

Organised by the Hong Kong, China Gateball Association
Subvented by the Leisure and Cultural Services Department
Co-organised by the Education Bureau
School Sports Programme – Badges Award Scheme
〈 Gateball 〉

Purpose: To set standards for gateball skills and encourage trainees to set personal goals, thereby increasing their interest in gateball and improving their skills.

Type of Badges: Three levels of awards, namely Bronze, Silver and Gold (see attached table)

Award/ Participation Method: All trainees participating in the gateball training courses of the Outreach Coaching Programme under the School Sports Programme will be assessed by coaches based on the content of the respective tests before the end of the course. Trainees who meet the standards will be awarded a certificate by the Hong Kong, China Gateball Association (HKGBA).

Collection of Certificates of Badges: After completion of the assessment, the coaches will submit trainees' results to the HKGBA for verification of information, upon which the HKGBA will send the certificates of the badges to the schools for distribution to qualified trainees by teachers.

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Remark: The Badges Award Scheme for Gateball is co-ordinated and developed by the Hong Kong, China Gateball Association.

School Sports Programme – Badges Award Scheme

Standard and Assessment for Badges in Gateball

The total score of each level of assessment is 20 points. Each assessment item

Badge Skill	Bronze	Silver	Gold
Stroke	<p>3-metre stroke through the gate (5 points) 5 balls in total. Each successful stroke through the gate scores 1 point</p>	<p>4-metre stroke through the gate (4 points) 4 balls in total. Each successful stroke through the gate scores 1 point</p>	
	<p>1-metre stroke to hit another ball (5 points) 5 balls in total. Each successful stroke hitting another ball scores 1 point</p>	<p>1-metre stroke to hit the goal-pole (4 points) 4 balls in total. Each successful stroke hitting the goal-pole scores 1 point</p>	
	<p>Striking the ball through Gates 1, 2 and 3 and the goal-pole in 15 strokes (10 points) Strike the ball in the designated area to get it through Gates 1, 2 and 3 in a sequential order and eventually hit the goal-pole in 15 strokes. Each extra stroke deducts 1 point.</p>		<p>Strike the ball through Gates 1, 2 and 3 and the goal-pole in 7 strokes (7 points) Strike the ball in the designated area to get it through Gates 1, 2 and 3 in a sequential order and eventually hit the goal-pole in 7 strokes. Each extra stroke deducts 1 point.</p>
Spark		<p>1-metre spark to designated 1 metre x 1 metre area (3 points) The coach designates an area of 1 metre x 1 metre. A spark 1 metre away from the area which successfully sends the ball into the area scores 3 points.</p>	<p>2-metre spark to designated 0.5 metre x 0.5 metre area (3 points) The coach designates an area of 0.5 metre x 0.5 metre. A spark 2 metres away from the area which successfully sends the ball into the area scores 3 points.</p>

		<p>1-metre spark through the gate (5 points) 5 balls in total. Each successful spark through the gate scores 1 point</p>	<p>2-metre spark through the gate (5 points) 5 balls in total. Each successful spark through the gate scores 1 point</p>
		<p>1-metre spark to hit the goal-pole (4 points) 4 balls in total. Each successful spark hitting the goal-pole scores 1 point</p>	<p>2-metre spark to hit the goal-pole (5 points) 5 balls in total. Each successful spark hitting the goal-pole scores 1 point</p>

carries corresponding points.

The passing score of each level of assessment is 12 points.

Key points of Gateball Skills

Gameplay

Gateball is played between two teams (red team and white team) in a game of 30 minutes. Each player with an assigned number plays the ball of the same number throughout the game.

The game begins with player number 1. The goal of the game is to hit the ball and get it through Gate 1, Gate 2 and Gate 3 in sequence, and eventually hit the goal-pole with the ball. Each player can only hit the ball once in each turn but he/she can continue with an extra hit if the ball successfully passes a Gate or hits another ball on the field.

Each player may use different skills and tactics in their strokes to offense, defense, assist teammates to score or drive the opposing team out of the court in accordance with the established rules.

This kind of offensive and defensive battle will last until the specified time is over. The team with a higher score wins the game; or when the balls of all 5 players of either one team hit the goal-pole, that team wins and the game ends.

