

## FOOTBALL MATCH



**Qualifying:** Participating nations need to qualify for the Olympic soccer tournament from their respective region.  
**Olympic group draw:** The teams that qualify for the Olympics are split into different groups based on a random seeded draw.  
**Olympic roster selection:** Each national team head coach picks 22 soccer players to compete at the Olympics.  
**Group stage:** Each team starts by playing three matches in the round-robin group stage. Only eight teams advance from the group stage to the knockout rounds.  
**Knockout stage:** The tournaments wrap up with single-elimination quarterfinals, semifinals and the two medal matches. Semifinal losers meet for the bronze. The semifinal winners play a gold/silver medal match.

## 100 METER RACE



The set position requires the runners to have both feet in the blocks and adopt a position with the body weight on their hands. On the starter's gun all runners begin the race.  
 A false start is called when the feet of a runner leave the blocks before the starter's gun.  
 Any 100-meter sprinter who leaves her lane or obstructs the path of another sprinter will be automatically disqualified from the race.  
 In international competition IAAF rules require technology to be installed to record finish times. Times are recorded and reported to .01 seconds.

## SWIMMING



On the starter's command, "take your mark," each swimmer assumes a starting position, arched over the knees and grasping the front edge of the platform. When all swimmers are still, the starter activates an electronic tone to start the race, and the competitor's dive into the pool.  
 False starts, including in an unpermissible or unsafe way, grabbing or physically hindering another swimmer, entering a pool before another race has been completed, dipping your goggles in the pool before a race, finishing the race in a different lane than you started, grabbing lane dividers, standing on the bottom of the pool, finishing the race in a different lane than you started, usually result in a swimmer's disqualification.  
 In every event, swimmers must make contact with the wall as they turn.

## BADMINTON



Badminton rackets cannot exceed 26.75 inches in length and nine inches in width. The court is the same length for singles and doubles at 44 feet.  
 A match consists of the best of 3 games of 21 points.  
 At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.  
 If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side. The players do not change their respective service courts until they win a point when their side is serving.  
 In the third game, players change ends when the leading score reaches 11 points.

## KARATE



Each Kumite fight will see karatekas competing against each other in an 8m x 8m area over three minutes. A karateka will win points if he/she lands a proper strike - kick or punch - at designated parts of their opponent's body like head, neck, belly or back.  
 The first to score eight points more than their opponent or the one to finish the fight with the most points will be adjudged the winner. In the event of a tie, the karateka who scored the first point is declared the winner and in case of as scoresless fight, the winner will be decided by the judges.  
 Unlike Kungfu, Kata is a performance discipline where men and women will perform a series of offensive and defensive moves popularly known as forms.  
 While traditional karate uses a flag system for scoring, a karateka's Kata performance at the Olympics will be judged on a number of parameters largely around technical and athletic performance.

## BOXING



Fighters may not hit below the belt, bite, punch, or spit on opponents.  
 Fighters cannot strike with head forearm or elbows.  
 Fighters may not strike in the back of head, neck or kidneys.  
 Fighters cannot hit an opponent once they are knocked down.  
 A floored boxer has 10 seconds to get up before being declared as loser.  
 When referee signals for a break, fighters must oblige and refrain from throwing punches.



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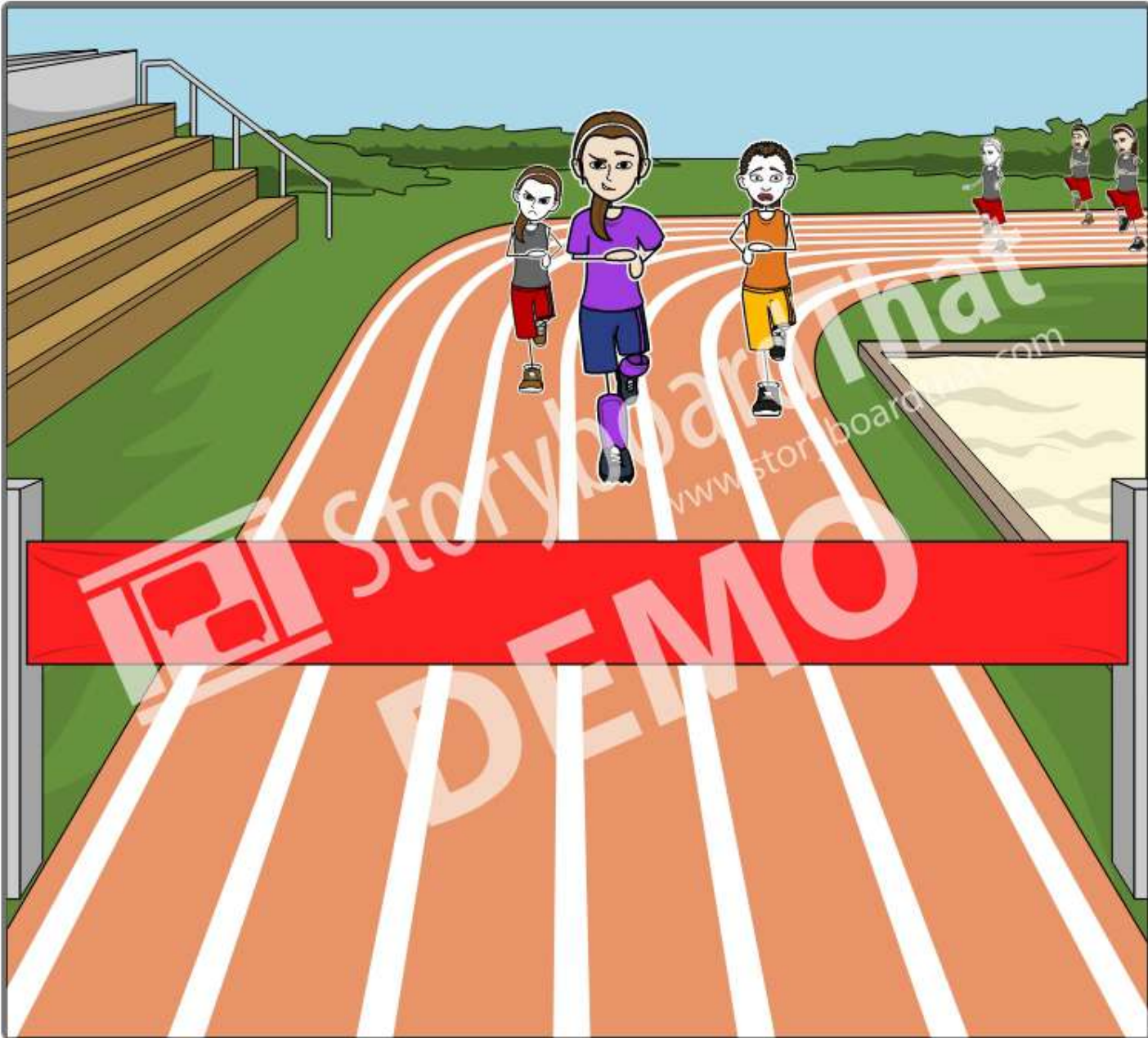
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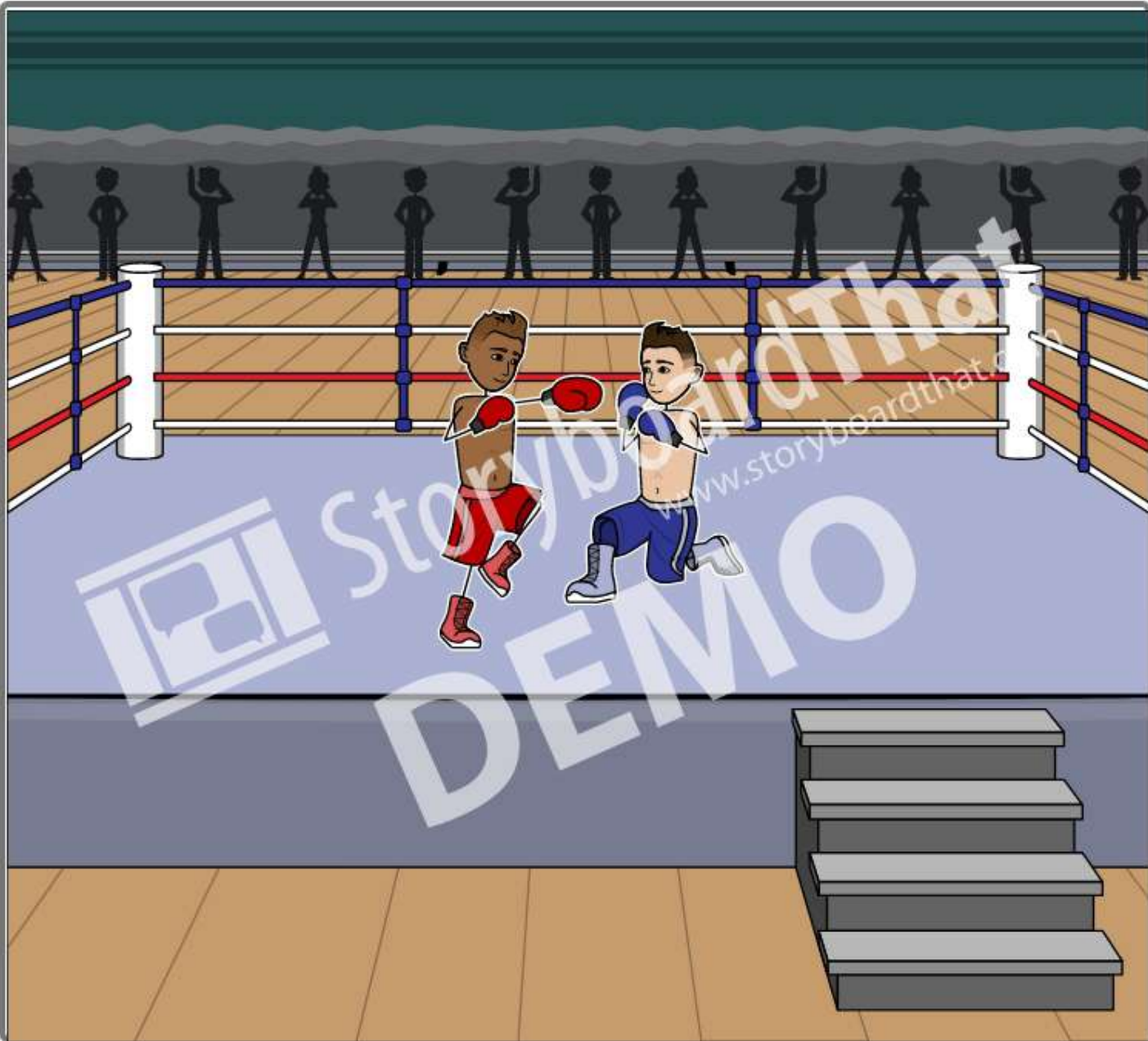


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