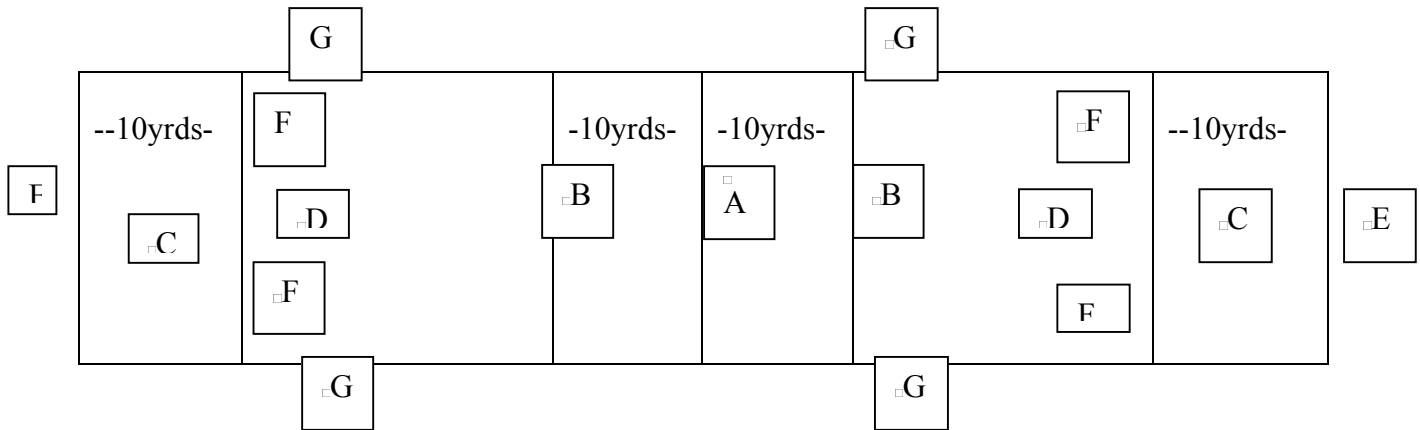


# SPEEDBALL RULES

## FIELD MARKINGS



- (A) **Midline:** Line where you put the ball to start the game and where the ball is placed after each score.
- (B) **Restraining Line:** a line 10 yards away from the midline where the team not kicking off stands until the ball is touched.
- (C) **End Zone:** has a few functions:
- A ball thrown into the end zone and caught by the offensive team results in a touchdown.
  - Any fouls committed in this area results in a penalty kick for the offensive team
  - On a penalty kick no players except the goalie and the person performing the penalty kick are allowed in the zone/area.
- (D) **Penalty Kick Mark:** A line 12 yards away from the goal line where you place the ball to perform a penalty kick
- (E) **End Line:** Back line of the end zone
- If the offensive team kicks the ball over the end line, the defensive team puts the ball back in play at the spot where it went out of bounds.
  - On a penalty kick the defensive team stands behind the end line until the goalie catches or deflects the ball.
- (F) **Goal line:** Line at the beginning of the end zone
- If the offensive team throws the ball over this line and catches it, it is a touchdown
  - On a penalty kick the offensive team stands behind the goal line until the goalie catches or deflects the ball
- (G) **Sideline:** 2 lines that run the length of the field
- If the ball goes out of bounds over the sideline it is put back in play by throwing it in where the ball went out.
  - A throw in is performed by the opposite team that hit the ball out over the sideline.

## SCORING:

1. **FIELD GOAL:** Kicking the ball with your feet or heading the ball into the goal is worth 3 points
2. **TOUCHDOWN:** Throwing the ball across the goal line to a teammate who catches the ball in the end zone/penalty area is worth 1 point
3. **DROP KICK:** Drop kicking the ball over the goal crossbar from outside the end zone / penalty area is worth 1 point
4. **PENALTY KICK:** Kicking the ball into the goal from the penalty kick mark is worth 1 point

## **TERMINOLOGY:**

1. **GROUND BALL:** The ball rolling, bouncing, or stationary on the ground and played with soccer skills such as dribbling, kicking, or trapping
2. **AERIAL BRALL:** Using your feet to lift or kick the ball to your hands. When in your hands it can be thrown, passed, punted, put on the ground to dribble, or air dribbled.
3. **AIR DRIBBLE:** Throwing the ball in the air to yourself and running to catch it. Steps do not count while the ball is in the air.
  - a. A player is allowed to **take 1 step** with the ball if they get the ball while standing still
  - b. If a player is running when they catch the ball they are **allowed 2 steps**.
  - c. Taking more than 1 or 2 steps is illegal and called **traveling**.
  - d. If you drop the ball while air dribbling, **you must get the ball back to your hands by using your feet.**
4. **JUMP BALL:** 2 players holding the ball at the same time or not being able to determine which team hit the ball out of bounds
  - a. The ball will be thrown into the air and 2 people will try and tap ball to a teammate just like basketball.
  - b. All players must be **5 yards** away on a jump ball.
5. **FREE KICK:** A kick taken at a spot of an infraction or penalty.
  - a. The kick can be turned into an aerial ball
  - b. All players must be **5 yards away** on a free kick
6. **OUT OF BOUNDS:** A ball going off the field of play over the side line or end line.
  - a. A ball going out over the **sideline** is put back into play by a **throw**. The throw can be one hand, two hands, or under hand. Your feet must stay behind the line at the time or the throw.
  - b. A ball going out over the **end line by the offensive team** can be put back in play by **kicking, punting, or throwing** at the spot it went out.
  - c. A ball going over the end line by the defensive team is put in play by a corner kick by the offense.

## **GAME PLAY:**

1. Speedball is a combination of basketball, football, and soccer.
2. Each team can have between 7 and 15 players.
3. There are 4 lines of players:
  - a. **FORWARDS/ STRIKERS:** Their responsibility is to score.
  - b. **HALFBACKS / MIDFIELDERS:** They play offense & defense.
  - c. **FULLBACKS / DEFENDERS:** They play just defense.
  - d. **GOALIE:** Defends against scoring on goal. Is only allowed to use hands in the end zone. Once outside the end zone they are just like regular players.
4. The game is started with a **kickoff** from the center of the mid line.
5. The ball **must** be kicked **forward** and cross the **restraining line** before the kicking team may play the ball.
6. After every **score** the ball is brought back to the mid line for a kickoff.
7. All players on the kicking team must be behind the mid line until the ball is touched by the opposing team.
8. The receiving team stays behind the **restraining line** until ball is touched by someone on your team.

## **VIOLATIONS:**

1. A player cannot touch a rolling or bouncing ball with their hands.
2. Taking **more than 1 or 2 steps** with the ball.
3. A player **can't do more than 3 air dribbles** in a row.
4. A player **holding the ball for more than 3 seconds**.
5. A player trying to steal the ball from between the feet of a player.
6. Kicking wildly at the ball or kicking high at a ball in crowd of people.

**Any of the above violations result in the opposite team getting the ball at the spot of the violation.**

## **FOULS:**

1. Illegal contact with opponents. (kicking, pushing, tripping, holding, unnecessary roughness, ect.)
2. Unsportsmanlike conduct.
3. Anything the teachers deem as being unsafe.

**Any of the above fouls result in a free kick or penalty kick if the foul was in the endzone.**