

### Appendix 3: Facilities where Sport and physical activity can be practiced

#### Non-virtual venues

Sport of Clubs	Education Institution	Private Spaces	Public Spaces	Others
Non-profit Sport Clubs	Schools (playgrounds)	<b>Sport related</b>	Professional facilities part of the national Sport system (Arenas, high-performance centres, etc.)	Outdoor in areas of conflict
Grassroot Clubs	Universities/Colleges	Private Clubs	Facilities built for mega Sport events	Waiting Areas (airports, railway stations)
	Sport Institutes	Golf centres	Nonprofessional Sport facilities (e.g., public pitch)	Shopping centres/trade fairs
	Other non-formal tertiary education	Equestrian clubs	Regulated areas: Public squares, streets, etc	Fast Food Outlets
	Halls of residence	Karting centres	Beaches (sea fronts and lakesides)	Amusement/Theme Parks
	Student union bars	Boxing arenas	Public Universities	Picnic Sites
		Bowling alleys	Playgrounds	Camp sites & caravan parks
		Ski places		Private areas: courtyards, buildings or condominiums
		Rented pitches		Workplace
		Gyms, CrossFit and fitness centres		Public sites (non-regulated nor administered by public entities): Public parks
		Snooker and billiards facilities		Streets (running), Cycling roads, etc
		Dismountable facilities		
		<b>Part of other installations</b>		
	Holiday Centres/hotels			
	Beach resorts			
<b>INDOORS</b>				
<b>OUTDOORS</b>				

**The following INDOOR VENUES are common for each of the families**

- Swimming pools
- Multiple (collective Sport) halls, e.g. basketball/handball
- Multiple (individual Sport) halls, e.g. table tennis, fencing, martial arts
- Squash/racquetball halls
- Gym, fitness or yoga room

**The following OUTDOOR VENUES are common for each of the families**

- Pitches (football, baseball, paddle, table tennis, cricquet etc.)
- Track and field
- Cycling rings

**Virtual spaces**

<b>Type</b>	<b>Examples</b>
<b><i>Esports and gaming</i></b>	<ul style="list-style-type: none"> <li>▪ Conventional mainstream Sport played virtually (e.g., EA FIFA 21)</li> <li>▪ Video games that permit physical activity (e.g., Wii)</li> <li>▪ Online chess</li> </ul>
<b><i>Gamification</i></b>	<ul style="list-style-type: none"> <li>▪ Cycling simulators</li> <li>▪ Support devices (e.g., Dribble up, which is a smart soccer ball)</li> <li>▪ Augmented reality devices (e.g., Hado)</li> </ul>
<b><i>Apps</i></b>	<ul style="list-style-type: none"> <li>▪ Work out routines</li> <li>▪ Finding players/coordinate casual pick-up games</li> </ul>
<b><i>Social media</i></b>	<ul style="list-style-type: none"> <li>▪ Tik Tok challenges</li> <li>▪ YouTube tutorials</li> </ul>