

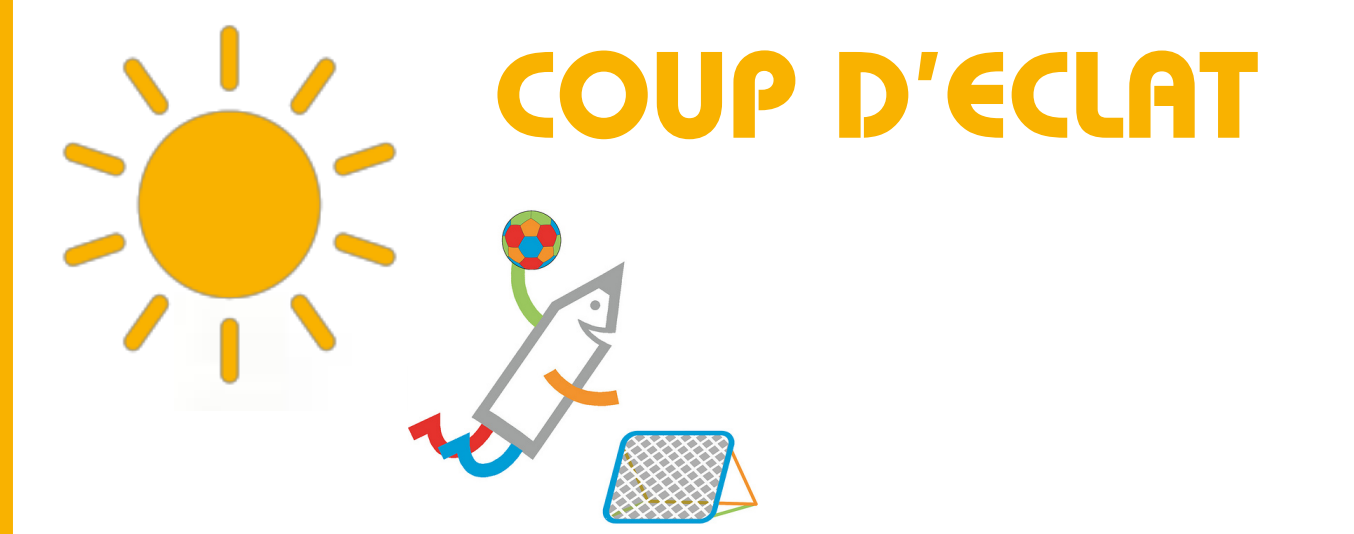
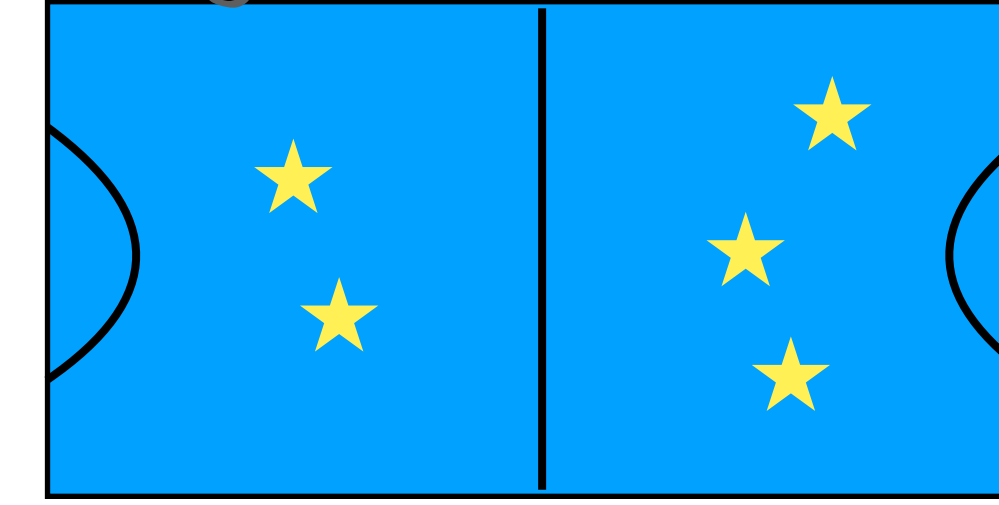
Nous devons changer de cadre pour marquer.



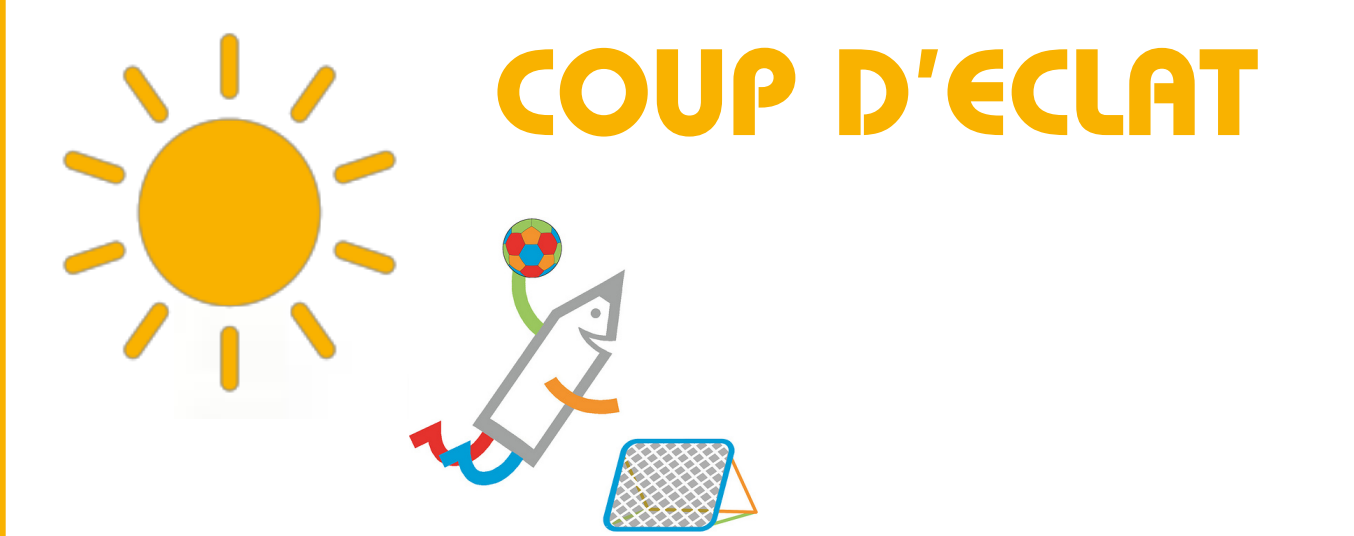
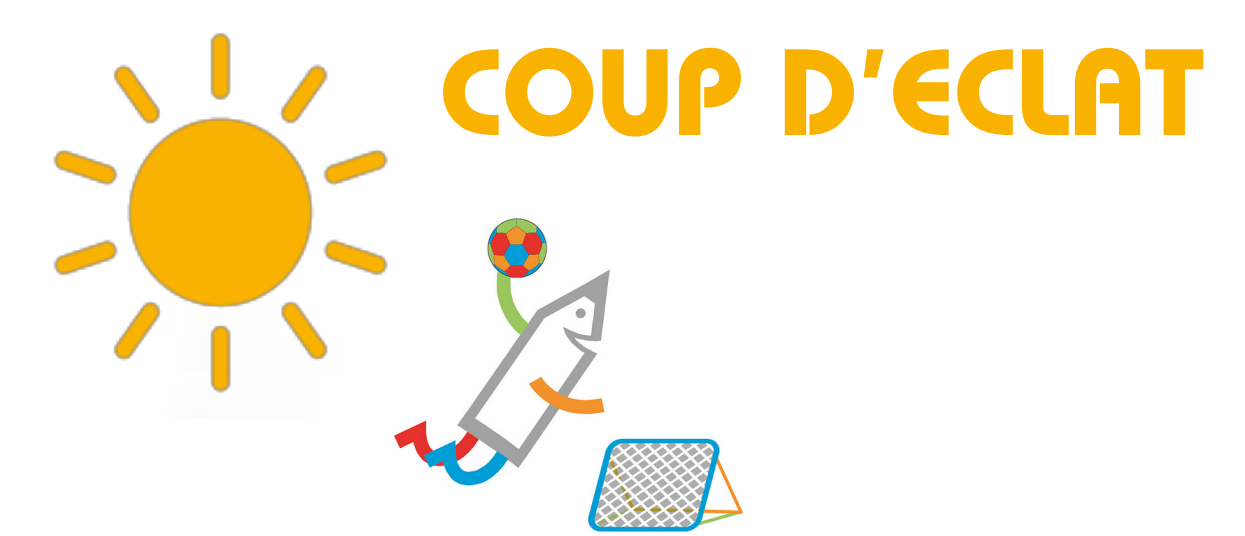
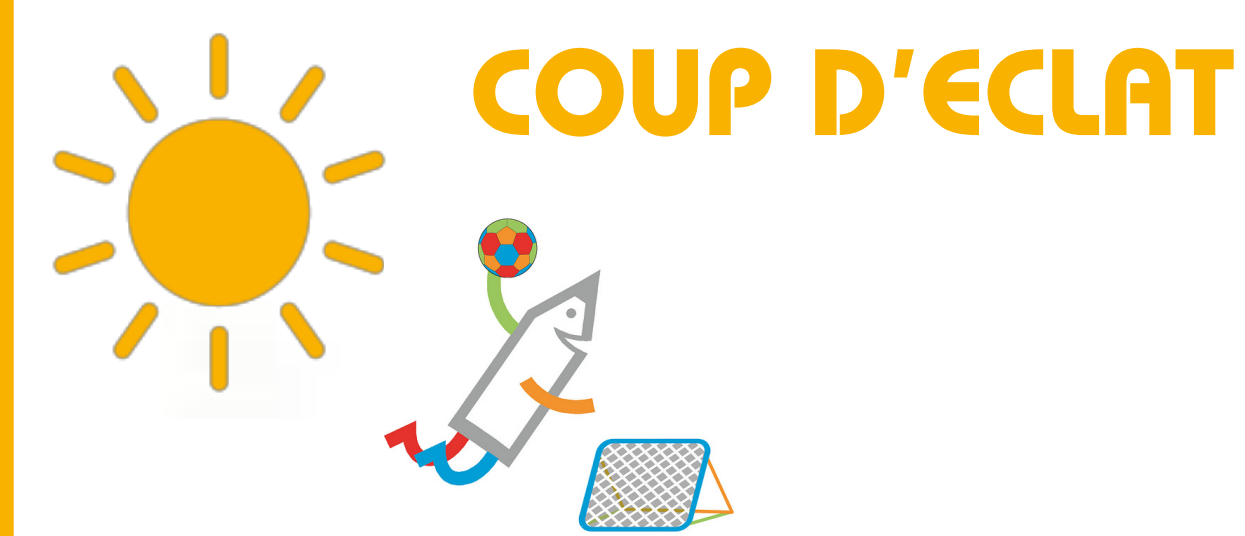
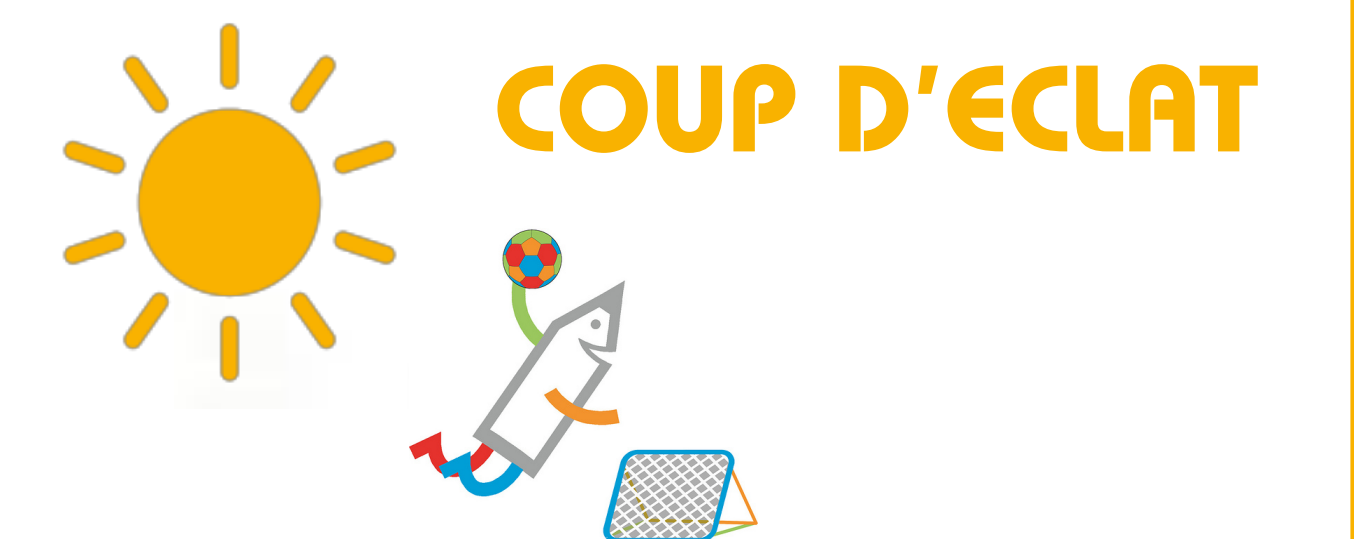
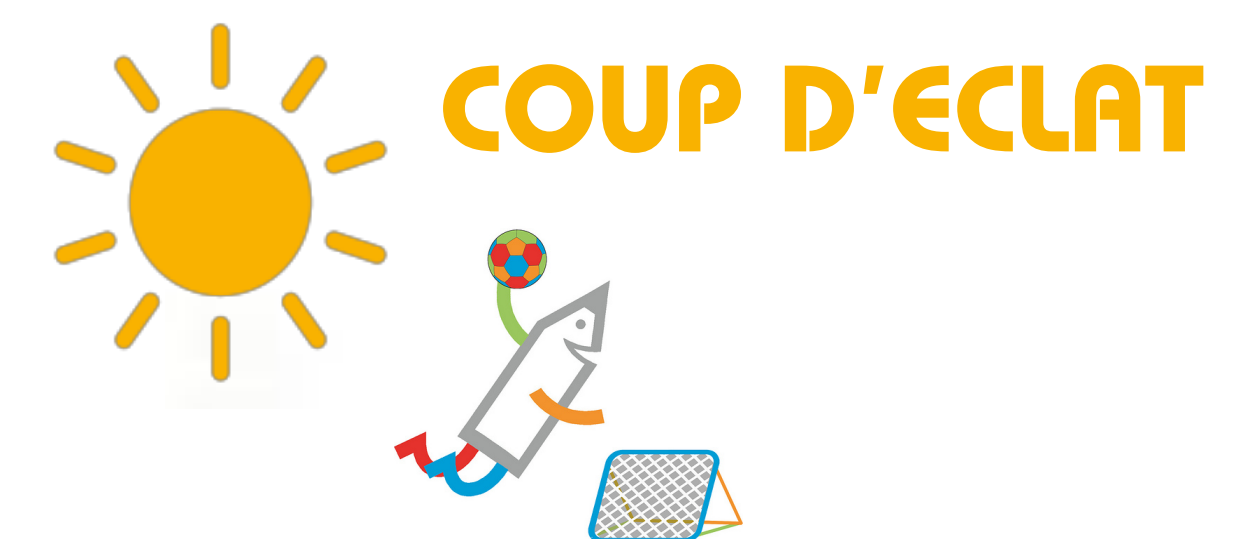
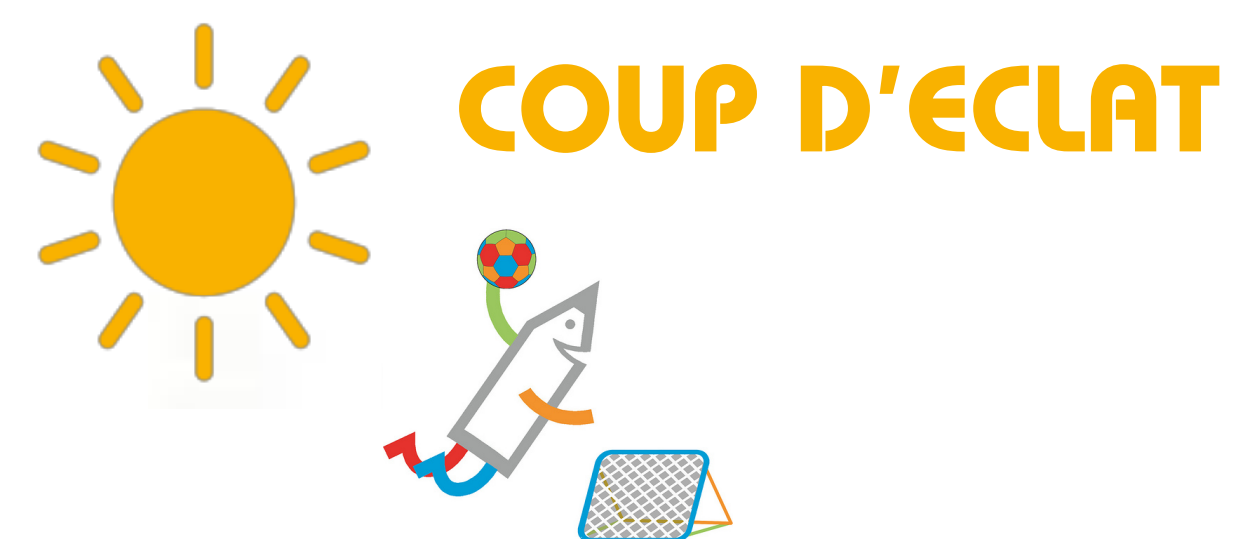
Nous redonnons la balle à l'équipe adverse quand un de leur joueur fait tomber la balle.



Les joueurs de notre équipe ne peuvent pas changer de demi-terrain.

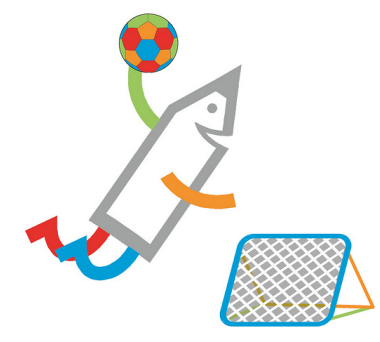


Nous n'avons que 3 passes pour marquer.





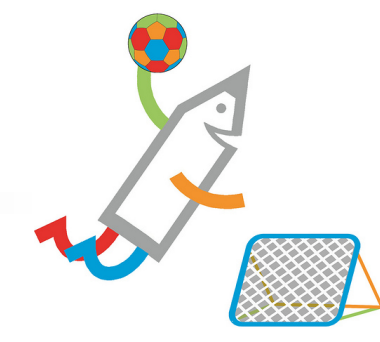
COUP DE POUCE



L'équipe adverse dispose de 6 passes maximum avant de tirer sur la cible.



COUP DE POUCE



L'équipe adverse conserve la balle quand un de ses joueurs fait tomber la balle.



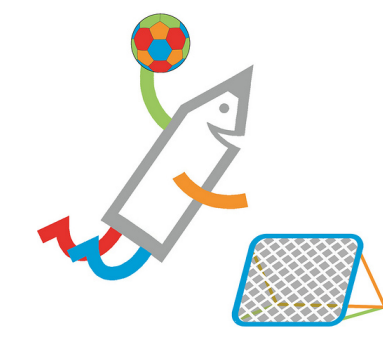
COUP DE POUCE



L'équipe adverse conserve la balle quand elle marque.



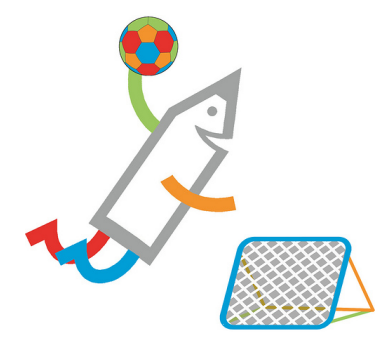
COUP DE POUCE



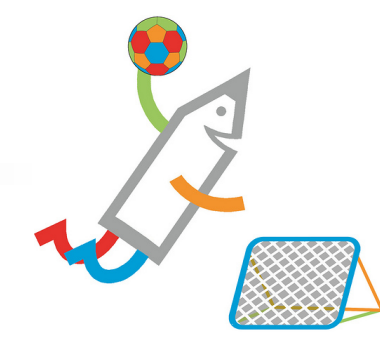
L'équipe adverse peut faire entrer un joueur supplémentaire.



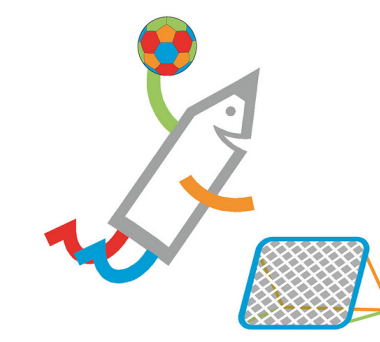
COUP DE POUCE



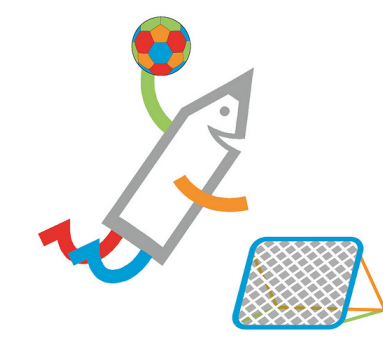
COUP DE POUCE



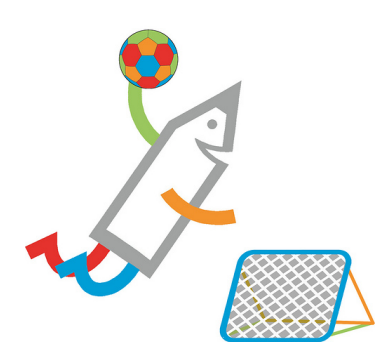
COUP DE POUCE



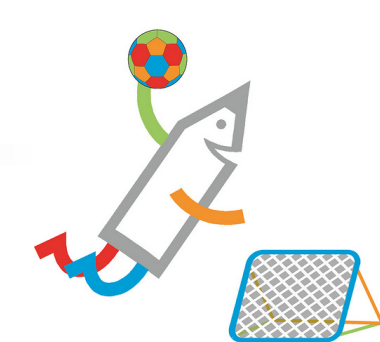
COUP DE POUCE



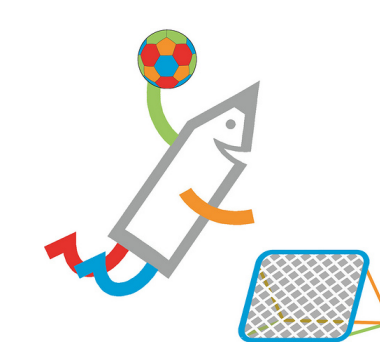
COUP DE POUCE



COUP DE POUCE



COUP DE POUCE



COUP DE POUCE

