

ACE BATTLE MILE

ASSOCIATION

MAKING RUNNING A GAME

TEAM RUNNING SPORTS GAME

NEW INTERNATIONAL GLOBAL PROJECT

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WHAT IS ABA

The Ace Battle Association is committed to launching innovative competitive running events that focus on teamwork, resilience, and inclusivity. We offer a comprehensive set of rules and professional refereeing for athletes at all levels. In this chapter, we are organizing a new series of races specifically designed for professional athletes, amateurs and kids.

We offer a dynamic platform where athletes (professionals and amateurs), teams, and kids can register for races, track results, and build a strong, supportive community. Our mission is to foster collaboration and team spirit among runners worldwide by creating and enforcing competition rules, providing referees and coaches, and assisting in team assembly and training.

We are committed to governing and regulating national Ace Battle federations, ensuring that all events are fair and integrative. Our goal is to create opportunities for athletes of all skill levels to compete, develop, and progress together, while building a strong community of runners at different levels within the Ace Battle Mile Leagues.

WE UNITE RUNNERS

WE CREATE TEAMS

WE INITIATE GAMES

***WHAT IS THE AGE
BATTLE MILE GAME***

The headline product of the ACE BATTLE project is a **dynamic team running game**.

ACE BATTLE

BRAND. A pioneering brand with a strong ecosystem revolutionizing teams running games globally.

ACE BATTLE MILE

Game. ACE Battle Game is the main discipline of our sports line, represented only at the national level, providing opportunities to organize events in different countries.

SPORT

SPORT. The specific sport created within the Ace Battle project. This sport is set to become a globally recognized discipline, growing independently and fostering international participation.

CORE CONCEPT OF THE GAME

TEAM LINE-UPS:

2 Teams. Each with 5 players starting together.

Jokers. Additional players per team, waiting on the sideline, ready to substitute.

RACE DYNAMICS:

Lap Timing. The gap between teams is calculated at each split and displayed to teams in real time during the 1-mile race. Each player's time is recorded at checkpoints every 100 meters, allowing teams to track performance.

Real-Time Adjustments. Players can adjust their pace by responding to gaps or advantages based on the displayed results.

TACTICAL SUBSTITUTIONS:

Joker Strategy. Coaches can substitute 2 runners with Jokers to enhance team performance.

Strategic Play. These substitutions boost team effort and speed based on the race's progression.

COMPETITION FORMAT:

Tournaments Phase. During tournaments, teams earn a ranking based on their results and the number of victories. The winning team gains additional points, allowing them to rise in the overall ranking.

Leagues. Teams advance to the playoffs, where they must defeat each competitor to achieve overall victory.

***ABOUT TEAMS
FOR ABR RATINGS***

BATTLE MILE CATEGORIES

The Battle Mile features a team-based format, open to athletes of all skill levels. Teams compete in three main categories, each offering a unique blend of strategy, teamwork, and endurance.

MALE

FEMALE

MIXED

KIDS

RATING BATTLE MILE- MALE & FEMALE CATEGORIES

MALE & FEMALE TEAM

7 athletes total (5 main + 2 jokers)



- Up to **12** participants.
- **5 Main Players:** Start the race.
- **2 Jokers:** Positioned in the substitution zone before the battle starts.
- **2 Reserve Players:** Can participate in subsequent battles on the same day.

Rating Results: Based on team performance over the course of the event.

MIXED TEAM CATEGORY

MIXED TEAM

8 athletes total (4 male + 4 female)



- Up to **10** participants.
- **4 Main Male** Players
- **4 Main Female** Players
- **2 Jokers (Ace + Joker):** Can substitute during the race.

*Rating Results: Based on a combination of both male and female performances, promoting teamwork and balance between genders.

KIDS CATEGORY

KIDS TEAM

- 8 players total (6 main +extra: ace + joker)
- After the first lap, participants change with a joker



U11

- 400m
- Under 11 years only

U12 - U15

- 800m
- 12-15 years

U16 - U17

- 1 mile
- 16-17 years

PATH WE CREATE

RUNNERS BECOME PLAYERS

Middle-distance runners transition from individual disciplines to team races, where the goal is not just to finish, but to win the team battle while expanding professional horizons, as runners become battle players.

TEAM RANKINGS AND PREPARATION FOR LEAGUES

Runners are united for participation in team races, which prepare them for the next stage — joining the League. These competitions pave the way towards the Ace Battle League, where runners will compete for team results, advancing to higher league levels based on their performance.



CITY-BASED TEAM FORMATION

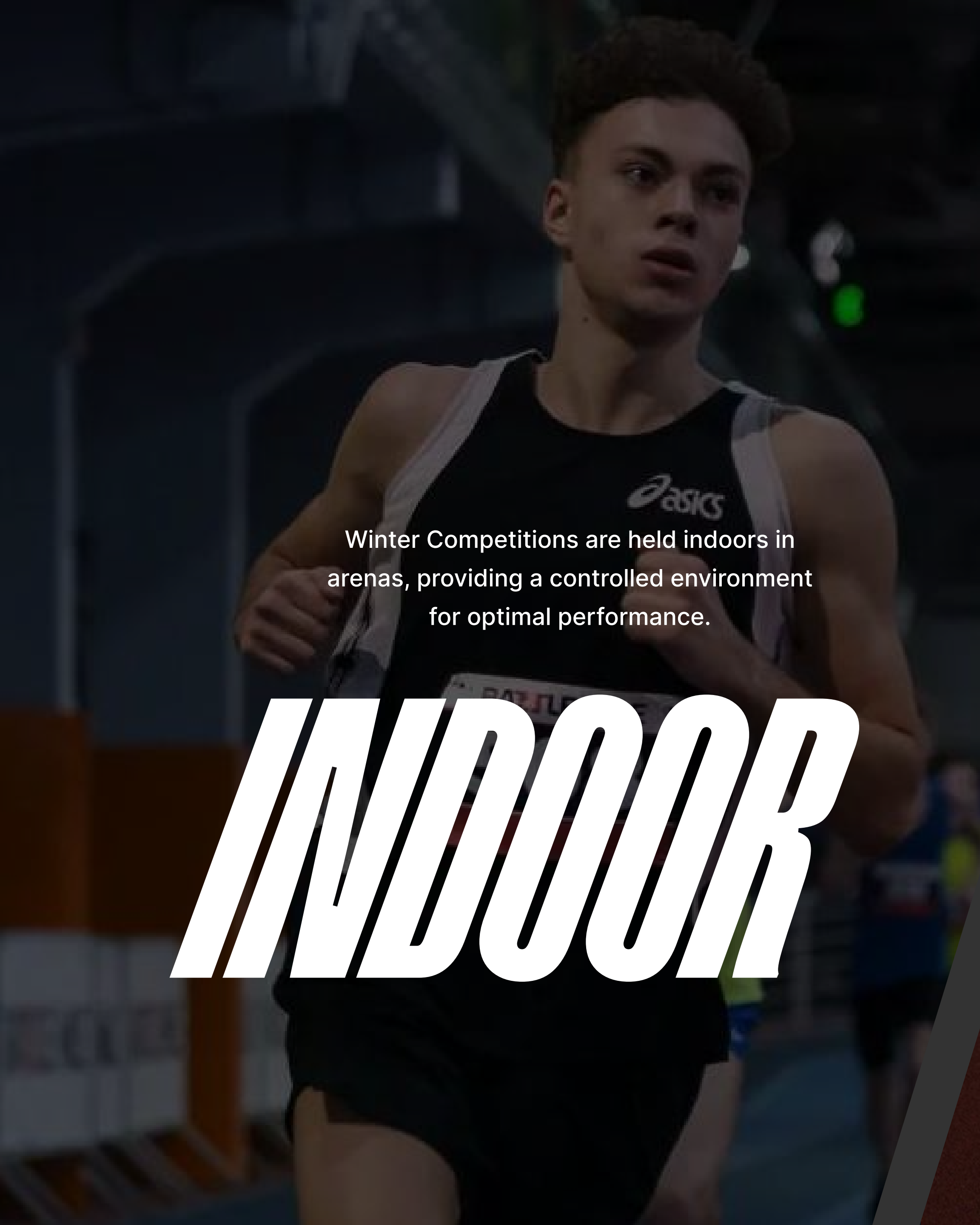
Instead of national teams, Ace Battle introduces the city club approach. This modern concept strengthens the spirit of teamwork and city representation. Each team consists of athletes from different nationalities, making the battles international but city-centric.

FIERCE BATTLES BETWEEN CITY TEAMS

City teams regularly engage in battles, competing for their place in the Ace Battle overall rankings. These competitions bring a new dynamic to running, turning traditional individual races into an exciting game, where teamwork and strategy are key.



ACE BATTLE EVENT



INDOOR

Winter Competitions are held indoors in arenas, providing a controlled environment for optimal performance.



OUTDOOR

Summer Competitions are conducted outdoors in stadiums, leveraging the pleasant weather to enhance the experience for both runners - players and spectators

* This dual format ensures continuous engagement and enjoyment throughout the year, catering to the needs of athletes and offering a thrilling spectacle for fans in all seasons.

ACE BATTLE EVENT

GAME FORMAT

Ace Battle Mile is played in an offline format during Ace Battle Event. Teams compete in dynamic, strategic 1-mile races.

ENTERTAINMENT

Features live music, interactive zones, and activities for all ages

TECHNOLOGY

We are using the AB platform, advanced tracking systems, telemetry software, and comprehensive broadcasts with state-of-the-art graphics.

INNOVATIVE SOLUTIONS

Incorporates augmented reality and AI

ENGAGEMENT

Combines sports, entertainment, and community engagement

EVENT EXPERIENCE

Immersive Atmosphere; Includes top musical artists and sponsor activities

AUDIENCE TIERS

Offers something for everyone, from the general public to top-level hospitality

HISTORY



BELGIUM TEST EVENT

BRUSSELS MILE

SEPTEMBER 23, 2023

The Trois Tilleuls Sports Complex in Brussels hosted the first test competition on September 23, 2023, in partnership with the Royal Racing Club Brussels Athlétisme. The event featured male and female teams with athletes from Belgium, France, Netherlands, Ukraine, and other European countries. Competing teams included AB Kyiv and AB Brussels. The youth race included local U-16 runners with 2 boys' and 2 girls' teams from schools and clubs.



UKRAINE TEST EVENTS

BATTLE MILE

MARCH 7 & AUGUST 1, 2020

The initial Battle Mile tests were held in Kyiv, first on March 7, 2020, at the KSHSM Arena and later on August 1, 2020, at Pioneer Outdoor Stadium. Organized by the Ukrainian Team Running Association, the events united 19 teams of professionals, national leaders, and amateurs, with support from running clubs. In March, teams represented different Ukrainian regions, while in August, Rays Kyiv teams won for men (21:23) and women (24:44). Each team of 5 was allowed one “joker” substitution, adding strategic depth. U-16 categories also featured young runners from schools and sports clubs.

CORE TEAM



IURIIDIDNEBESNYI

ABA PRESIDENT, FOUNDER

OLEKSIYKULIVETS

VICE PRESIDENT

NIKITASYDORENKO

ADMINISTRATOR,
CO-FOUNDER, LAWYER

SERGIISEK

CHIEF OPERATING
OFFICER

JOELLUDVIGSEN

GENERAL SECRETARY ABA

**ESTABLISH GLOBAL LEAGUES, EXPAND
AB GAMES, BUILD COMMUNITY.**



INTEGRITY
COLLABORATION
INCLUSIVITY
ATHLETE WELFARE
INNOVATION
EXCELLENCE
COOPERATION OPENNESS

**TO BE THE LEADING GOVERNING BODY
FOR ACE BATTLE SPORTS, PROMOTING
HEALTH AND UNITY.**

SOCIAL IMPACT

The Ace Battle Association aims to be the leading governing body for national Ace Battle Federations, setting standards for professionalism and ethics in sports. Committed to social impact, we align with the EU's initiatives in health, sports, and community well-being.

Our goal is to expand Ace Battle games globally, creating opportunities for participation, including events supported by local governments. Through international competitions, we strengthen community ties and promote unity through sport.

The Association's purpose is to establish the Ace Battle Mile and other AB Games as respected sports, emphasizing health, teamwork, and resilience.

Using the Ace Battle brand, we drive social change, community engagement, and healthy lifestyles, supporting communities and advancing health and sports, aligned with EU goals for unity and active living.

ROADMAP

2020



The project launched in Ukraine, with presentations of leagues and tournaments totaling over 12 events.

2022



Establishment of the International Association in 2022 in Luxembourg.

2023



Presentation of the game in Brussels, September 23, 2023, marking the first match encounter.



Preparation to introduce competitions to the British and Cypriot markets.



Establishment of the International Baltic Association.

2024



Organization of four federations: Cyprus, London, Baltics, and Britain (including Scotland, etc.).



Presentation of the Ukrainian Association.

2025



Launch of the international project ACE Battle Run, starting with the concept of team running.



Qualification tournaments scheduled.



Presentation of the game in Cyprus, London, Athens, and Oxford.



Establishment of the first European league for the game in Paphos, Cyprus, featuring professional matches and battles.]

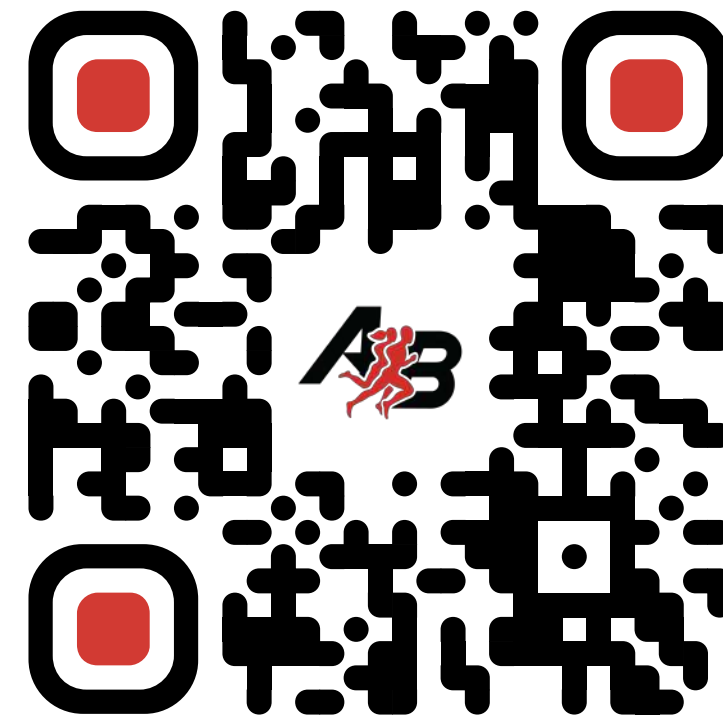
2026



Presentation of ACE Battle in Africa and America, including the establishment of associations and presentation of games.



***JOIN US ON THIS
EXCITING JOURNEY!***



INFO@ABA.RUN

ABA.RUN

+447774125888