THE CARTOON BOOK OF

KRONUM



GOAL & INVASION

SPORT ON EARTH

Sport on Earth Books · The Traditional & regional Family

Original illustrations · No characters were copied in the making of this book

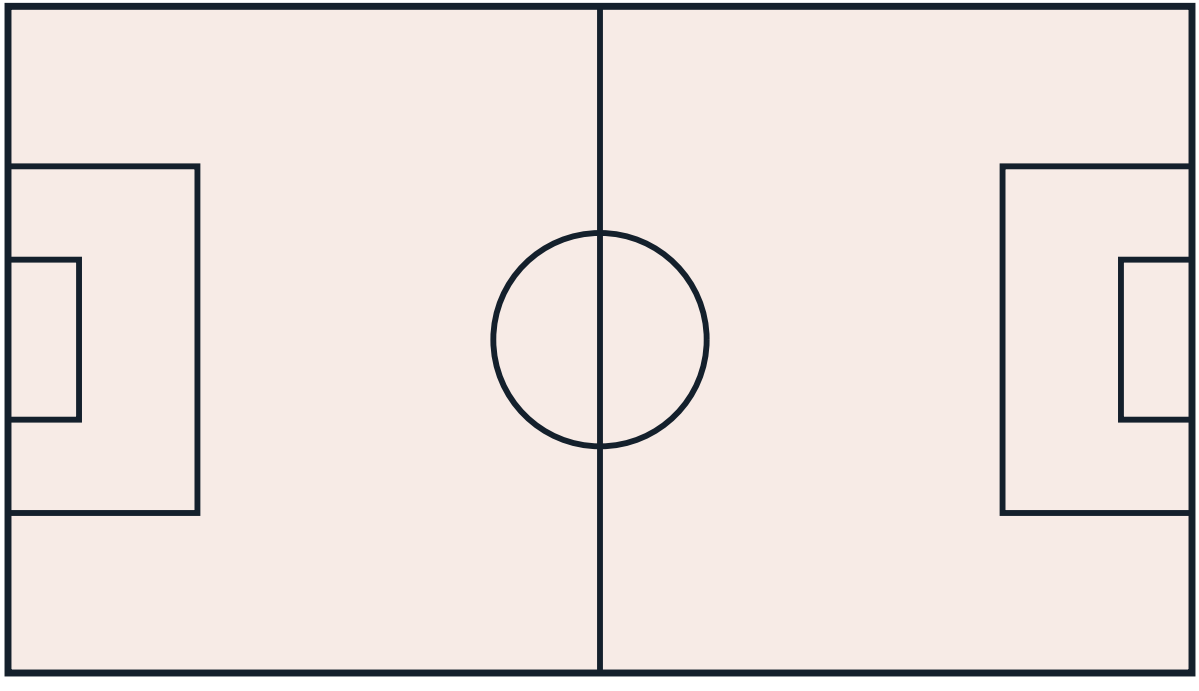
Meet Kronum!

Modern game with a circular field and four goals.



Where It Is Played

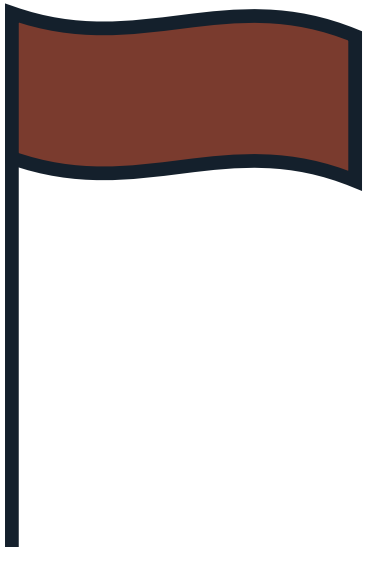
The Kronum Round: a circular field 45-70 yards in diameter (50 yards recommended), with a 16-yard Prime Ring, a one-yard centre Pivot, and Goal, Wedge, Flex and Cross Zones marked around each goal.



The Gear

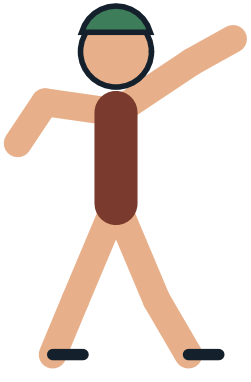
An official Kronum ball and Kronum goals — a chamber 16 feet wide and 8 feet high topped by a crown with up to five rings of 18-24 inches diameter; cleats and spikes are prohibited.





How It Starts

Gather ten players per side on a marked Round, learn the zone rules for hands (no offensive hands in the Wedge Zone), and start each period with the prime rush at the Pivot.



How to Play

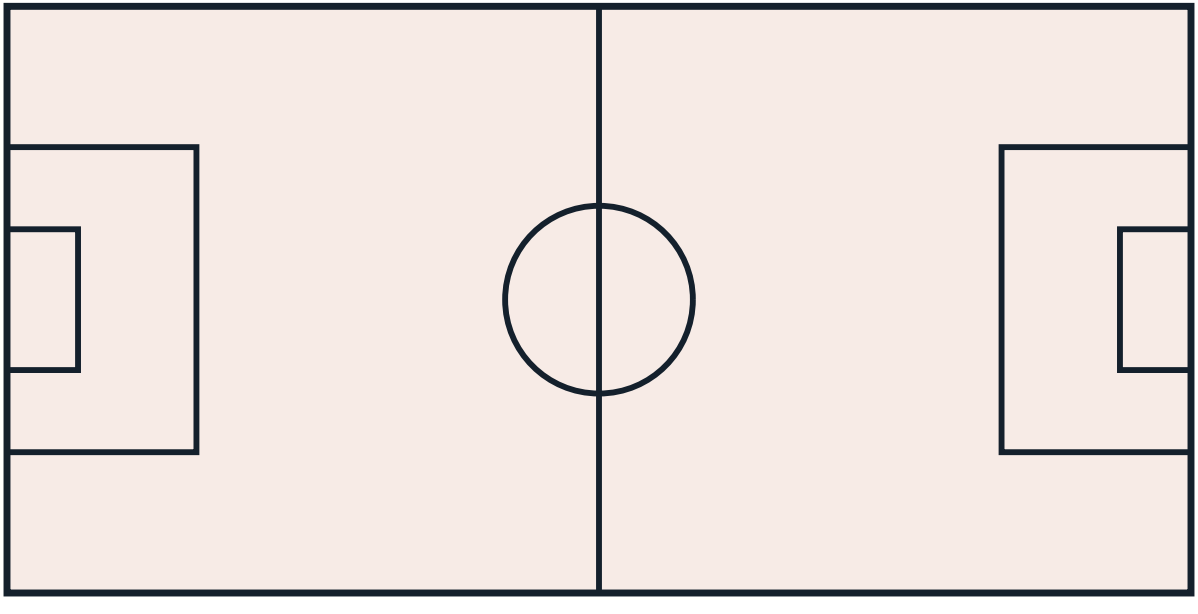
- Each team has 10 players on the field and may not be reduced to fewer than nine; falling below nine is a forfeit.
- A match is three periods of 20 minutes, with one and a half minutes between periods; there is no overtime — a tie after three periods goes to a shootout.
- A legal goal is scored when a live ball passes fully across the goal line into the chamber of the goal, or through the plane of one of the crown rings above it.
- Points depend on the zone the scorer is established in: Goal Zone 1 point (2 through a ring), Wedge Zone 2 points (4 through a ring), Flex Zone 2 points (4 through a ring), Cross Zone 4 points (8 through a ring — a score called a Kronum).

More of the Game

- In the Wedge Zone the offence may not play the ball with the arms or hands — it is played with legs, feet, torso or head; in the Goal, Flex and Cross Zones the ball may be played with any part of the body, subject to the dribbling rule.
- Each period starts with a prime rush: two players from each team converge on a ball bounced at the centre Pivot, starting from a Wedge Point, while the other players start on the Prime Ring.
- After gaining possession a team must clear the ball through the Prime Ring before it can attack, as set out in the clearance rules.
- In the shootout each captain selects three shooters and a wedgeback; a chamber goal is worth three points and a ring goal six, alternating until one team leads after a full round.

The Shape of a Match

Ten-a-side hybrid of soccer, basketball and handball on a circular field with four goals: score into the chamber or the five crown rings, with points rising the further from the goal you shoot.



More of the Traditional & regional Family

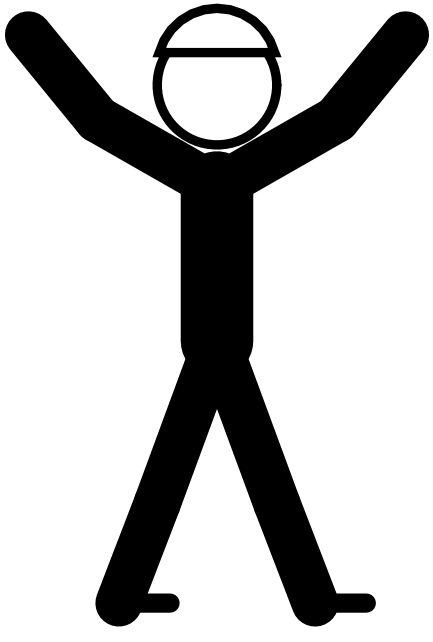
- Kabaddi — A raider tries to tag defenders and return to their own half while holding one breath, chanting.
- Sepak Takraw — Southeast Asian kick volleyball with a rattan ball.
- Pelota and Jai Alai — Basque ball games played off a wall.
- Gaelic Handball — Irish wall handball played with gloved hands.
- Calcio Storico — Florentine mix of rugby, wrestling and boxing in a sand pit.
- Cooper's Hill Cheese-Rolling — English race chasing a cheese wheel down a hill.

A Note on the Rules

Kronum is an authored American sport (invented 2008) with a written code (a circular field of four goals, hand and foot scoring zones) maintained by its founder's organisation; the sport stalled competitively in the 2010s. A single authored code with no subsequent law history. No documented rule change is carried for kronum.

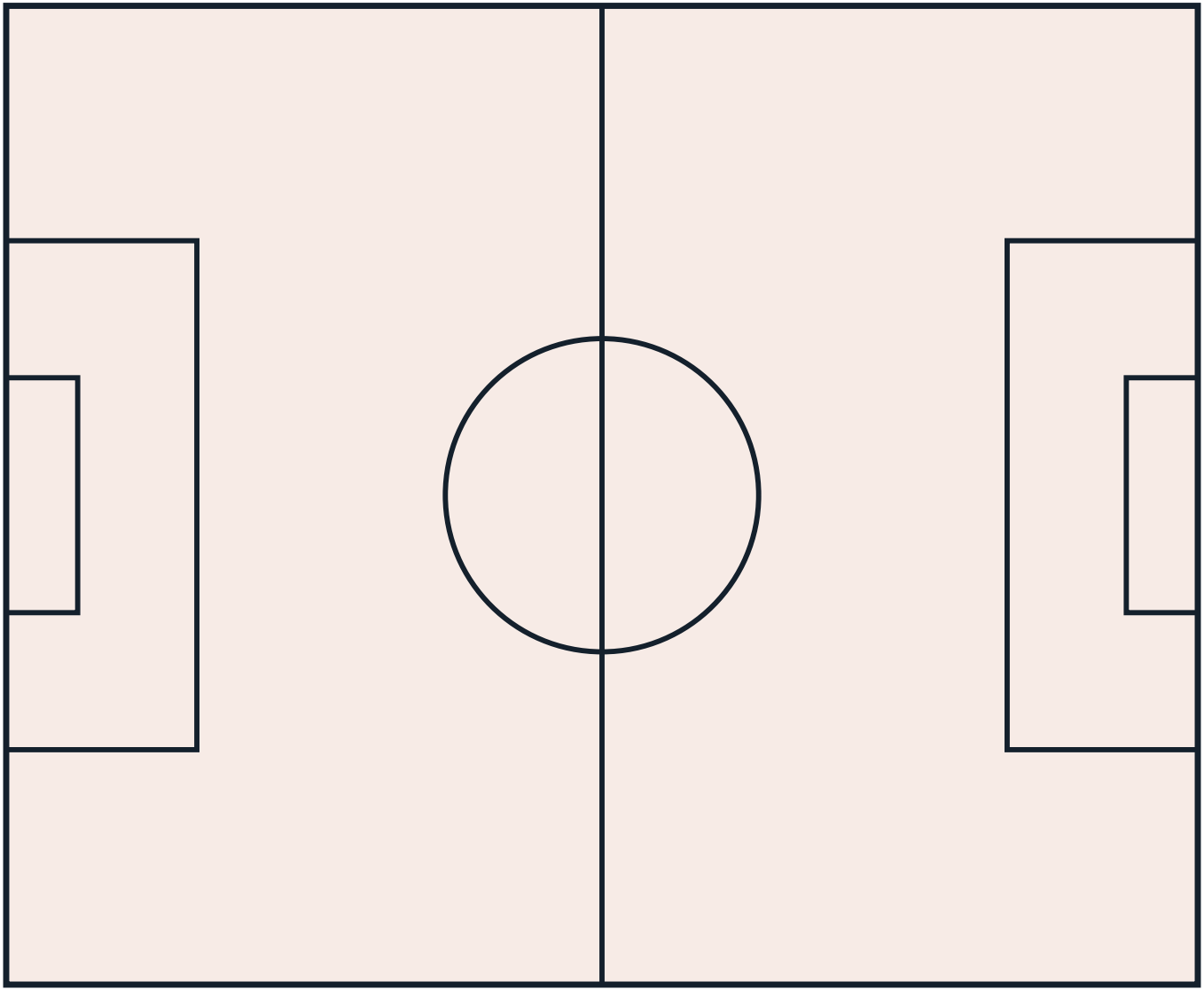


Colour the Action



Psst — this page is a colouring page!

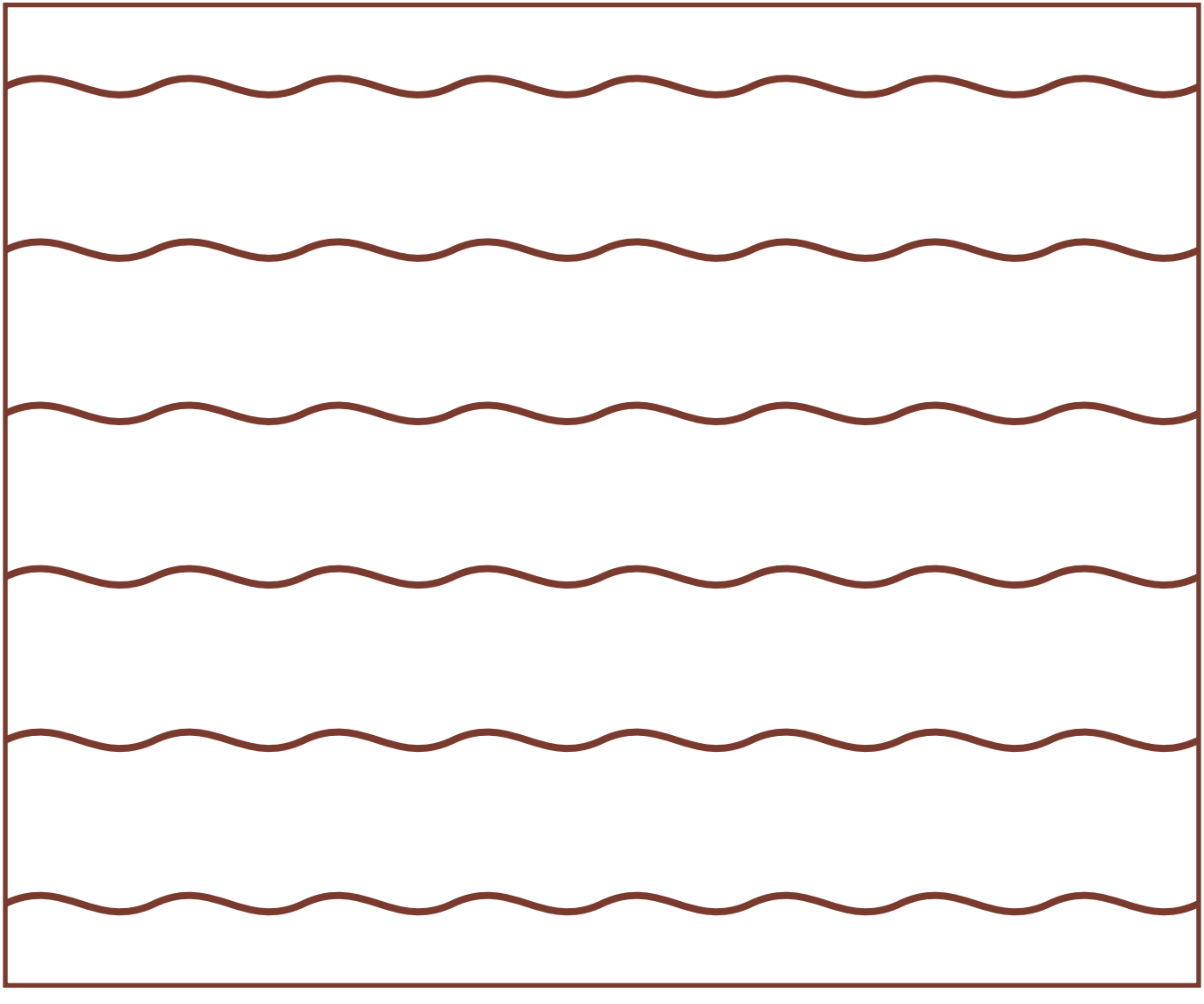
The Sport Today



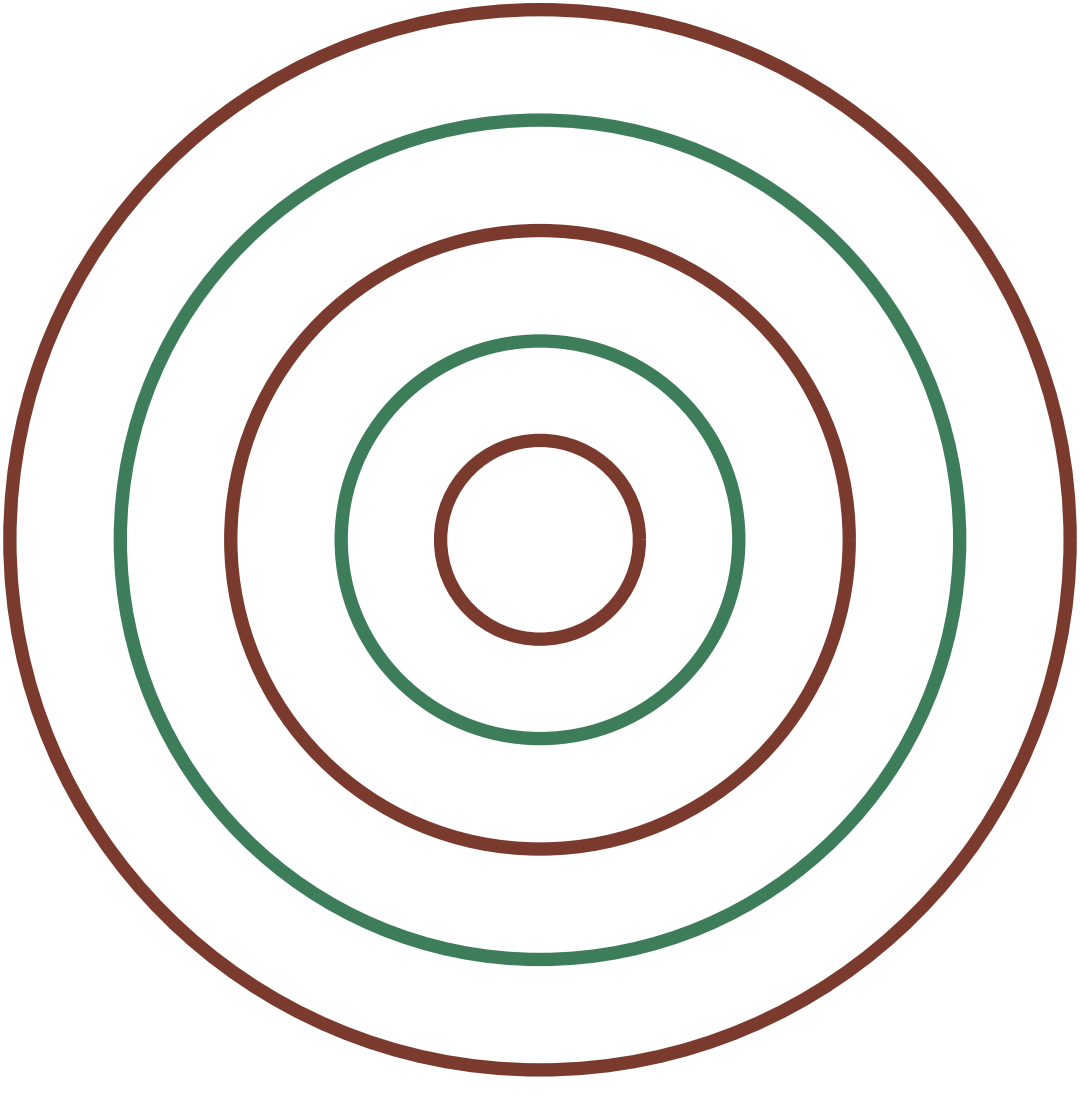
At School and College



Play It Near You



Through the Year

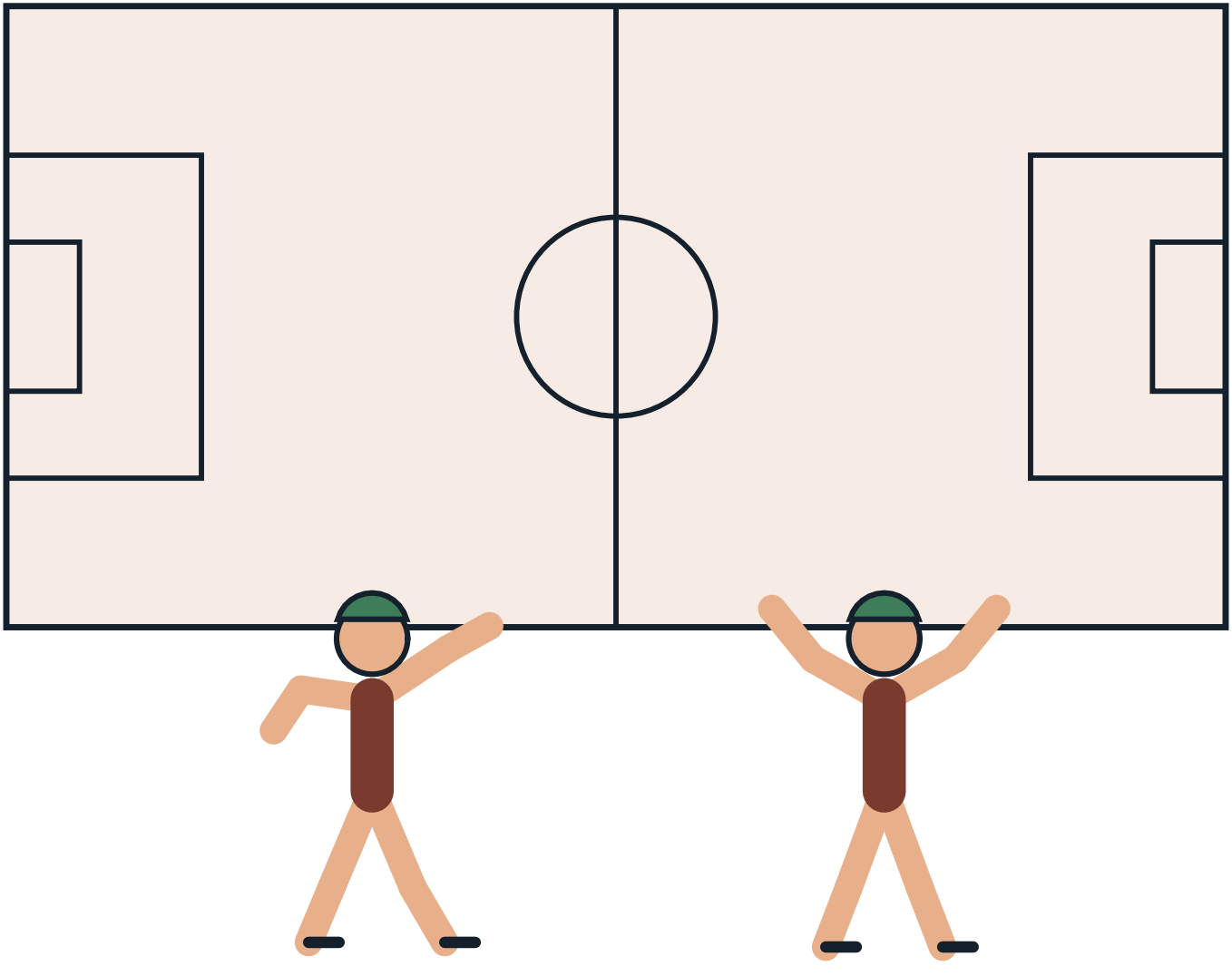


The Traditional & regional Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Kabaddi — A raider tries to tag defenders and return to their own half while holding one breath, chanting.
- Sepak Takraw — Southeast Asian kick volleyball with a rattan ball.
- Pelota and Jai Alai — Basque ball games played off a wall.
- Gaelic Handball — Irish wall handball played with gloved hands.
- Calcio Storico — Florentine mix of rugby, wrestling and boxing in a sand pit.

Game Day!

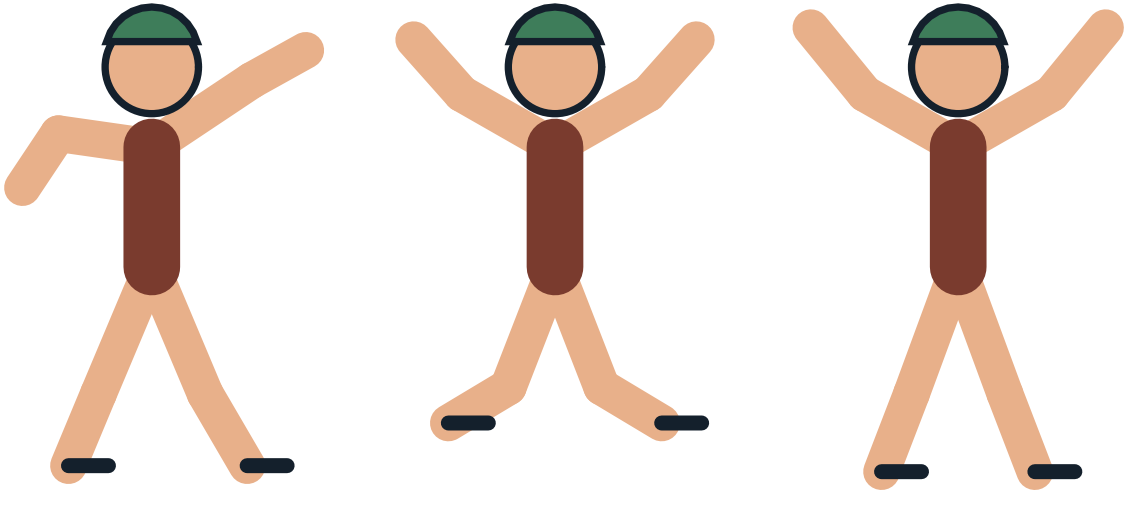


The Sport on Earth Mark

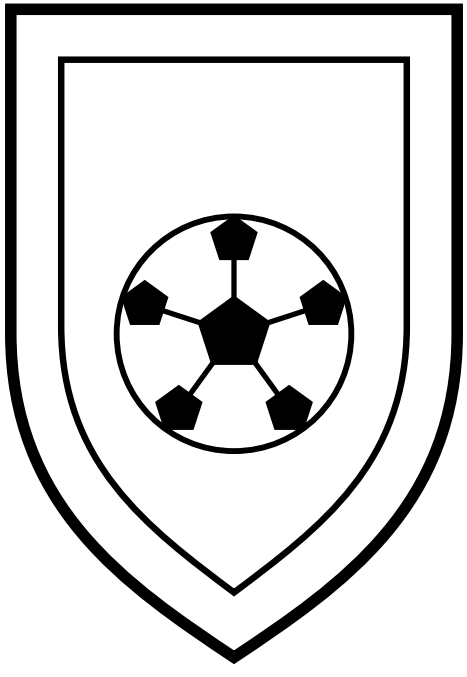
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



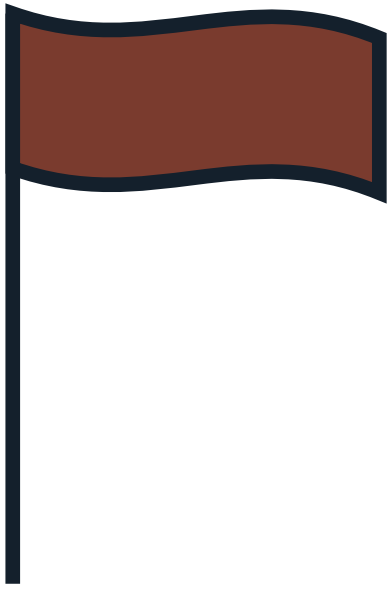
Design a Badge



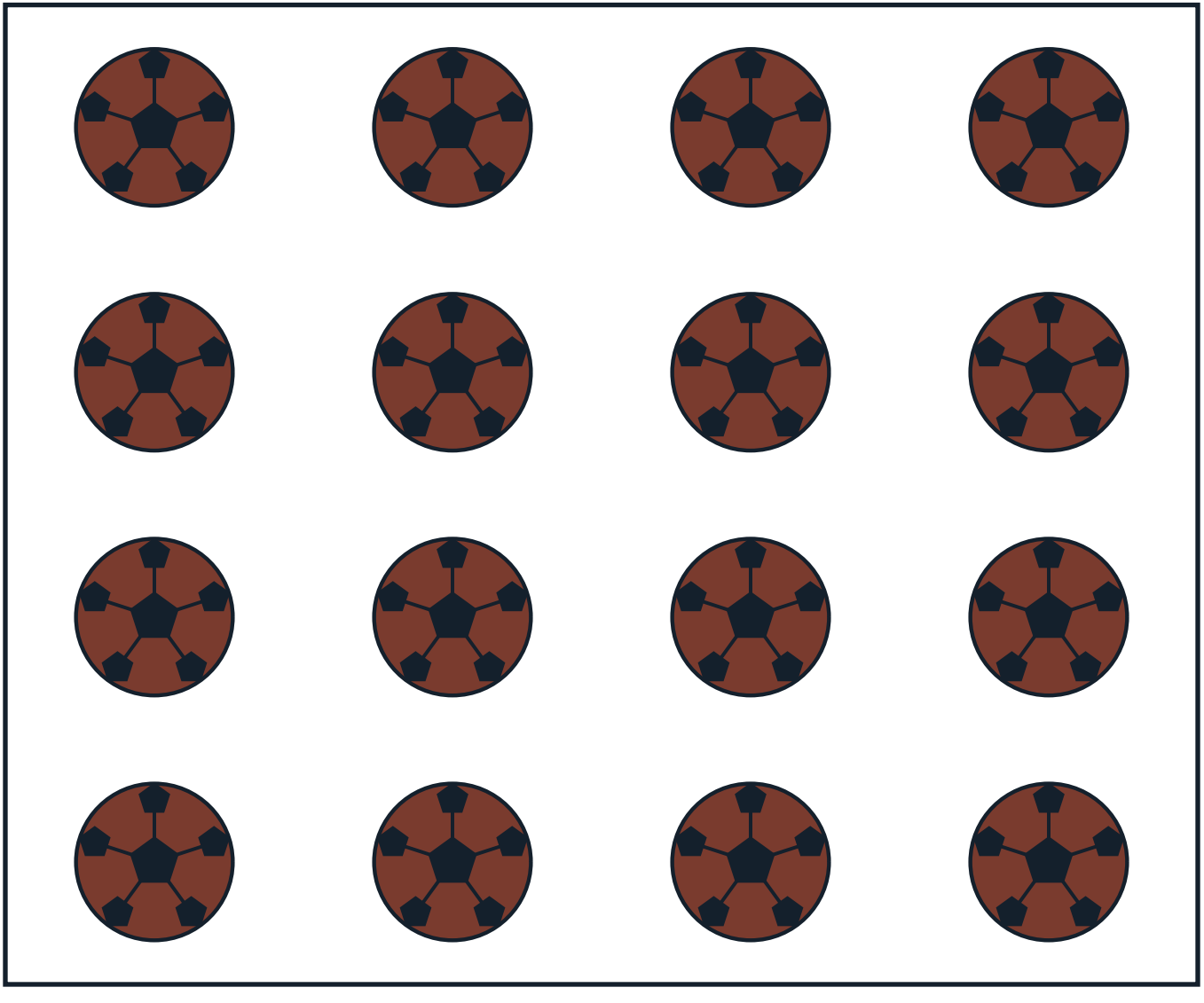
Draw and colour a badge for your own team.

The Gear Parade

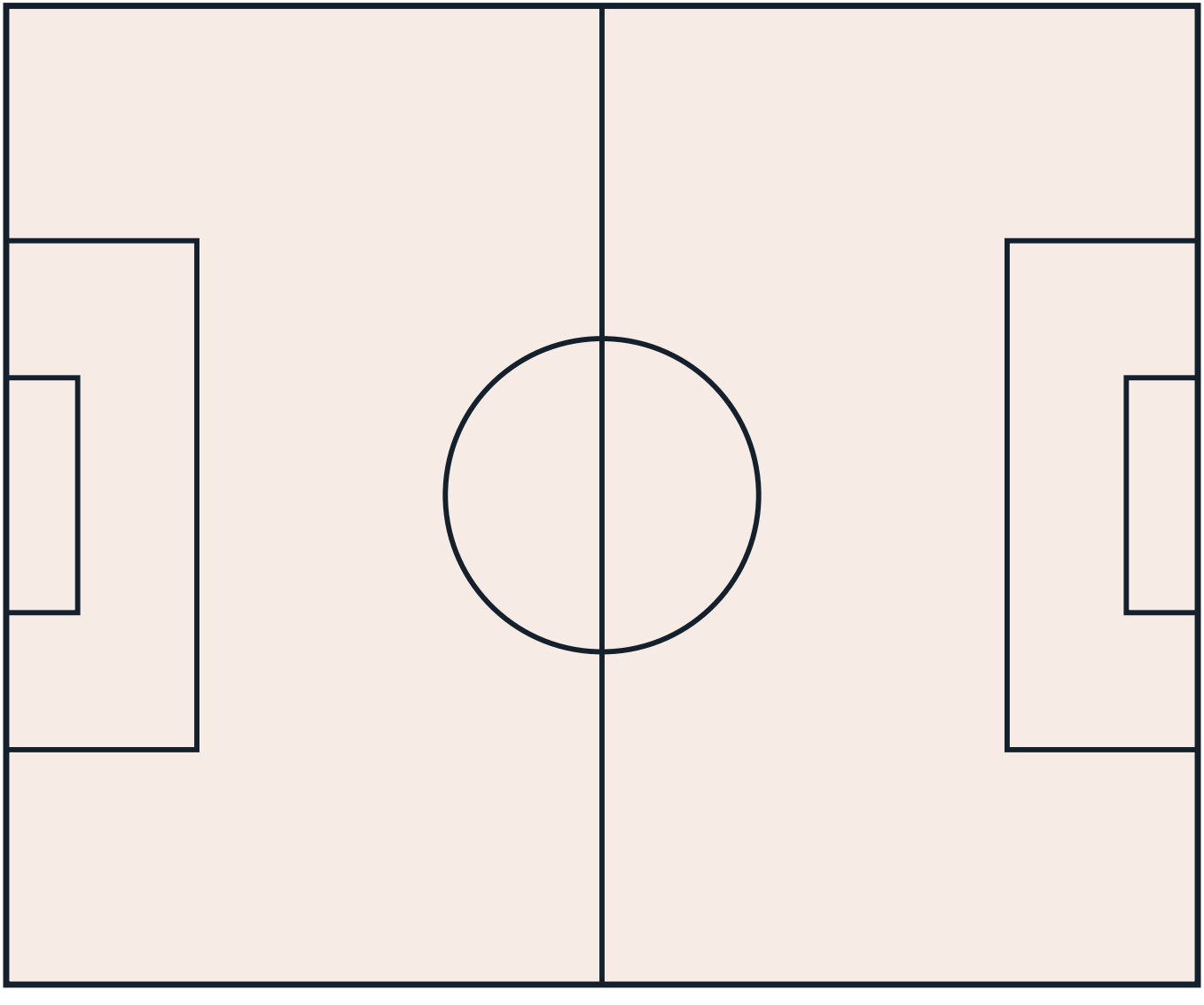




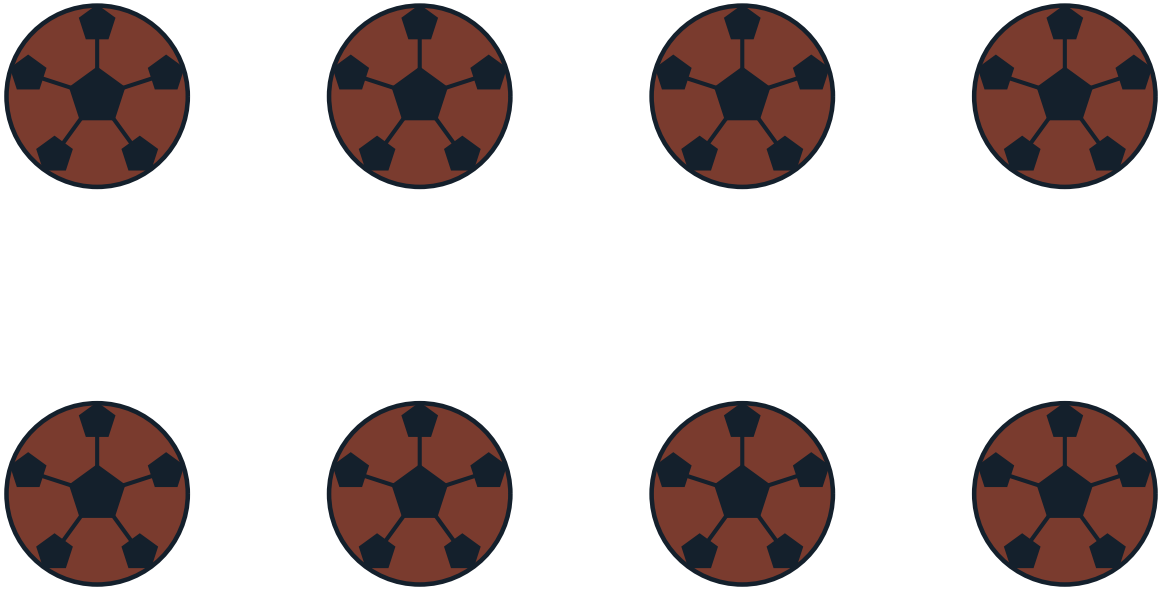
Pattern Play



The Arena From Above



Count the Balls!



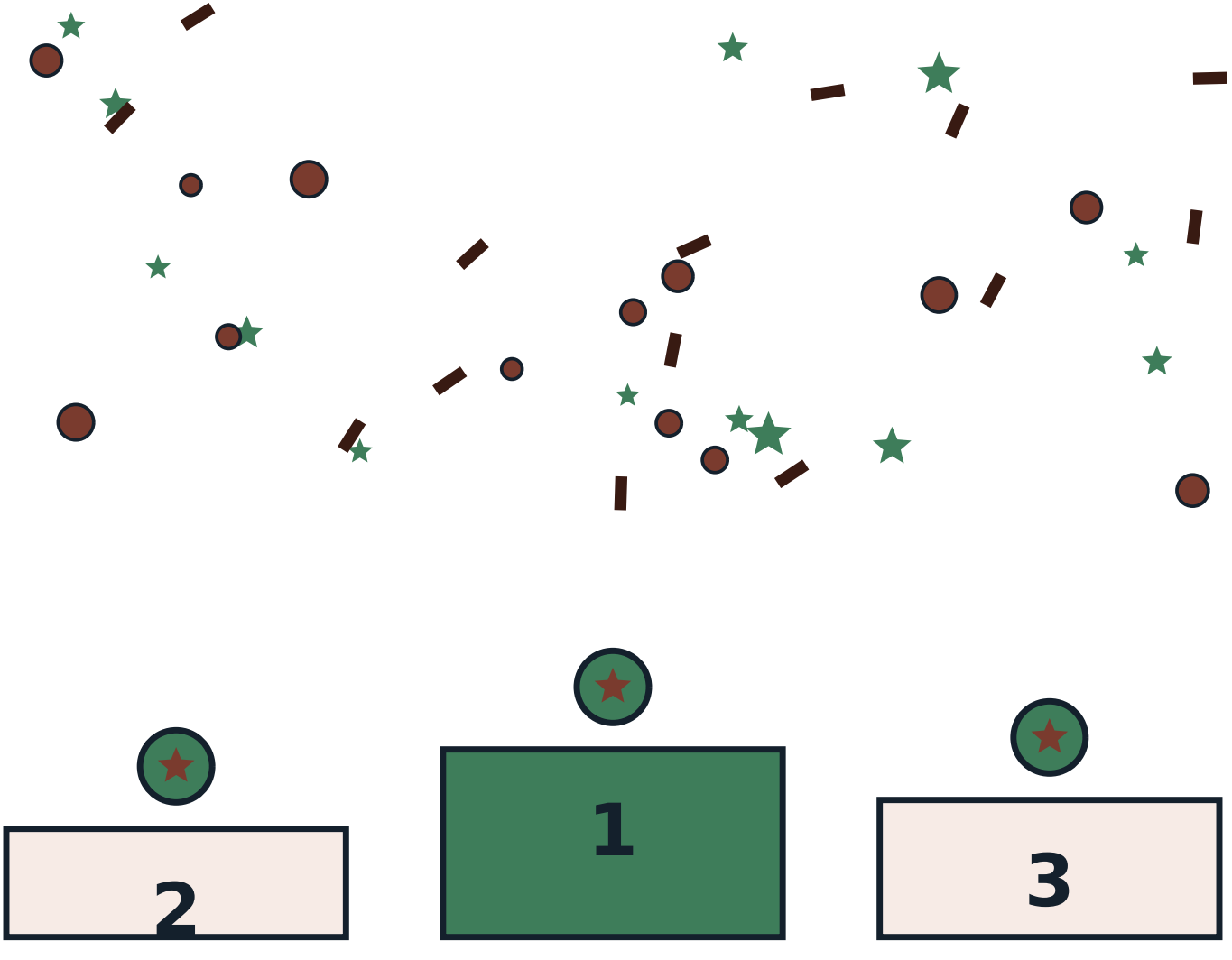
How many can you count? Write the number here: _____

My Favourite Part of Kronum

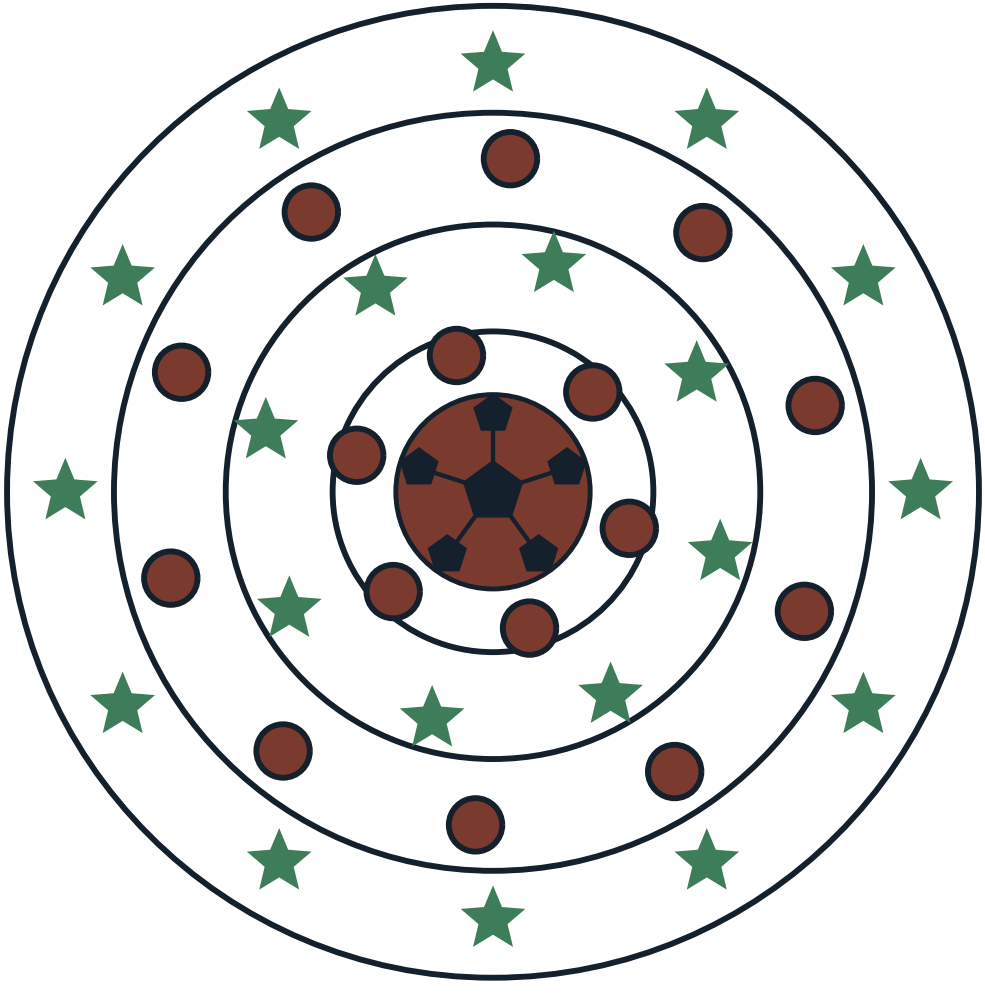
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: Kronum League (Kronum LLC). Laws edition the site's rules file follows: Kronum Official Rulebook (Kronum League). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Kabaddi
- The Cartoon Book of Sepak Takraw
- The Cartoon Book of Pelota and Jai Alai
- The Cartoon Book of Gaelic Handball
- The Cartoon Book of Calcio Storico
- The Cartoon Book of Cooper's Hill Cheese-Rolling
- The Kabaddi Colouring Book
- The Sepak Takraw Colouring Book

My Notes

Kronum

The Cartoon Book of Kronum — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

