HANTIS

FREE · COMPETITIVE TOURNAMENTS

ORGANIZER KIT

Posters, brackets, scoresheets, a sign-up sheet, court signs, certificates and a waiver for a Hantis tournament of 3 to 16 teams.

WHAT'S INSIDE

PLAN — BEFORE THE DAY

02 **PLAN YOUR TOURNAMENT**
Pick a format, count the matches and fill in your plan

03 **RULES AT A GLANCE**
Match rules, a day-of checklist, the run of the day

04 **TEAM SIGN-UP**
16 teams, with check-in and seeds

SCORE — ON THE COURTS

05 **MATCH SCORESHEETS**
Two per page, for best of 1 or 3 sets

06 **LONG-MATCH SCORESHEET**
For best of 5 or 7 sets

07 **COURT SIGN**
Court number, now playing and up next

CELEBRATE — AWARDS

16 **CHAMPIONS CERTIFICATE**
For the winning team

17 **WELL PLAYED CERTIFICATE**
Runners-up, best trick shot, or anything you like

PROMOTE — SPREAD THE WORD

18 **EVENT POSTERS · PAGES 18–22**
Five designs: add where and when, then print

BRACKETS — 3 TO 16 TEAMS

08 **ROUND ROBIN SCHEDULES**
Who plays who, round by round, for 3 to 8 teams

09 **ROUND ROBIN SCORECARD**
Results, standings and a top-4 finals bracket

10 **SINGLE ELIMINATION · 8 TEAMS**
For 5 to 8 teams, with a 3rd-place match

11 **SINGLE ELIMINATION · 16 TEAMS**
For 9 to 16 teams, with a 3rd-place match

12 **3 OR 4 TEAMS**
Single and double elimination for small groups

13 **DOUBLE ELIMINATION · 8 TEAMS**
For 5 to 8 teams: out after two losses

14 **DOUBLE ELIMINATION · 16 TEAMS**
Winners' side and the grand final

15 **DOUBLE ELIMINATION · 16 TEAMS**
Losers' side

SIGN IN — AT THE DOOR

23 **WAIVER & PHOTO RELEASE**
Pages 23–24: one per player, or a group sheet

HOW TO PRINT
Print only what you need, with a scoresheet for every match plus spares. Pages 9 to 17 are landscape.

© HANTIS USA, LLC · FREE TO PRINT FOR NON-COMMERCIAL USE

STEP 1 · PLAN

PLAN YOUR TOURNAMENT

Every match needs one court: a set of four tables. Pick a format, count the matches, then fill in your plan.

ROUND ROBIN

PAGES 8-9

Every team plays every other team once. Everyone gets plenty of games, and the standings pick the winner or the finalists.

BEST FOR 3 TO 8 TEAMS

SINGLE ELIMINATION

PAGES 10-12

Lose once and you're out. The fastest way to crown a champion, at any size.

BEST WHEN TIME IS SHORT

DOUBLE ELIMINATION

PAGES 12-15

Teams are out after their second loss, so one bad match doesn't end anyone's day. More matches for everyone.

BEST FOR 3 TO 16 TEAMS WITH TIME TO PLAY

POOLS + FINALS

PAGES 8-11

Split a big group into pools of 3 to 8. Each pool plays a round robin, then the top teams from each pool play an elimination bracket.

BEST FOR 9 OR MORE TEAMS

HOW MANY MATCHES?

TEAMS	ROUND ROBIN	POOLS	SINGLE ELIMINATION	DOUBLE ELIMINATION*
3	3	–	2	4 or 5
4	6	–	3	6 or 7
5	10	–	4	8 or 9
6	15	–	5	10 or 11
7	21	–	6	12 or 13
8	28	–	7	14 or 15
10	45	2 pools of 5: 20, plus finals	9	18 or 19
12	66	3 pools of 4: 18, plus finals	11	22 or 23
16	120	4 pools of 4: 24, plus finals	15	30 or 31

*One more match when the team from the losers' side wins the grand final.

YOUR PLAN

EVENT _____ DATE _____

VENUE _____ ORGANIZER _____

FORMAT ☐ ROUND ROBIN ☐ SINGLE ELIMINATION ☐ DOUBLE ELIMINATION ☐ POOLS + FINALS

BEST OF ☐ 1 ☐ 3 ☐ 5 ☐ 7 SETS TO ☐ 21 ☐ 15 ☐ 11 ALWAYS WIN BY 2

MATCHES	÷	COURTS	=	ROUNDS	×	MINUTES A MATCH	=	PLAYING TIME

Round up. Time a practice match to find your minutes per match, and allow a few minutes between matches.

CHECK-IN _____ CAPTAINS' MEETING _____ FIRST SERVE _____ AWARDS _____

SEEDS AND BYES

Number the teams from strongest (seed 1) down, or draw numbers from a hat. Fewer teams than slots? Leave the highest seeds empty: their opponents get a bye to the next round.

SHORT ON TIME?

Play sets to 15 or 11 instead of 21; you must still win by 2 (6.0.2). The organizer chooses the match length, so best of 1 keeps things moving (6.0.1).

READ IT AT THE CAPTAINS' MEETING

RULES AT A GLANCE

The Competitive rules that matter most on tournament day. Every rule is in the free Official Hantis Rulebook at hantis.net.

TOPIC	RULE	NO.
TEAMS	Two players per team. Keep the same partner for the whole tournament.	6.0.0
MATCH LENGTH	Best of 1, 3, 5 or 7 sets of first to 21, win by 2. The organizer chooses.	6.0.1
SHORT ON TIME	The organizer may lower the winning score, for example to 15 or 11. Always win by 2.	6.0.2
FIRST SERVE	Rock, paper, scissors.	6.0.3
SERVING	Each player serves 5 times, rotating through all 4 players and alternating teams. Count serves, not points: a Double is 2 points but 1 serve.	6.0.4
SERVING SIDE	Pick a table and make all 5 serves from it.	6.0.5
CHANGE OF ENDS	Swap ends every 10 points.	6.0.6
SET AND MATCH POINT	The trailing team serves until the score is level. A team should never be serving for a set or a match.	6.0.7
FAULTS	Only when set or match point down. Any other missed serve is a point to the other team.	2.2.1
BOUNDARY	8 m × 8 m (26.25 ft × 26.25 ft), with the four tables centered inside. Out of bounds: the last player to touch the ball loses the point.	1.1.3, 4.0.6
REFEREE CALLS	Blocking, and opposing players hitting the ball at the same time: the referee awards the point or calls a replay.	7.0.0, 3.0.5
TABLE MOVED	By accident: play on, unless it directly causes an unfair point; then replay it. On purpose: that player loses the point.	7.0.1
DISPUTES	No referee? Replay the point, play rock, paper, scissors for it, or check the video.	7.0.2

TOURNAMENT POLICY

When a team is blocked or fouled, award them the point. If both teams foul, the fouls offset and the point is replayed. A match that ends because of a team's unsportsmanlike behavior is a forfeit against that team. Every player must serve; there are no substitutes.

DAY-OF CHECKLIST

COURTS

- [ ] 4 same-size tables per court, set 3–5 ft apart
- [ ] Boundary tape or cones: 8 × 8 m per court
- [ ] Clear space around every court
- [ ] A court sign at each court (page 7)

GEAR

- [ ] A can of new tennis balls per court, plus spares
- [ ] A scorekeeper or scoreboard for each court
- [ ] A scoresheet for every match, plus spares (pages 5–6)
- [ ] Pens, clipboards and a marker for the bracket

DESK

- [ ] Team sign-up sheet (page 4) and your bracket
- [ ] The Official Hantis Rulebook
- [ ] A phone on a tripod to film rallies and settle disputes
- [ ] Music: the free Hantis Beatz playlist
- [ ] Water, first aid and certificates (pages 16–17)

RUN OF THE DAY

1. **Check in.** Tick off each team on the sign-up sheet and confirm the seeds.
2. **Captains' meeting.** Read the rules above, the match length and the winning score.
3. **Post the bracket** where every team can see it.
4. **Call matches to courts** and write them on each court sign.
5. **Record results.** The scorekeeper brings each finished scoresheet to the desk; write the winner on the bracket.
6. **Awards.** Celebrate the champions, the runners-up and everyone who played.

CHECK-IN

TEAM SIGN-UP

EVENT _____ DATE _____

Teams of two keep the same partner for the whole tournament (6.0.0). Every player serves; there are no substitutes. **Seed 1** is your strongest team: use the seed numbers to fill in your bracket.

#	TEAM NAME	PLAYER 1	PLAYER 2	PHONE OR EMAIL	IN	SEED
1					☐	
2					☐	
3					☐	
4					☐	
5					☐	
6					☐	
7					☐	
8					☐	
9					☐	
10					☐	
11					☐	
12					☐	
13					☐	
14					☐	
15					☐	
16					☐	

MATCH SCORESHEET

BEST OF 1 OR 3

GAME _____ COURT _____ ROUND _____ TIME _____

TEAM 1 _____

PLAYER A _____ PLAYER B _____

TEAM 2 _____

PLAYER C _____ PLAYER D _____

BEST OF ☐ 1 ☐ 3 SETS TO ☐ 21 ☐ 15 ☐ 11 · WIN BY 2 FIRST SERVE (ROCK, PAPER, SCISSORS) ☐ TEAM 1 ☐ TEAM 2

SERVE ORDER
5 serves each, teams alternate 1ST _____ 2ND _____ 3RD _____ 4TH _____

SET 1 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 2 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 3 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SETS WON · T1 ☐ T2 ☐ WINNER _____ SCOREKEEPER _____ CAPTAINS _____

Slash a number for every point; past 30, keep counting in the margin. Count serves, not points: a Double is 2 points but 1 serve (6.0.4). At set or match point, the trailing team serves until the score is level (6.0.7).

✂ CUT HERE

MATCH SCORESHEET

BEST OF 1 OR 3

GAME _____ COURT _____ ROUND _____ TIME _____

TEAM 1 _____

PLAYER A _____ PLAYER B _____

TEAM 2 _____

PLAYER C _____ PLAYER D _____

BEST OF ☐ 1 ☐ 3 SETS TO ☐ 21 ☐ 15 ☐ 11 · WIN BY 2 FIRST SERVE (ROCK, PAPER, SCISSORS) ☐ TEAM 1 ☐ TEAM 2

SERVE ORDER
5 serves each, teams alternate 1ST _____ 2ND _____ 3RD _____ 4TH _____

SET 1 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 2 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 3 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SETS WON · T1 ☐ T2 ☐ WINNER _____ SCOREKEEPER _____ CAPTAINS _____

Slash a number for every point; past 30, keep counting in the margin. Count serves, not points: a Double is 2 points but 1 serve (6.0.4). At set or match point, the trailing team serves until the score is level (6.0.7).

HANTIS.NET ORGANIZER KIT · 05

MATCH SCORESHEET

BEST OF 5 OR 7

GAME _____ COURT _____ ROUND _____ TIME _____

TEAM 1 _____

PLAYER A _____ PLAYER B _____

TEAM 2 _____

PLAYER C _____ PLAYER D _____

BEST OF ☐ 5 ☐ 7 SETS TO ☐ 21 ☐ 15 ☐ 11 · WIN BY 2 FIRST SERVE (ROCK, PAPER, SCISSORS) ☐ TEAM 1 ☐ TEAM 2

SERVE ORDER
5 serves each, teams alternate 1ST _____ 2ND _____ 3RD _____ 4TH _____

SET 1 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 2 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 3 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 4 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 5 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 6 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SET 7 SWAP ENDS AFTER 10 · 20 · 30 · 40 POINTS PLAYED ☐ ☐ ☐ ☐ SCORE

	1	2	3	4	**5**	6	7	8	9	**10**	11	12	13	14	**15**	16	17	18	19	**20**	21	22	23	24	**25**	26	27	28	29	**30**
T1																														
T2																														

SETS WON · T1 ☐ T2 ☐ WINNER _____ SCOREKEEPER _____ CAPTAINS _____

Slash a number for every point; past 30, keep counting in the margin. Count serves, not points: a Double is 2 points but 1 serve (6.0.4). At set or match point, the trailing team serves until the score is level (6.0.7).

HANTIS

COURT

NOW PLAYING GAME _____

_____ VS _____

UP NEXT GAME _____

_____ VS _____

FIRST TO 21	SWAP ENDS	SET POINT	DISPUTES
Win by 2 (6.0.1)	Every 10 points (6.0.6)	Trailing team serves until level (6.0.7)	Replay, rock, paper, scissors or video (7.0.2)

Slip this page into a sheet protector and write on it with a dry-erase marker.

ROUND ROBIN · 3 TO 8 TEAMS

WHO PLAYS WHO

Give each team a number from your sign-up sheet. Each row is a round: play its matches at the same time, one per court. Short on courts? Play them one after another. With an odd number of teams, one team sits out each round. **Record every result on the scorecard (page 9).**

3 TEAMS

3 ROUNDS · 3 MATCHES

ROUND	COURT 1	SITS OUT
1	2 v 3	1
2	1 v 3	2
3	1 v 2	3

4 TEAMS

3 ROUNDS · 6 MATCHES

ROUND	COURT 1	COURT 2
1	1 v 4	2 v 3
2	1 v 3	2 v 4
3	1 v 2	3 v 4

5 TEAMS

5 ROUNDS · 10 MATCHES

ROUND	COURT 1	COURT 2	SITS OUT
1	2 v 5	3 v 4	1
2	1 v 5	2 v 3	4
3	1 v 4	3 v 5	2
4	1 v 3	2 v 4	5
5	1 v 2	4 v 5	3

6 TEAMS

5 ROUNDS · 15 MATCHES

ROUND	COURT 1	COURT 2	COURT 3
1	1 v 6	2 v 5	3 v 4
2	1 v 5	2 v 3	4 v 6
3	1 v 4	2 v 6	3 v 5
4	1 v 3	2 v 4	5 v 6
5	1 v 2	3 v 6	4 v 5

7 TEAMS

7 ROUNDS · 21 MATCHES

ROUND	COURT 1	COURT 2	COURT 3	SITS OUT
1	2 v 7	3 v 6	4 v 5	1
2	1 v 7	2 v 5	3 v 4	6
3	1 v 6	2 v 3	5 v 7	4
4	1 v 5	3 v 7	4 v 6	2
5	1 v 4	2 v 6	3 v 5	7
6	1 v 3	2 v 4	6 v 7	5
7	1 v 2	4 v 7	5 v 6	3

8 TEAMS

7 ROUNDS · 28 MATCHES

ROUND	COURT 1	COURT 2	COURT 3	COURT 4
1	1 v 8	2 v 7	3 v 6	4 v 5
2	1 v 7	2 v 5	3 v 4	6 v 8
3	1 v 6	2 v 3	4 v 8	5 v 7
4	1 v 5	2 v 8	3 v 7	4 v 6
5	1 v 4	2 v 6	3 v 5	7 v 8
6	1 v 3	2 v 4	5 v 8	6 v 7
7	1 v 2	3 v 8	4 v 7	5 v 6

MORE THAN 8 TEAMS?

Split them into pools of 3 to 8, and give each pool its own schedule and scorecard. Then send the top teams from each pool to an elimination bracket (pages 10–13).

ROUND ROBIN · UP TO 8 TEAMS

ROUND ROBIN SCORECARD

EVENT _____ POOL _____ DATE _____

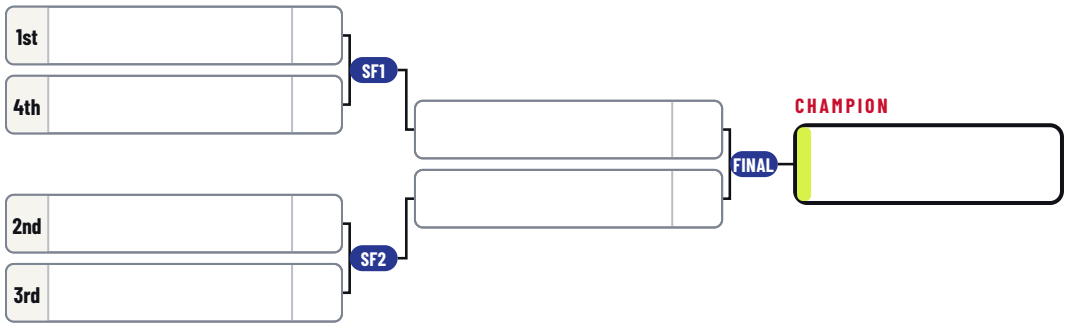
#	TEAM	V 1	V 2	V 3	V 4	V 5	V 6	V 7	V 8	W	L	PF	PA	%	RANK
1			FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST						
2		FOR / AGST		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST						
3		FOR / AGST	FOR / AGST		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST						
4		FOR / AGST	FOR / AGST	FOR / AGST		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST						
5		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST		FOR / AGST	FOR / AGST	FOR / AGST						
6		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST		FOR / AGST	FOR / AGST						
7		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST		FOR / AGST						
8		FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST	FOR / AGST							

Fill it in. After each match, find the row of one team and the column of the other. Write that team's points for in the top half and points against in the bottom half, then do the same in the other team's row. For a match of more than one set, add up the points from every set.

Rank the teams by wins (W). Tied on wins? Rank them by point percentage: PF ÷ PA × 100 (%).

W = wins · L = losses · PF = points for · PA = points against · % = PF ÷ PA × 100

FINALS · TOP 4



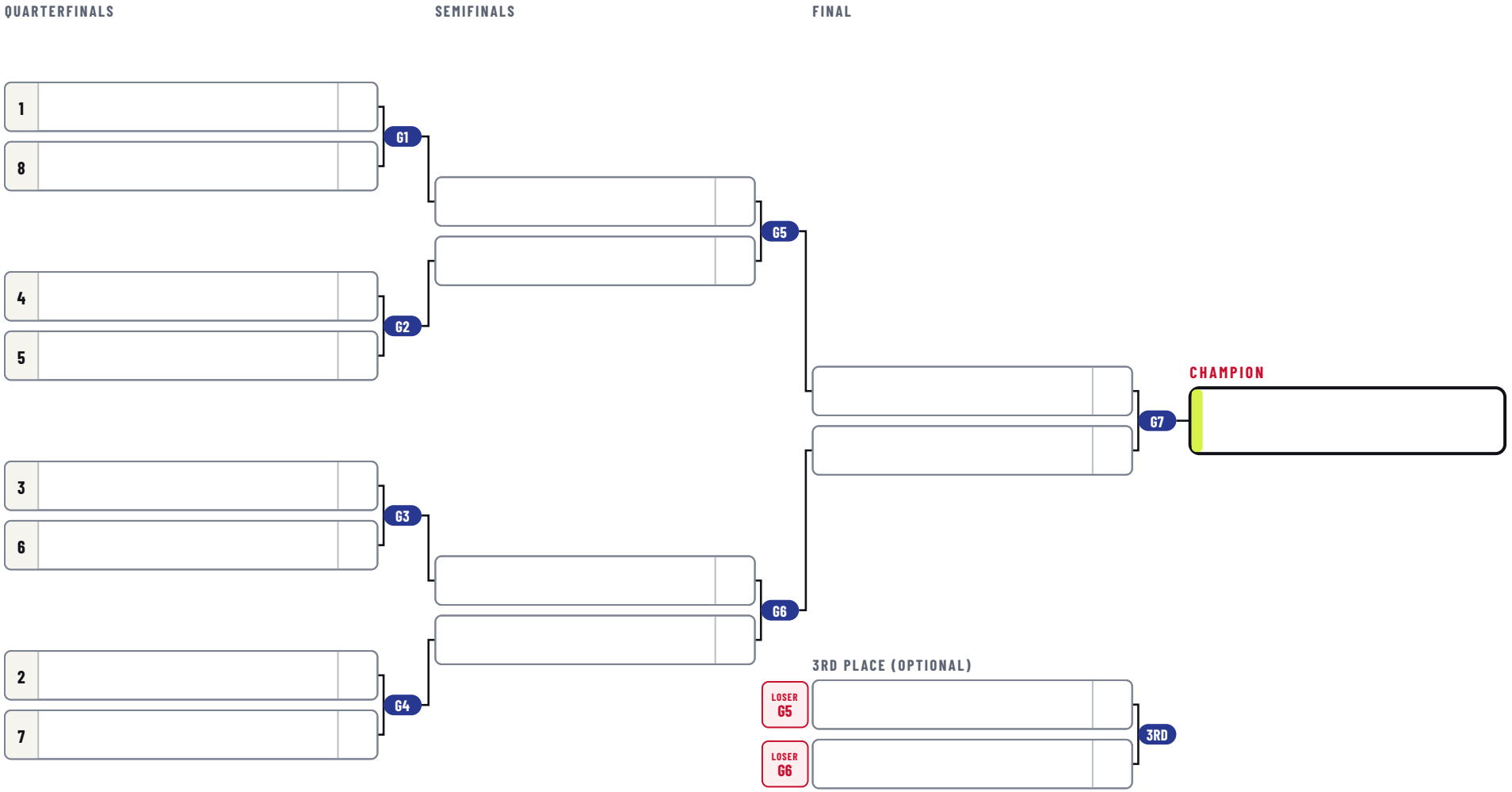
SINGLE ELIMINATION · LOSE ONCE AND YOU'RE OUT

8-TEAM BRACKET

5 TO 8 TEAMS · 7 MATCHES

EVENT _____ DATE _____

Write the teams in by seed (seed 1 = strongest). **Fewer than 8 teams?** Leave the highest seeds empty: their opponents get a bye and move straight on. Write each match score in the small box and the winner on the next line.



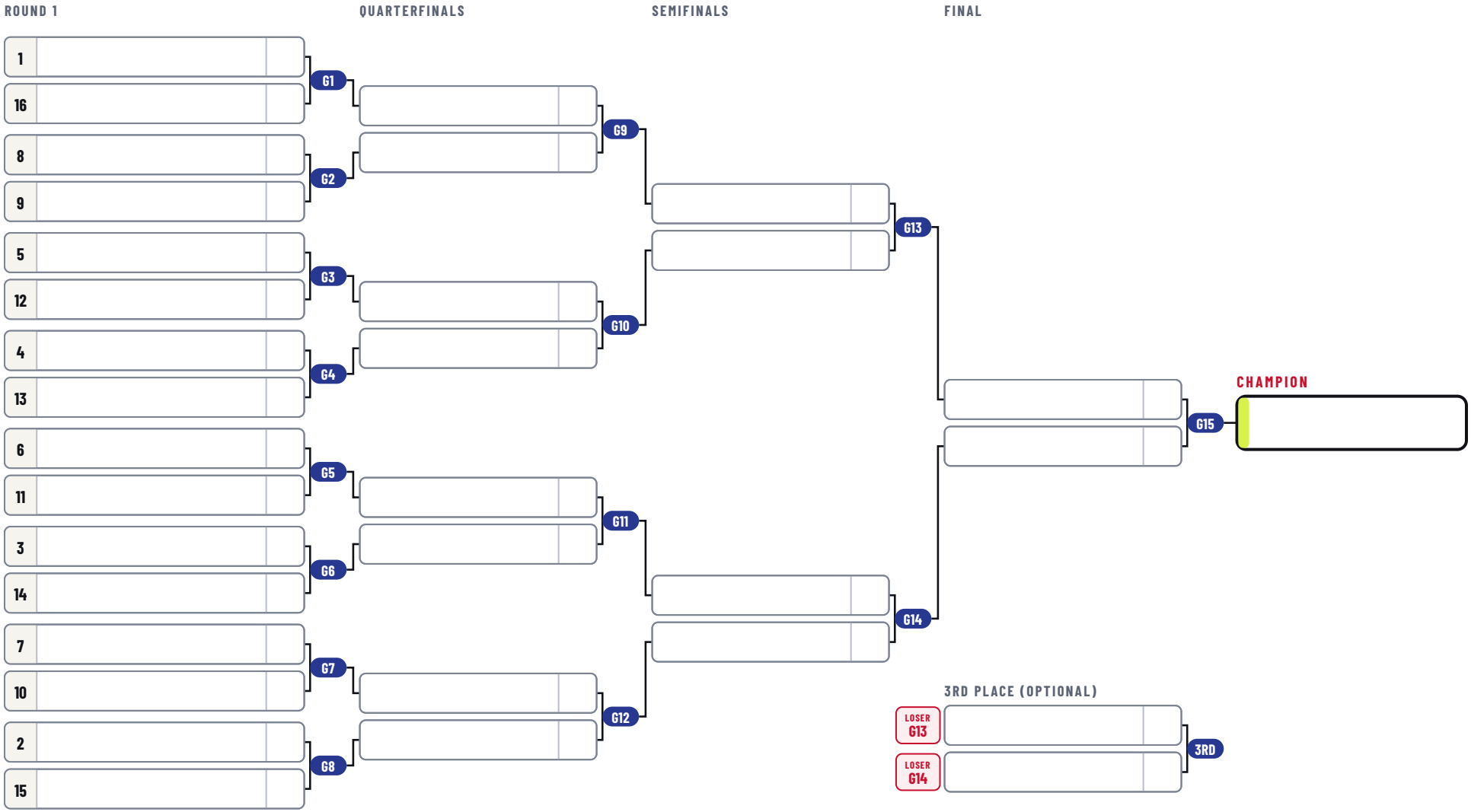
SINGLE ELIMINATION · LOSE ONCE AND YOU'RE OUT

16-TEAM BRACKET

9 TO 16 TEAMS · 15 MATCHES

EVENT _____ DATE _____

Write the teams in by seed (seed 1 = strongest). **Fewer than 16 teams?** Leave the highest seeds empty: their opponents get a bye and move straight on. Write each match score in the small box and the winner on the next line.



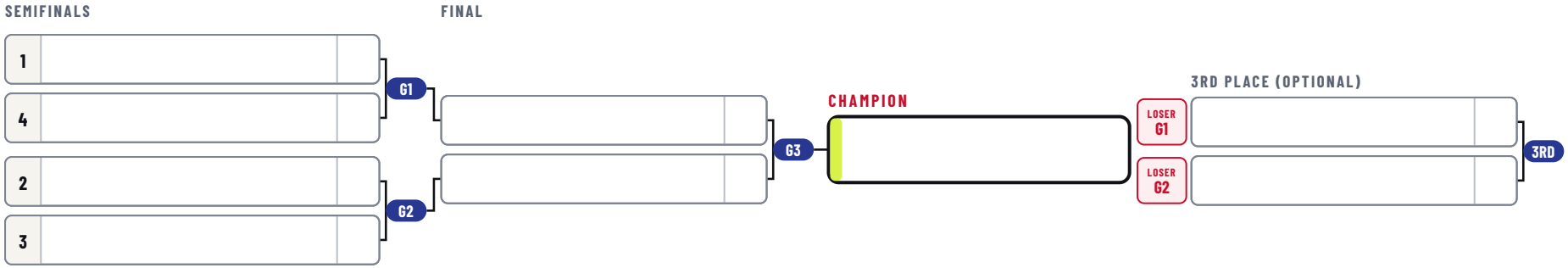
SMALL GROUPS

3 OR 4 TEAMS

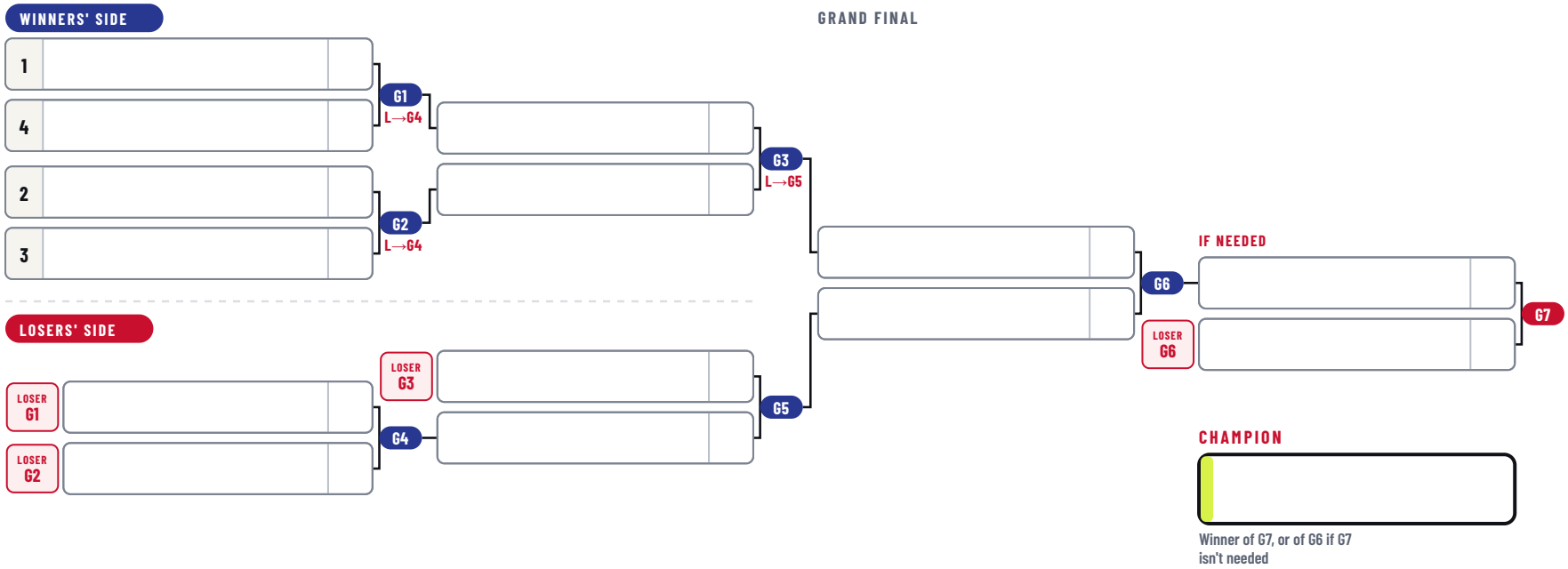
EVENT _____ DATE _____

3 teams? Leave seed 4 empty: seed 1 gets a bye. Or play a round robin instead (page 8): 3 matches for 3 teams, 6 for 4 teams.

SINGLE ELIMINATION · 3 MATCHES (2 WITH 3 TEAMS)



DOUBLE ELIMINATION · 6 OR 7 MATCHES (4 OR 5 WITH 3 TEAMS) · OUT AFTER TWO LOSSES



DOUBLE ELIMINATION · OUT AFTER TWO LOSSES

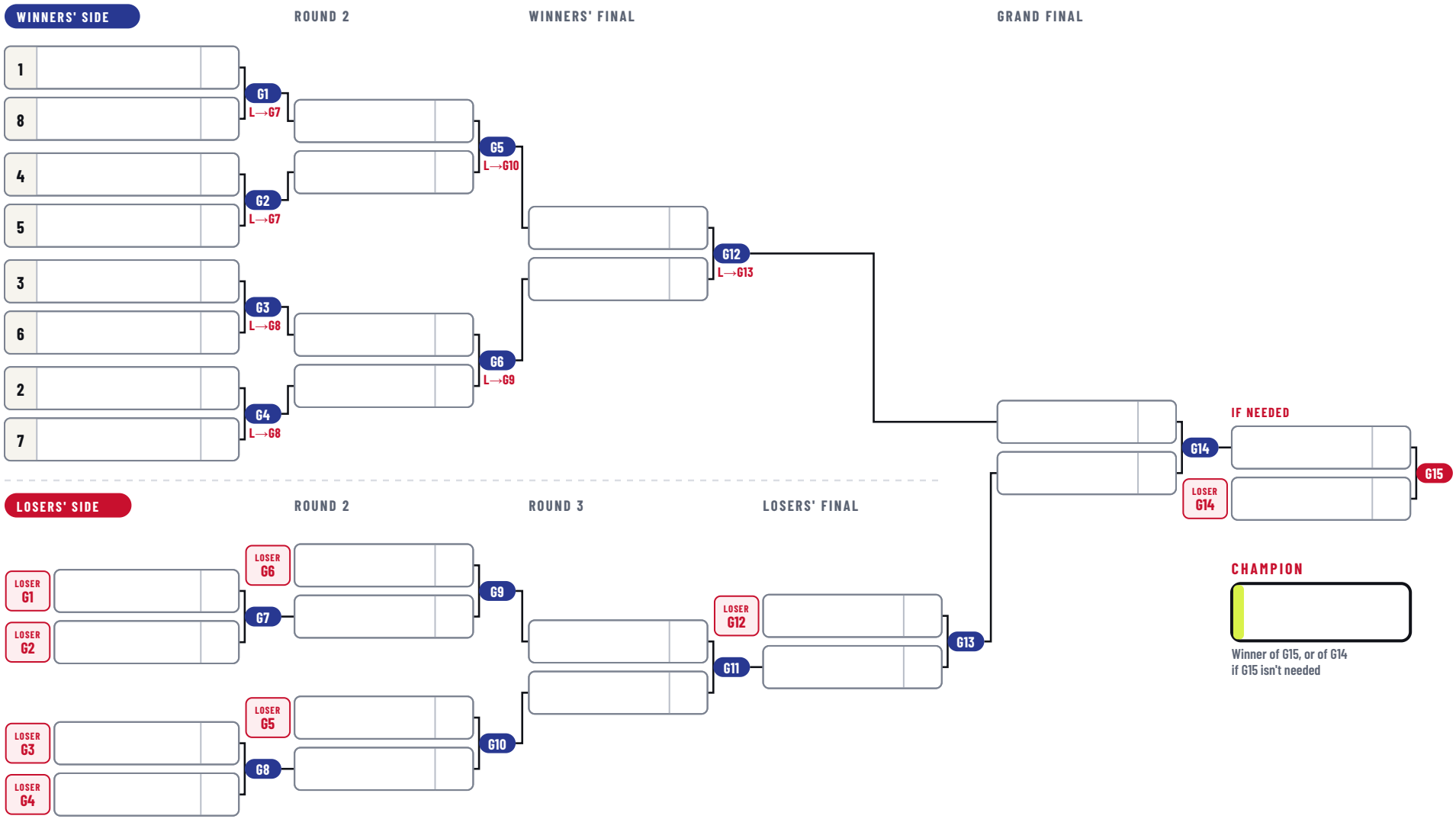
8-TEAM BRACKET

5 TO 8 TEAMS · 14 OR 15 MATCHES

EVENT _____ DATE _____

Every team starts on the winners' side. Lose once and you drop to the losers' side, to the red box with that game's number (**Loser G5** = the team that lost Game 5). Lose twice and you're out. **Byes:** an empty slot means the other team moves straight on, and a red box for a game that wasn't played stays empty too.

PLAY ORDER G1–G4 → G5–G8 → G9–G10 → G11–G12 → G13 → G14 → G15 IF NEEDED — GAMES IN THE SAME GROUP CAN BE PLAYED AT THE SAME TIME.



DOUBLE ELIMINATION · WINNERS' SIDE AND FINALS

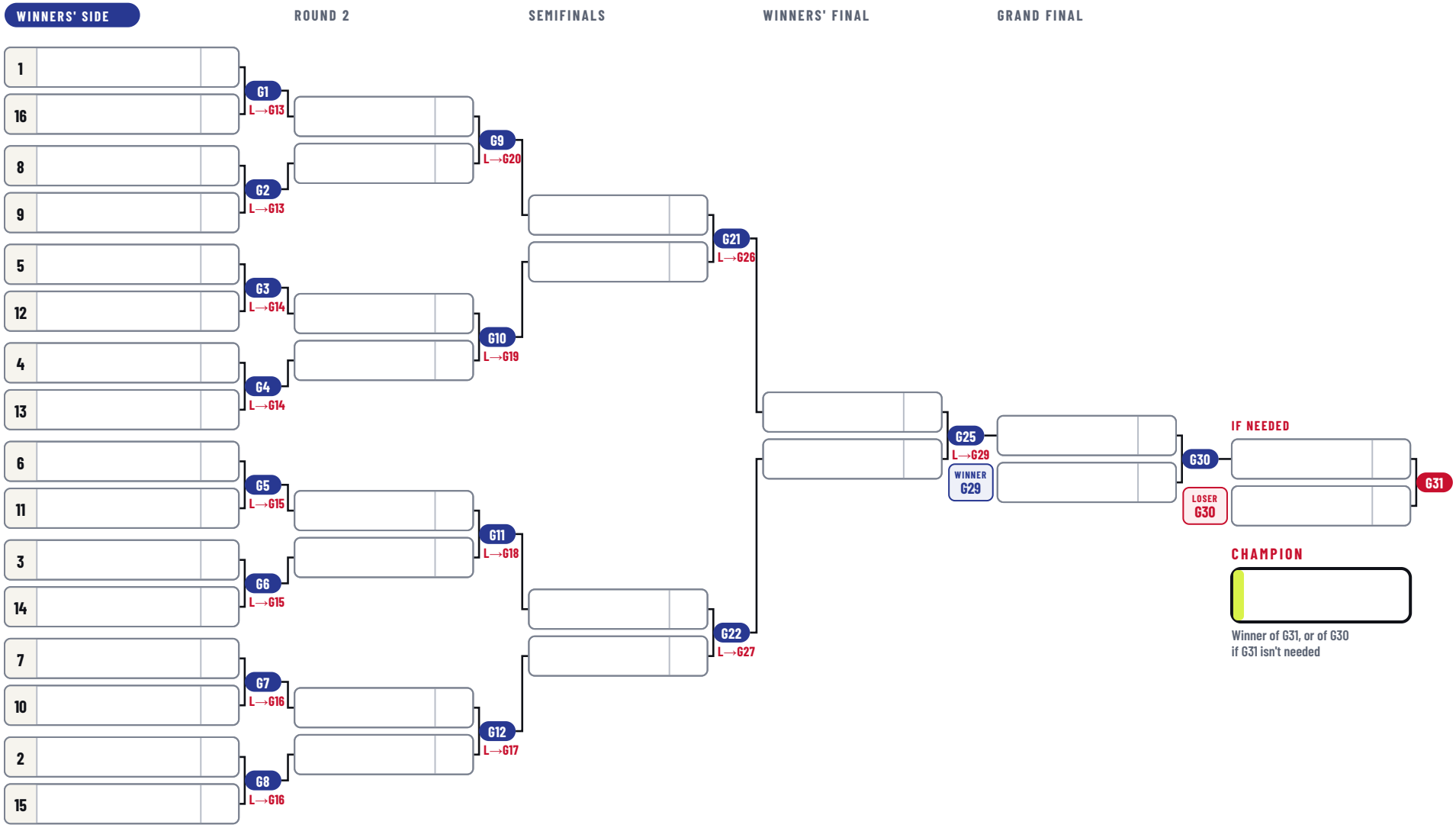
16-TEAM BRACKET · PAGE 1 OF 2

9 TO 16 TEAMS · 30 OR 31 MATCHES

EVENT _____ DATE _____

Every team starts here. Lose once and you drop to the losers' side on page 15: the red note under each game number shows where (**L→G13**). Lose twice and you're out. The losers'-side winner comes back for the grand final (G30).

PLAY ORDER G1–G8 → G9–G16 → G17–G22 → G23–G25 → G26–G27 → G28 → G29 → G30 → G31 IF NEEDED

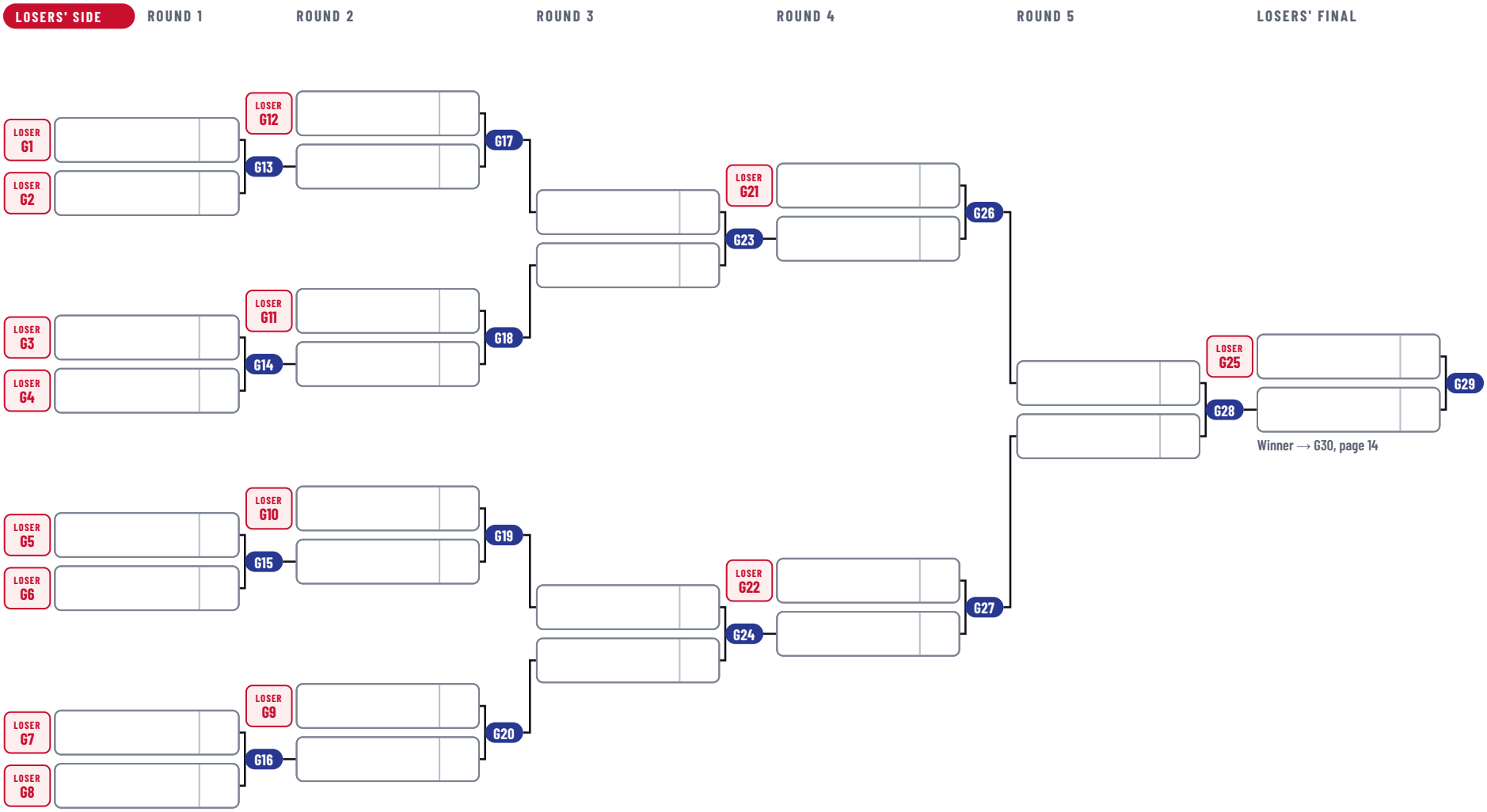


DOUBLE ELIMINATION · LOSERS' SIDE

16-TEAM BRACKET · PAGE 2 OF 2

EVENT _____ DATE _____

Teams arrive here after their first loss, in the red box with the number of the game they lost (**Loser G5** = the team that lost Game 5). Lose here and you're out. **Byes:** a red box for a game that wasn't played stays empty, and the other team moves straight on. Games in the same group of the play order (page 14) can be played at the same time.



HANTIS

CERTIFICATE OF ACHIEVEMENT

CHAMPIONS

PRESENTED TO

_____ & _____

FOR WINNING _____

_____ DATE

_____ ORGANIZER

HANTIS.NET

HANTIS

CERTIFICATE OF ACHIEVEMENT

WELL PLAYED

PRESENTED TO

_____ & _____

FOR _____

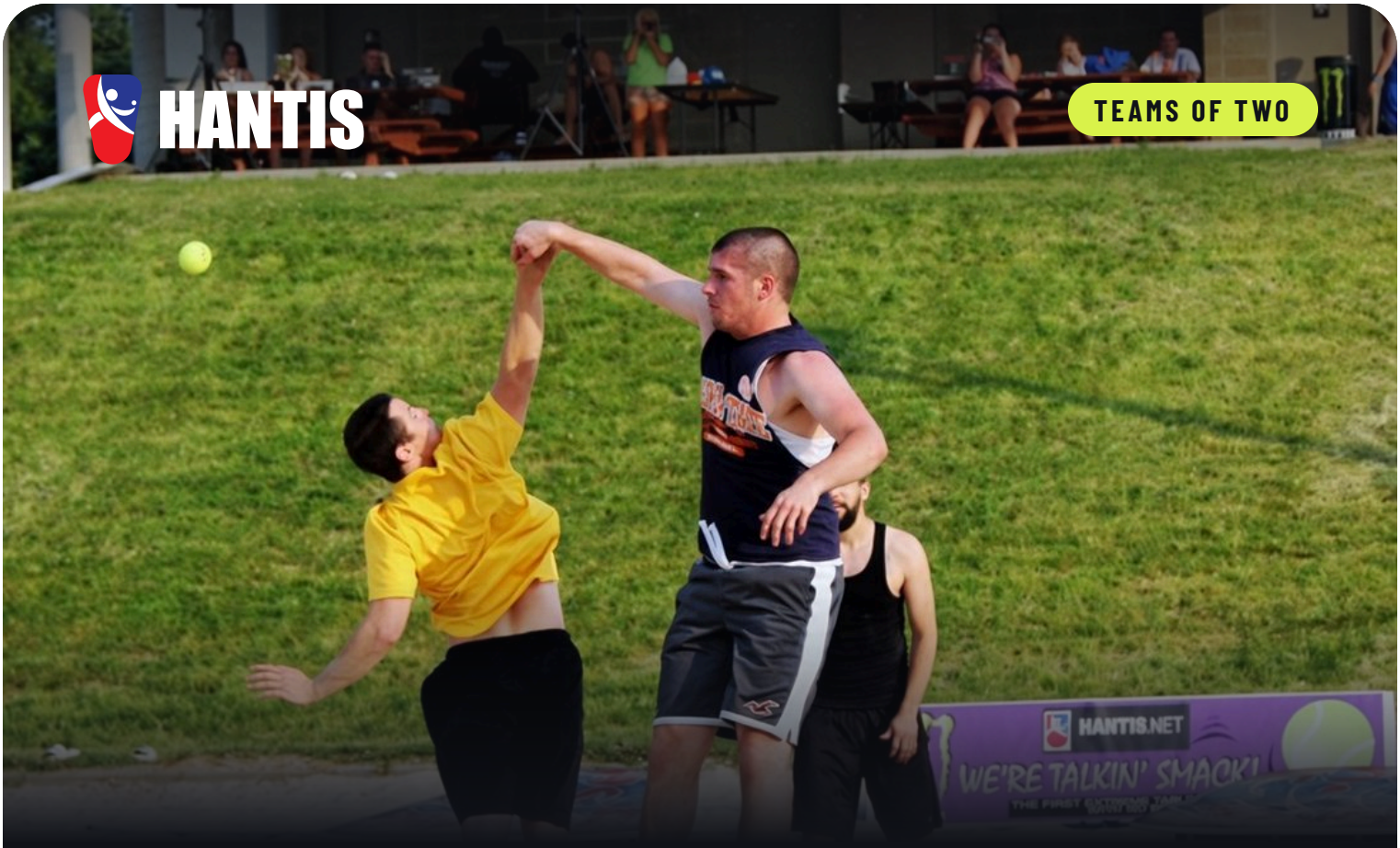
_____ _____

DATE ORGANIZER

HANTIS.NET

HANTIS

TEAMS OF TWO



GRAB A PARTNER

HANTIS TOURNAMENT

Four tables. One ball. Two hits. Win your matches, survive the bracket and take the title.

WHERE _____

WHEN _____

NEW TO HANTIS?
Scan to watch how to play · hantis.net

HANTIS

OPEN PLAY

COME PLAY HANTIS

Walk up, join the line and play. Get out and you go to the back of the line, so you're never out for long.

DROP IN ANYTIME | NO EXPERIENCE NEEDED | BRING A FRIEND

WHERE _____

WHEN _____

NEW TO HANTIS?
Scan to watch how to play · hantis.net

HANTIS

LEARN IT IN 5 MINUTES

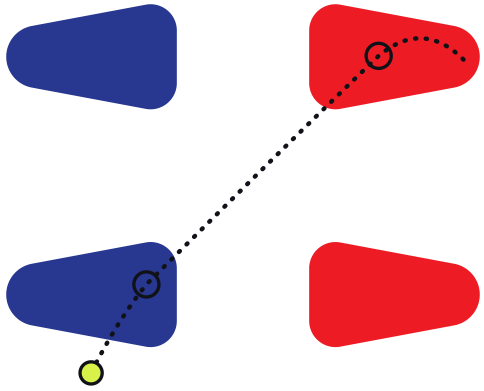
FOUR TABLES. ONE BALL. TWO HITS.

COME TRY THE GAME

1 **SERVE**
Hit the ball onto your own table, then onto one of theirs.

2 **RALLY**
Each player gets 1 bounce on their table and 2 hits to send it back.

3 **MAKE THEM MISS**
Bounce it off their table and onto the floor.



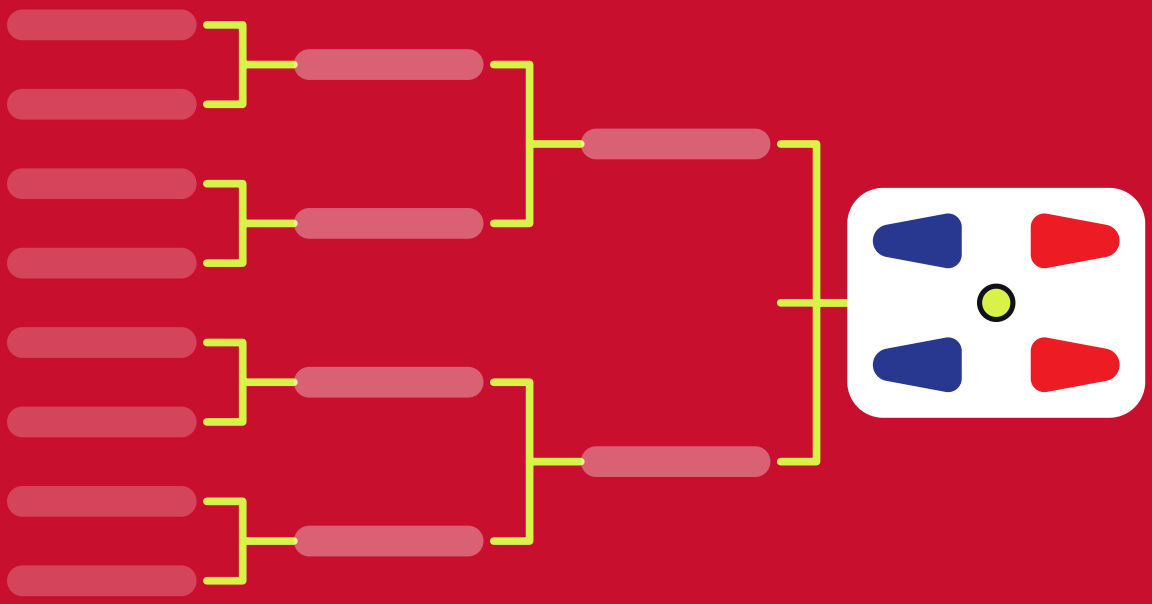
WHERE _____

WHEN _____

NEW TO HANTIS?
Scan to watch how to play · hantis.net

HANTIS

COME WATCH THE FINALS



The last teams standing play for the title. Four tables, one ball, two hits, and a crowd. Bring the noise.

WHERE _____

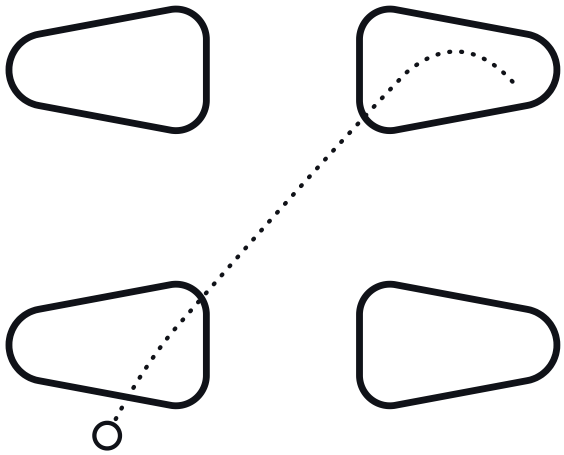
WHEN _____

NEW TO HANTIS?
Scan to watch how to play · hantis.net

HANTIS

PLAY HANTIS

FOUR TABLES. ONE BALL. TWO HITS.



The fast, creative team game you can learn in 5 minutes. All you need is four tables and a tennis ball.

WHERE _____

WHEN _____

NEW TO HANTIS?
Scan to watch how to play · hantis.net

ONE PER PLAYER

PLAYER WAIVER & PHOTO RELEASE

HOST ORGANIZATION _____ EVENT _____

DATE _____ PLACE _____

1 · TAKING PART

Hantis is an active game. Players run, reach and dive, the ball can hit them, and tables can tip or fall. I understand that taking part can lead to injuries, from bruises and sprains to more serious ones. I take part by choice, and I'll follow the Official Hantis Rules, including the safety rules (7.0.3 to 7.0.5), and the organizers' instructions.

As far as the law allows, I release the host organization named above, its staff and volunteers, and Hantis USA, LLC from claims for injury, loss or damage that come from my taking part, except where caused by gross negligence or deliberate misconduct.

I'm able to take part, and I'll tell the organizers about any health condition they should know about.

2 · PHOTOS AND VIDEO

☐ **Yes:** the host and Hantis USA, LLC may photograph and film me (or my child) at this event and use the photos and video to share and promote the event and Hantis, online and in print, without payment.

☐ **No:** please don't use photos or video of me (or my child).

You can withdraw permission for future use at any time by contacting the host.

PLAYER

NAME _____ SIGNATURE _____ DATE _____

PARENT OR GUARDIAN, IF THE PLAYER IS UNDER 18

NAME _____ SIGNATURE _____ DATE _____

EMERGENCY CONTACT

NAME _____ PHONE _____ RELATIONSHIP _____

A template, not legal advice. Laws on waivers and photo releases differ by state and country, and a parent's signature may not waive a child's own claims everywhere. Schools, churches and camps often have their own forms: use theirs if they do, and check this one with your organization before you rely on it.

ONE SHEET FOR A GROUP

GROUP SIGN-IN & WAIVER

HOST ORGANIZATION _____ EVENT AND DATE _____

By signing, each player, or a parent or guardian for a player under 18, agrees to the **Player waiver & photo release** (page 23). Keep a copy at the sign-in table for people to read. Tick **Photos: Yes** or **No** for each player.

#	PLAYER NAME	AGE IF UNDER 18	SIGNATURE (PLAYER, OR PARENT / GUARDIAN)	PHOTOS	EMERGENCY CONTACT AND PHONE
1				Yes ☐ No ☐	
2				Yes ☐ No ☐	
3				Yes ☐ No ☐	
4				Yes ☐ No ☐	
5				Yes ☐ No ☐	
6				Yes ☐ No ☐	
7				Yes ☐ No ☐	
8				Yes ☐ No ☐	
9				Yes ☐ No ☐	
10				Yes ☐ No ☐	
11				Yes ☐ No ☐	
12				Yes ☐ No ☐	
13				Yes ☐ No ☐	
14				Yes ☐ No ☐	
15				Yes ☐ No ☐	
16				Yes ☐ No ☐	

A template, not legal advice. Laws on waivers and photo releases differ by state and country, and a parent's signature may not waive a child's own claims everywhere. Schools, churches and camps often have their own forms: use theirs if they do, and check this one with your organization before you rely on it.