**Economical**
Dollar for dollar, Socci saves dough. A ball and two goals is all you need to play. Each goal has 4 distinct sides. That’s 8 targets that you can use for a variety of activities.

**Fun**
Fast movement, frequent shots on goal, and a challenging and diverse method of play, make Socci an insanely fun new experience for all. The secret is the 3-D power-scheme.

**Fitness**
Socci represents a diversity of exercise opportunities. It is an individual fitness activity AND a social, cooperative, and competitive activity. Socci’s non-stop, no hands, aerial ball play makes fitness fun!

**Non-Contact**
Building on the skill-over-force philosophy of basketball, Socci brings the ideal closer. The 3-D power-scheme reduces crowding while the challenging no hands method of play makes fouls easy to see. Contact fouls result in a power play; the fouling player sits out for the duration of the next live ball. Players must call their own fouls, thus adding to the challenge and spirit of the game.

**Easy to learn**
Socci is an activity, a game, and a sport that anyone can play! Beginner and intermediate players use the first bounce more, while advanced players control it more in the air. The bounce gives you plenty of time to set up for the next kick. Kick it up, let it bounce, it’s easy. Just don’t let it bounce twice unless you’re passing or shooting. There, now you know how to play, too!

**Space-efficient**
Because the goals are less than 50 feet from each other, you don’t need as much space to play; indoors or out, on the beach, half-court or against a wall. You can even use a basketball court just the way it is.

**Portable**
The small size of the goals and the ability to compact them allows Socci to go where you go. Plus, the unique field can be drawn in about 7 minutes!

**Versatile**
Socci can be adapted to create numerous alternative 3-D games and sports. Socci-style hockey, disc-socci, soccer socci, golf... The magic of a central-opposing power-scheme is that it reduces crowding, increases scoring, and requires less space. This new class of sports offers a fresh spin on old games while it enhances game skills, teamwork and shooting accuracy.

Judged by an international jury of sports professionals in the category “sports hardware”, Socci was a finalist and special prize winner.
Winning 2 out of 3 sets to 7 points wins the game.

Scoring Front goals count 1, the back counts 2, the basket counts 3.

Players Games are played by two teams of 2, 3, or 4 players each.

Method of play No hands. A player can control the ball by unlimited plays in the air and from 1st bounce. A team may play the ball as above and by non-consecutive ground plays. If the ball stops it is dead.

Offense Offense is the last team to play the ball w/out foul. Offense controls the ball and field, except as below.

Defense Defense can take the ball if it can do so without contact. It can screen, move towards its goal circle, and it controls the area inside its goal circle.

Power Plays Contact results in the fouling player sitting out for the duration of the next play.

Change Rule On a change of possession play, the last player to touch the ball may play his/her own ball from the ground.