



*KOSMOLOGYM'S
INAUGURAL*

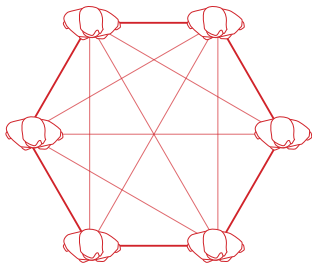
ASSEMBALL

*PLAYOFF
2019*

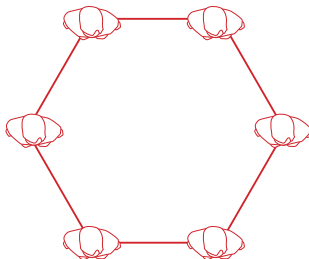


THE TEAMS

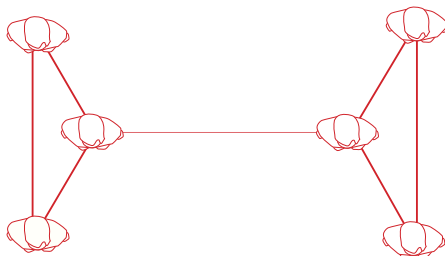
Each team participating in the ASSEMBALL tournament represents a different structure and/or principle of human organization.



Cauliflowers

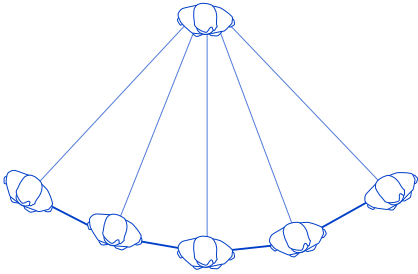


Sleepers

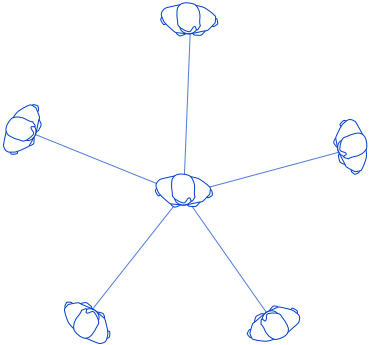


Syndic Strikers

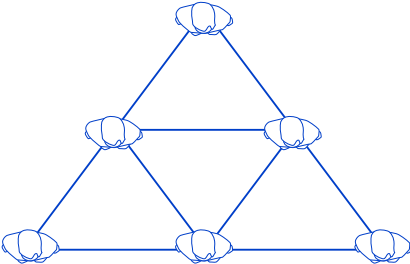
— 1 meter connector
— 2 meter connector



CExecO



Middlemens



Common Swans

RULES

01

The ball may be thrown in any direction with one or both hands to any player the thrower is connected to. The ball cannot be passed between players whose jerseys are not directly connected.

02

A player cannot move with the ball. The player must throw it from the spot on which she catches it, allowance to be made for a human running at good speed.

03

The ball must be held by the hands. The arms or body must not be used for holding it.

04

Players' connectors must stay attached to their jerseys. If players become disconnected by moving too far or fast from their team members it is a foul. If a player causes the opposing team's connectors to disconnect through physical contact the responsible player receives a foul.

05

When a team receives a foul the opposing team is given possession of the ball. If the team fouled against already has the ball they are given a foul shot.

06

A goal shall be made when the ball is thrown or batted from the court through the hoop.

07

When the ball goes out of bounds, possession is given to the opposing team at the point where it left the court.

08

The referee shall be the judge of the ball and shall decide when the ball is in play, in bounds, to which side it belongs, and shall keep the time. She shall decide when a goal has been made and keep account of the goals, with any other duties that are usually performed by a referee.

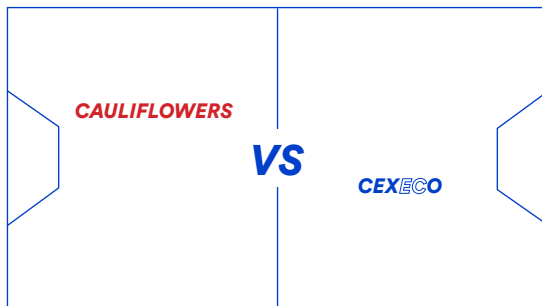
09

The time shall be two five minute halves with 1 minute rest between or played to 9 points, whichever comes first.

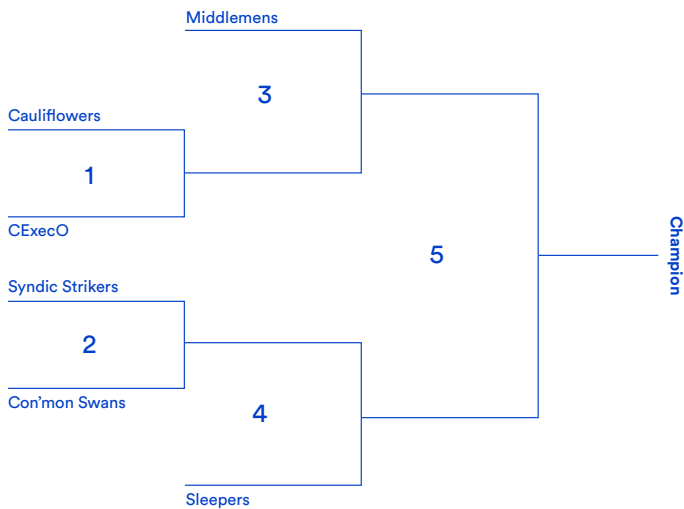
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The side making the most goals in that time shall be declared the winner. In case of a draw, if time allows, the game may be continued until another goal is made.

TONIGHT'S MATCH

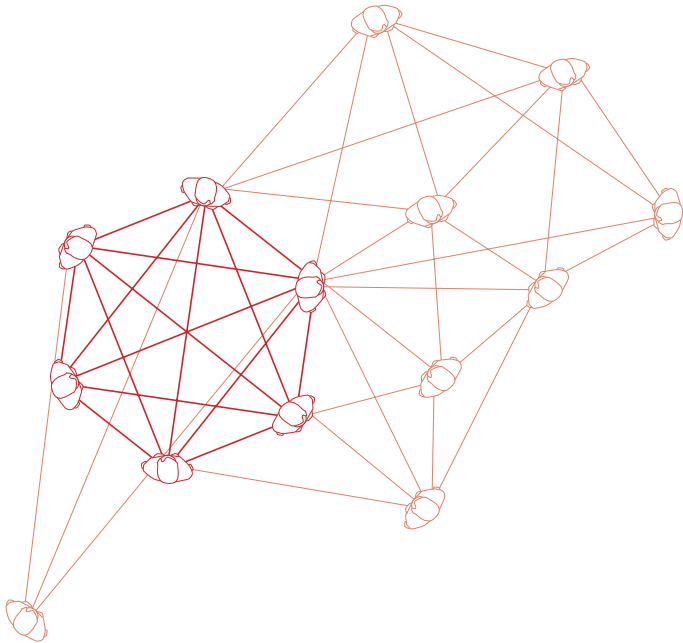


Tonight's match is between the Cauliflowers and the CExecO. Future match dates to be determined. Sign up with Kosmologym to learn about future chances to play.

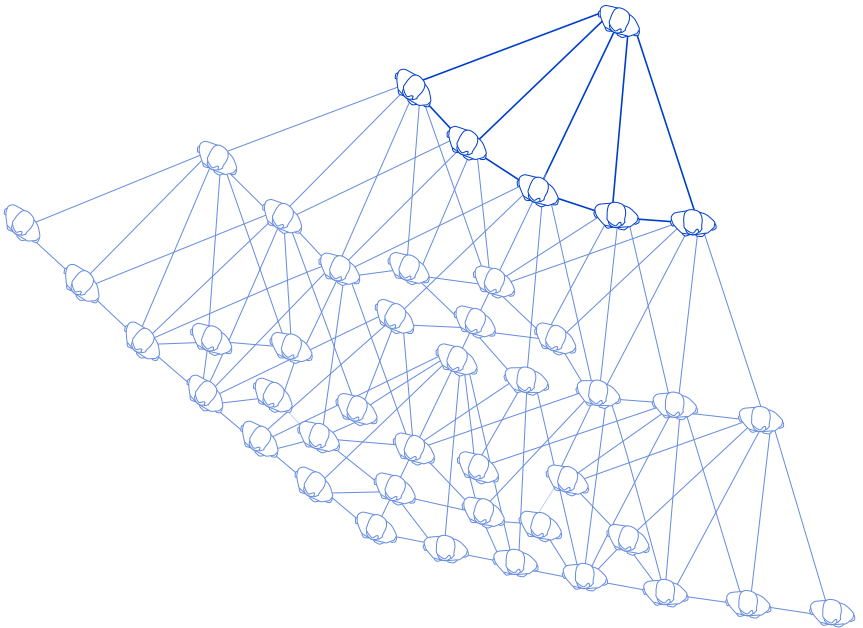


CAULIFLOWERS

Anarcho-communist commune:
in this non-hierarchical organization
everybody can interact directly with
each other.



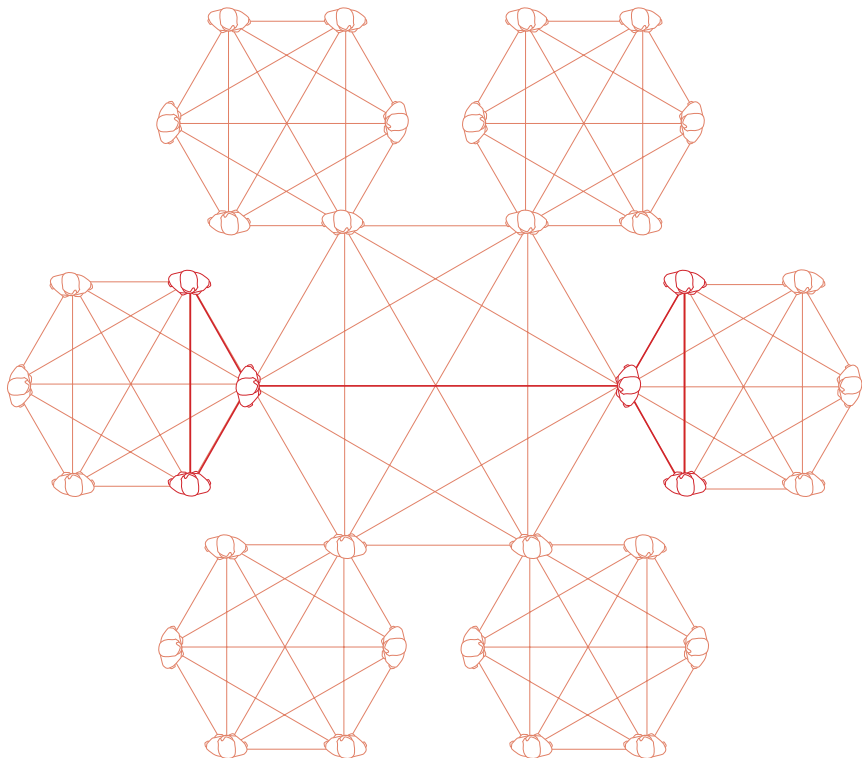
Privately owned corporation:
a chief executive officer (CEO)
manages a group of subordinates.



SYNDIC STRIKERS

Syndicalism:

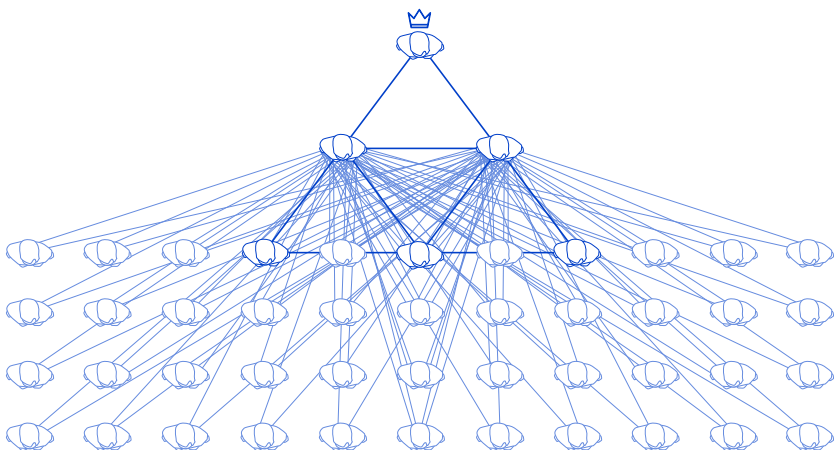
local non-hierarchical organizations elect representatives to communicate with representatives of other local non-hierarchical organizations.



CON'MON SWANS

Constitutional Monarchy:

a monarch is formally the head of state and appoints the prime minister based on the parliament's political leaders' suggestions. The monarch also formally appoints the new government's ministers based on the prime minister's suggestions. In practice the monarch has no actual political power.

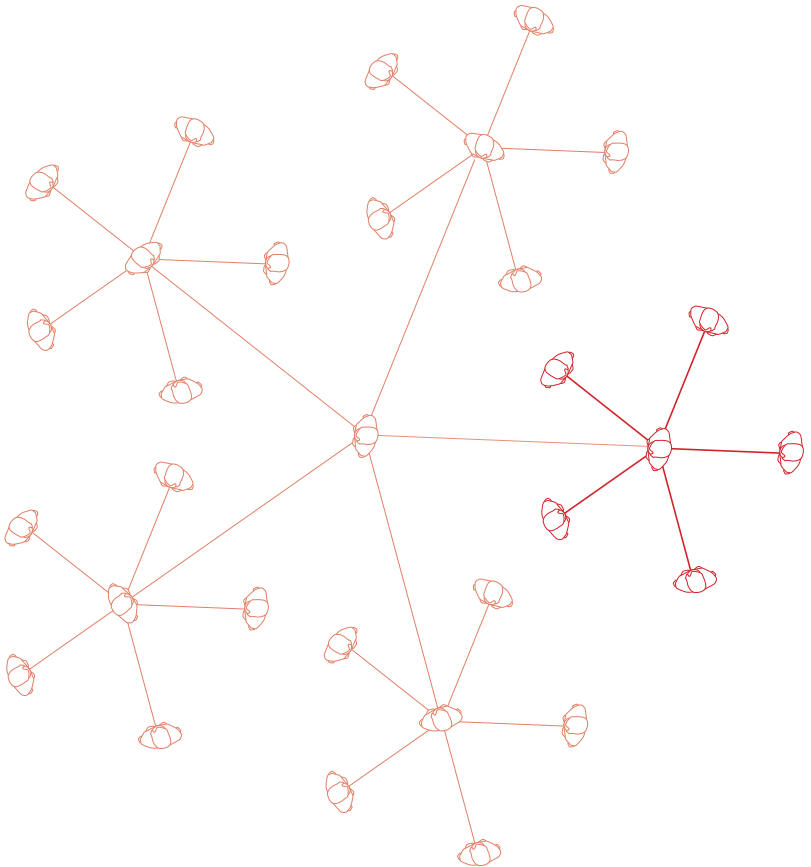


The team's monarch wears bracelets that bind their hands to their jersey.

MIDDLEMENS

Bureaucracy:

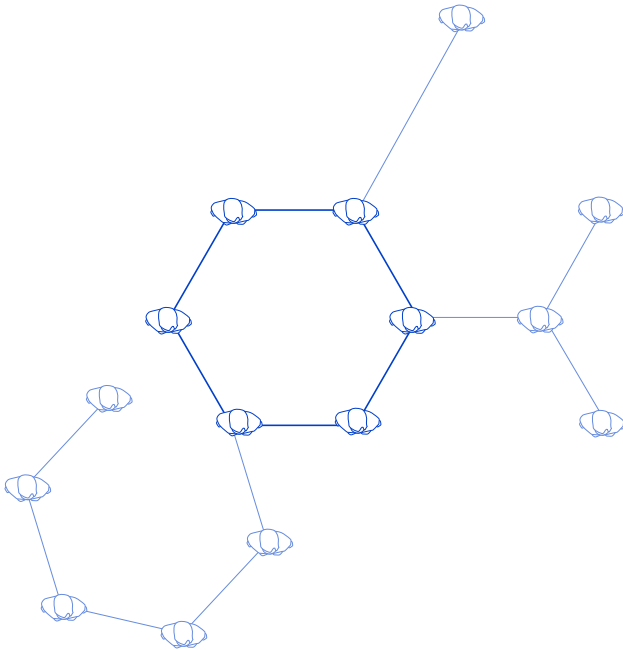
direct contact is mediated as all actions has to go through and be forwarded by a central body in the organization.



SLEEPERS

Clandestine Cell System:

a level of secrecy is protected by minimizing contact between the sleepers. No sleeper is able to reach all other sleepers in the organization.



ASSEMBALL offers players a physical way to explore political and organizational structures by precariously binding them together. Two teams compete against each other. The teams' players are bound together in different configurations by means of reconfigurable jerseys with connectors. These configurations represent different structures and principles of human organization: syndicalism, bureaucracy, constitutional monarchy, an anarcho-communist commune, a privately owned corporation and a clandestine cell system. For the first ASSEMBALL tournament we have chosen teams of 6 but the game can theoretically expand to include unlimited players.

ASSEMBALL is part of Kosmologym's larger initiative to explore ways specific movements can be connected to ideas. We are particularly excited to develop a physical vocabulary and repertoire to imagine new ways of accessibly translating abstract ideas into non-verbal languages. Through workshops Kosmologym will continue to research and collect examples of human and non-human organization and prototype physical attachments that represent these group structures. Find out about future ASSEMBALL workshops and games at:

www.kosmologym.com