

IMAGINED BY AI

SPEEDGATE



OFFICIAL FIELD GUIDE

PROVEN BY HUMANS

SPEEDGATE BASICS

1

Two teams of six face off over three periods of seven minutes each.

2

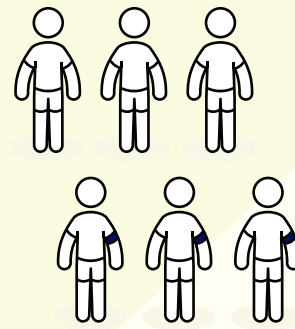
Players kick & pass in order to clear a set of consecutive gates to score.

3

The center gate is a no-go zone for players. End gates can be scored on from any direction.

4

At the end of the game, the team with the highest score claims victory, bragging rights & serious Speedgate cred.

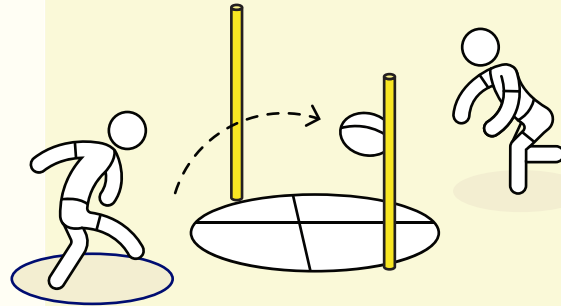


FIRST THING'S FIRST BUILD YOUR TEAM

Each team has six players. Three forwards who can move freely across the field. Three defenders who can defend the goal or play in the opposing half once their team has cleared the center gate.

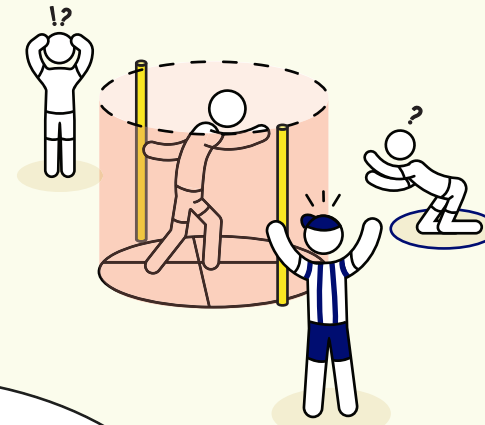
PLAY THE GAME KICK-OFF

A coin toss decides possession at kick-off. Games start with the possessing team kicking the ball through the center gate to a teammate.



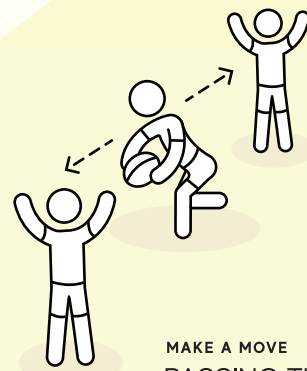
DON'T DO IT CENTER-GATE FOUL

No players are allowed to cross through the center gate. Doing so will result in a foul, i.e., a change of possession [and annoyed teammates].



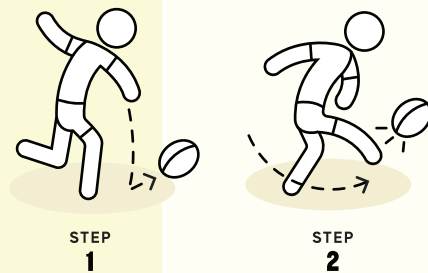
MAKE A MOVE GRUBBER KICK

A kick especially effective when clearing end gates. Drop the ball down in line with your kicking leg, then kick out at the top of the ball to get it rolling forward.



MAKE A MOVE PASSING THE BALL

All passes must start from below the waist, either two handed or one handed. Players can pass forward and backward.

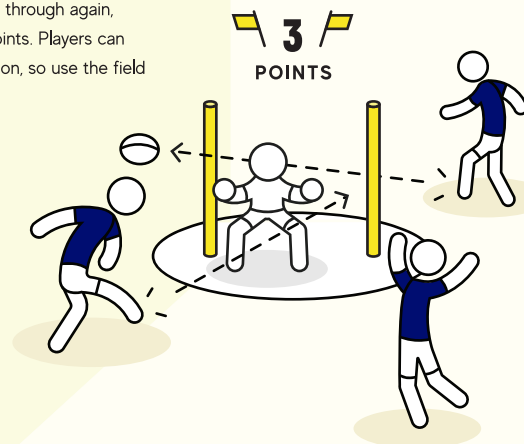


MAKE A MOVE DROP KICK

A kick that helps the game move fast while keeping the ball low. Simply drop the ball to the ground, and kick right as it touches terra firma.

PLAY THE GAME END-GATE SCORING

Players score by kicking the ball through the end gate, which counts for 2 points. Teammates that catch the ball and immediately kick it back through again, convert the goal to 3 points. Players can score from either direction, so use the field to your advantage.



HOW TO MAKE A COURT

Speedgate is adaptable, so you can change the size of your court depending on the size of your playing field.

1 Measure out three identical circles that touch side to side.



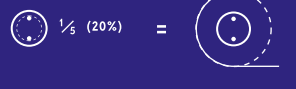
2 The center gate is 1/3 of the above circle.



3 End gates are half the size of the center gate.



4 Leave a 20% buffer on either side of the end gates to create the end-gate zone.



5 Make gates with poles, cones or even flags and use a rugby training ball, a football or even a soccer ball.



**"FACE THE BALL
TO BE THE BALL
TO BE ABOVE
THE BALL."**

- AI CREATED RALLY CRY

AKQA

PLAYSPEEDGATE.ORG

WHAT IS SPEEDGATE

SPEEDGATE IS FUN, FAST & PHYSICAL, RELYING HEAVILY ON TEAMWORK & PASSING TO SCORE & WIN.

Going all out for victory is applauded, but it should never come at the expense of having an awesome time playing. Speedgate is all about enjoyment, inclusivity and sportsmanship.



THE RULES OF SPEEDGATE

GAMEPLAY

- × A game consists of three 7 minute periods. A coin toss decides possession at kick-off.
- × 2nd period kick-off possession goes to the team that didn't kick off in the first period.
- × 3rd period kick-off goes to the team with the lowest score.
- × Passing must be done from below the waist.
- × Players with the ball in hand are not allowed to move.
- × Player must pass or kick the ball within 3 seconds.
- × Opposing players are allowed to go after the ball after the 3-second period.
- × Jumping is allowed.
- × The ball is allowed to touch the ground.

FOULS & PENALTIES

- × No kicking, elbowing, shoving, pushing, tackling or hitting.
- × Body blocking is allowed in a nonaggressive manner.
- × Moving through the center gate will result in a foul.
- × If the team in possession commits a foul, possession is transferred and the center gate has to be cleared again.
- × If a player in possession is fouled and loses the ball, possession is retained by that player.
- × Out of bounds gives the other team throw/kick-in.
- × Once a team has scored, possession is transferred, defenders must make their way back to their half before being allowed to influence gameplay.

GATES & SCORING

- × All gates must be cleared with a drop kick or grubber kick.
- × Gates must be cleared below gate tips.
- × Clearing the end gate results in a 2-point goal.
- × A teammate catching a scoring ball and kicking it back—immediately clearing the gate a second time—results in a 3-point goal.

- × All gates may be cleared from either direction.
- × No players are allowed to cross through the center-gate at any time.
- × Only 1 defender is allowed in the end-gate circle at any time.

- × Players must clear the end gate from outside the end-gate's circle.

TEAMS

- × Teams are allowed 3 defenders and 3 forwards to play at any time.
- × Teams are allowed full subs.
- × Each team is allowed 3 subs during each period of play.

REFEREES

- × 2 referees per game.
- × 1 on-pitch referee controls gameplay.
- × 1 sideline referee monitors gate possession.

- × Once a team has cleared the center gate, they have gate possession—allowing them to score.
- × Gate possession is held until the team scores or commits a foul.
- × If ball possession is transferred, the team with the ball must clear the center gate to gain gate possession.
- × Out of bounds transfers ball possession, but gate possession still belongs to the team that last cleared the center gate.

PERIODS

- × A game consists of three periods, 7 minutes each.
- × One two-minute break is allowed between each period.
- × If the game ends in a tie, three 3-minute periods will be played with a 1-minute interval.

OVERTIME

- × If overtime ends in a draw, a penalty shootout will decide the winner.
- × Penalty shootout requires a player to clear the end gate from the center gate with no goalie defending.

FIELD NOTES

BUILD YOUR COURT

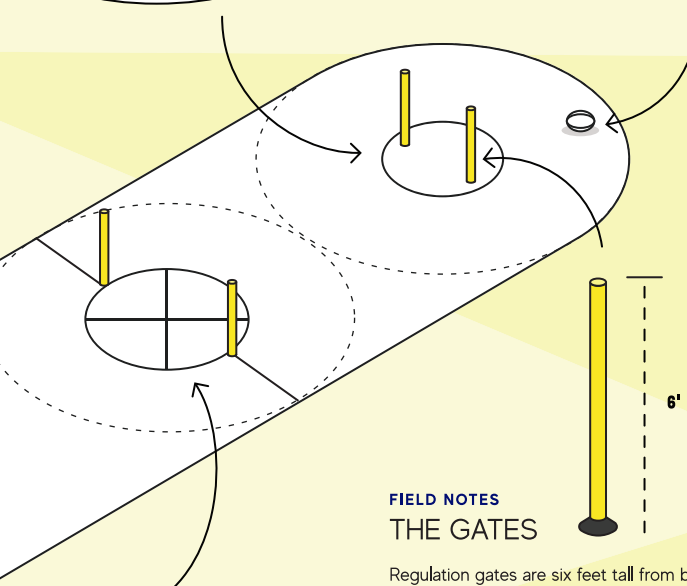
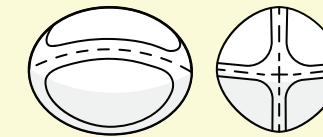
FIELD NOTES END GATES

End-gate poles are placed 10' apart with a 14' diameter circle demarcating the end goal zone.



FIELD NOTES THE BALL

Regulation games are played with a hand stitched, oval-shaped ball with a soft rubber surface. Or a size 4 rugby training ball will do until the day regulation Speedgate balls become available.

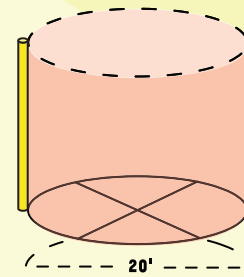


FIELD NOTES THE GATES

Regulation gates are six feet tall from base to tip. Field agility training poles that are spring loaded (so no one gets hurt) are a perfect fit—until regulation Speedgate poles hit the market.

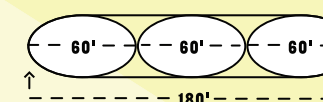
FIELD NOTES CENTER GATE

The center gate is 20' in diameter, with 20' between poles. An X is marked out to delineate the zone as a "NO GO" for players. Clearing the ball through the center gate unlocks the end gates for scoring.



FIELD NOTES COURT CIRCLES

The court is made up of 3 identical circles of 60' each, laid out end to end. Making the court 180' long and 60' wide.



IMAGINED BY AI. PROVEN BY HUMANS.

- × Our AI systems processed over 400 popular sports from around the world.
- × We used these algorithms to generate ideas for every aspect of this new, unique sport; from the gameplay, to the rules and even the logo.
- × More than 1,000 outputs were analyzed and narrowed down to ten potential concepts. Three were field tested.
- × Unique in every way, Speedgate combines familiar elements of croquet, rugby and soccer.

AS HUMAN & MACHINE, WE ENSURED THREE GAMEPLAY CRITERIA:



Gunner the Gatebot says:
The ball is in your court. Head over to PlaySpeedgate.org to learn how you can bring the Speedgate League (SGL) to your community.

