1. General rules

- Kin - ball is played by 3 teams each of four players

- Oficial coulors of teams are: blue, black and white

- The game starts with a referee throwing the special dice to select the starting team

- The game has three rounds that last from 7 to 15 minutes or 13 points

- The team with the least points drops out, the other two teams play unfil 13 points

1. Beginning and the process of the game

- The game begins with one of the teams standing in the middle of playing field. Three players kneel and hold the ball by two hands over their head looking downwards. The fourth player hits the ball with hands

- Rest of the players take up positions forming a square around the ball

- The player who sets up the ball have to scream “OMNIKIN” and the colour of the team which should catch it (this is the team which has the most of points). Then it will be their turn to set up the ball

- The ball have to go straight or up. Distance can’t be smaller than 2 meters

- The called team sets the ball from this place where it toutches the ground or where this team catches it

- If the ball leaves the field, the player hits it, but doesn’t catch it

1. Points

- When the ball touches ceiling , floor , wall or bounces from other items points are given to the teams which don`t hit the ball

- When the team called doesn’t catch the ball the points are given to the other teams

- When the team called catches the ball none of the teams receive a point

4.Mistakes

- The ball is touching the ground , celing , wall or another item

- The ball is hit straight down

- The player shouts the colour of another team than the team with the most points

- The player shouts the colour of the team at the same time he hits the ball

- The ball is hit for the distance less than 2 meters

- Not all the players of the team touch the ball

- The player catches the ball out of the field