttlecock, or one landing RULES - outside playing field limits = 1 point.

**Starting play :** Serves are made from behind line G by sending the shuttlecock to the opponent's side of the court. The shuttlecock may not, under any circumstances, touch the ground before being sent back to the opponent's side.



## TENNIS



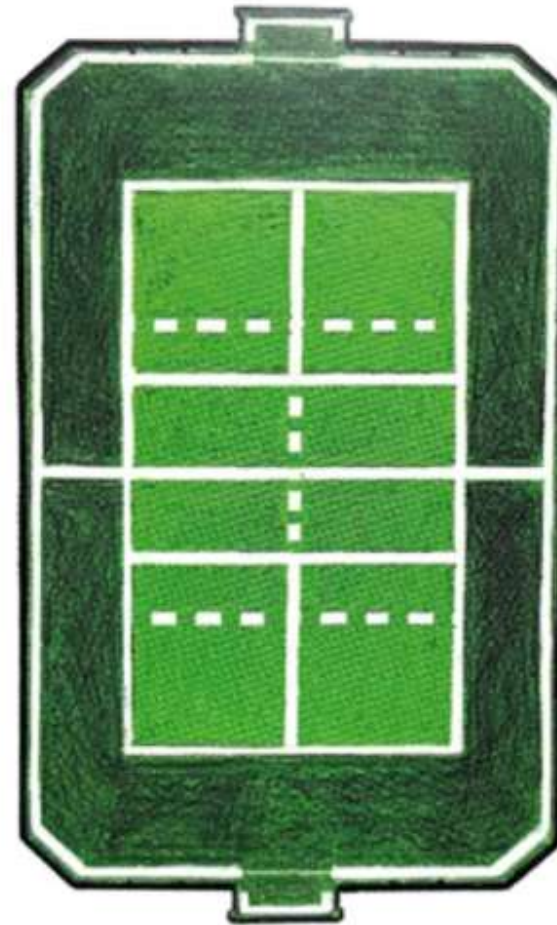
**Playing field :** Shown in light green. The lines are part of the playing area. Play by following the usual tennis rules.

**Players :** 2 to 4 players.

**Rules :** Usual rules used for tennis.



## TENNIS-SOCCER



**Playing field :** The tennis-soccer field use the same area as the tennis field with the lines already in the playing area.

**Players :** 2 to 6 players.

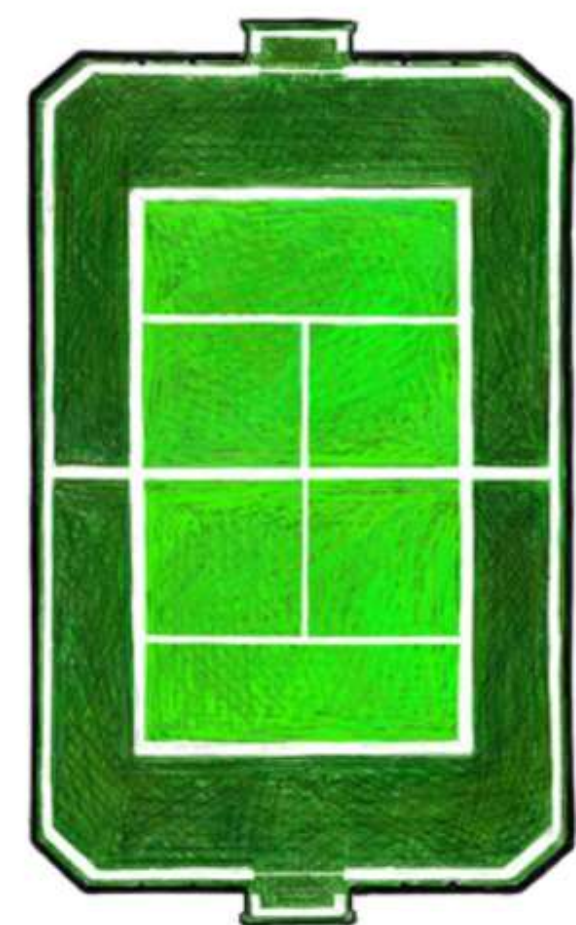
**Rules on scoring points :** All points count. To score a point, the players need to make the ball rebound in the opposite side without the opponent sending back the ball. The point is lost if the ball touches the ground offside the field of the holding structure of the net.

**Starting play :** The game starts with a kickoff beside the back line and have to be played diagonal in the opposite side. The ball has to pass directly above the net.

**Restarting play :** The game restarts in the same way it starts.



## HANDBALL



**Playing field :** Use the available space within the fences. The fence, walls and basketball boards are part of the game.

**Rules on scoring points :** One goal = one point.

**Starting play :** To start a game or after half-time, the game starts from midfield. Following a goal, the game is started by the goalkeeper from within his goal area.

**Restarting play :** When the ball crosses the sideline, restart game with a throw-in from the spot where it went out, with one foot against the fence.

**Free throw :** Opponents stand at around 10 feet. 23-metre throw (penalty) : from the line shown by the blue dots.

## GAME-PARTNER FENCES



Our fences are flat so that players can use them as game partners, as you would on a pool table.



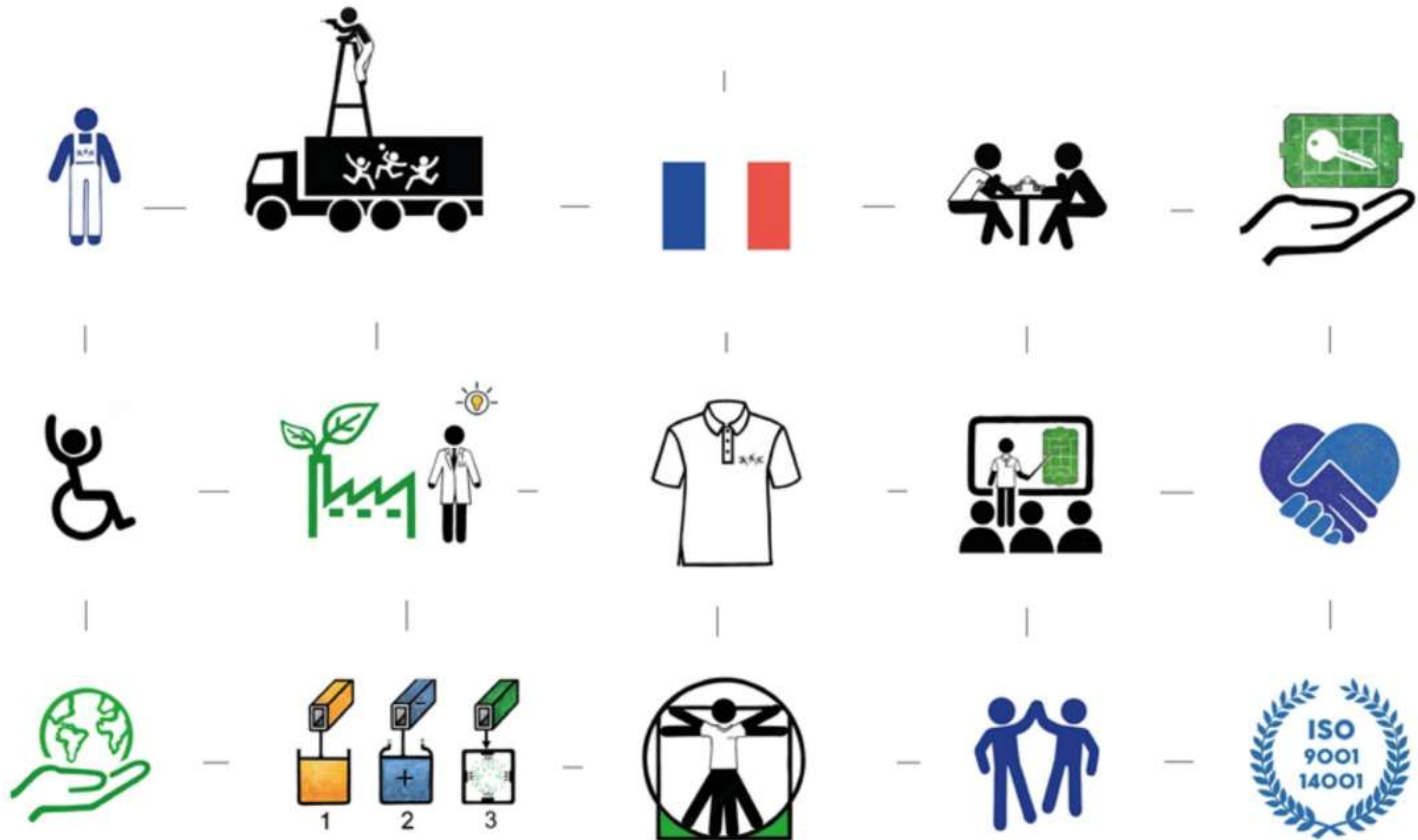
An Agorespace is suitable for many sport-related activities, to train and to build confidence.



An adjustable basketball-hoop set, fences which can be used as game partners and keep the ball on the pitch, real nets in the goals, and real turf.

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**OUR VALUES**