

Condensed Rules of Popular Sports

1. Soccer

Soccer (Football):

- Played by two teams of 11 players each on a rectangular field with a goal at each end.
- The objective is to score by getting the ball into the opposing goal.
- Matches consist of two 45-minute halves with a 15-minute halftime.
- Only the goalkeeper may use hands, and only within their penalty area.
- Offside rule: An attacker cannot be closer to the goal than the last defender when the ball is passed.
- Fouls (e.g., tripping, pushing) result in free kicks or penalties.
- Yellow card = warning; red card = ejection from the game.

2. Volleyball

Volleyball:

- Played by two teams of six players on a rectangular court divided by a net.
- Objective: send the ball over the net and ground it on the opponent's side, or force an error.
- Teams have three touches to return the ball over the net (usually bump, set, spike).
- Matches are best of five sets. Sets go to 25 points (15 for the 5th), win by 2.
- Rotation occurs after gaining serve from the opponents.
- Players must not touch the net or cross under it during play.

3. Tennis

Tennis:

- Played in singles (1v1) or doubles (2v2) format on a rectangular court.
- Players use a racket to hit a ball over a net into the opponent's court.
- Matches are best of 3 or 5 sets. Sets consist of games, won by scoring 4 points (15, 30, 40, game).
- A set is won by winning at least 6 games with a 2-game lead; 6-6 leads to a tiebreak.
- Ball must land within the opponent's valid court area; two faults = loss of point.

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- Let serve (ball hits net but lands in) is replayed.

4. American Football

American Football:

- Played by two teams of 11 players on a 100-yard field with goalposts at each end.
- Objective: score points by advancing the ball into the opponent's end zone (touchdown = 6 points).
- Game is divided into four 15-minute quarters with a halftime after the second quarter.
- Teams have four downs (attempts) to gain 10 yards; if successful, they get a new set of downs.
- Points: Touchdown (6), Extra Point (1 or 2), Field Goal (3), Safety (2).
- Physical contact is allowed, but certain hits (e.g., helmet-to-helmet) are penalized.

5. Boxing

Boxing:

- Combat sport between two fighters wearing gloves in a roped ring.
- Objective: win by knockout (KO), technical knockout (TKO), or judges' decision.
- Matches are divided into 3-minute rounds (usually 12 rounds for professional bouts).
- Boxers score points by landing clean punches to the opponent's head or torso.
- Illegal actions (e.g., low blows, holding) may result in warnings or disqualification.
- Fighters are saved by the bell only between rounds, not during a count.

6. Chess

Chess:

- Two-player strategy game played on an 8x8 board with 16 pieces each.
- Objective: checkmate the opponent's king by placing it under inescapable threat.
- Each player takes turns moving one piece per turn, following specific movement rules.
- The game can end in a win (checkmate), draw (stalemate, repetition, etc.), or resignation.

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- Common strategies include control of the center, piece development, and king safety.
- Competitive games use clocks to limit time per move or per game.

7. Archery

Archery:

- Sport of shooting arrows at a target from a set distance using a bow.
- Standard competition target has concentric scoring rings (10 is center, 1 is outermost).
- Matches are typically 3 or 6 arrows per set, with the highest cumulative score winning.
- Athletes must follow time limits per round and shoot from a marked line.
- Recurve and compound are two main bow categories, each with specific rules.
- Wind, stance, and consistency are critical to accuracy and scoring.