Bubble Soccer Rules of the game

1. **Players**

A match is played by two teams, each consisting of not more than five players. Each team must have at least one female on the field at all times during play. A match may not start if either team consists of fewer than three players.

**Substitutions:**
Substitutions will be allowed during the game at any time during active play. To substitute a player, the player coming off of the field needs to stand by the sideline of the field as the new player going onto the field crosses the side-line to enter the game simultaneously. All substituted players will be checked for equipment by a referee before entering onto the field.

**Goalkeeper:**
During gameplay, there are five active players on the field with each team. Goalkeepers are NOT allowed. There will be a crease area in front of the goal – players can travel through the crease, but cannot stay in the crease for more than three seconds.

2. **Safety & Equipment**

The referees provided during the match are for the supervision of the game, but also to ensure the safety of the players.

Excessive force bumps **without the intent to gain possession of the ball OR without the intent to clear the path of the ball to the goal**, can and will be penalized with a 2 min penalty based on referee’s discretion. Depending on the case, especially when these bumps are from blind spots & when safety of the opponent is endangered, referee has the authority to eject a player.

Bumping the opponents outside the boundary cones is NOT legal. Point of contact/bump determines what is a bump in our out of the boundary areas. A bump inside the playing field that results in an opponent falling outside that playing area is legal.

We recommend wearing knee pads for indoor bubble soccer games.

**Equipment:**
Each player must be in a “Battle Ball” prior to stepping on the field. The equipment shall be worn fully-inflated and over the shoulders with shoulder straps that are snug to ensure that the player is secured tightly inside the ball.
Players must wear tennis shoes or turf shoes, soccer cleats will not be allowed. Shin guards and kneepads are recommended but not required.

**Jewelry, glasses and other sharp objects:**
No jewelry or other sharp objects may be worn during play or in the Battle Ball. Glasses may be used, however will need to be worn with an eyewear retainer to keep them on the player at all times.

**“On the Ground Rule;”**
Players who are knocked to the ground during play must be allowed to get up before being contacted again by the opposing team. It is critical that players not be hit while on the ground and be allowed to get up. Referees will strictly enforce this rule as a players legs are vulnerable when trying to stand up and to ensure safety.

**Whistle to Stop Play**
Referees will blow the whistle three times consecutively to either stop play, or to signal the end of a half and/or game. All players must STOP if they hear the signal. Active gameplay will be stopped by the referees to respond to player safety concerns (loose strap, Battle Balls which are not properly inflated or other unsafe condition).

**Restart of Play**
If play is stopped by the referee, it will be resumed by one blow of the whistle to resume play.

3. **Duration of the Match**

The match lasts two equal halves of 12 minutes, unless otherwise mutually agreed between the supervisor and the two participating teams. Any agreement to alter the periods of play (for example to reduce each half to 10 minutes because of insufficient light) must be made before the start of play and must comply with competition rules.

**Halftime Interval**
- Players are entitled to an interval at half-time.
- The half-time interval must not exceed 5 minutes.
- The duration of the half-time interval may be altered only with the consent of the supervisor.

**Allowance for Time Lost**
Allowance is made in either half for all time lost through equipment/safety stoppage or other.

4. **The Start and Restart of Play**

At the beginning of the match, both teams will line up on the “baseline” closest to their goal. The referee will place the ball in the middle of the field and blow the whistle once to begin play. This start will occur at the beginning of the game and the second half, as well as after each goal scored.

5. **The Ball in and out of Play**

Referees will not stop play if a ball goes out of bounds. The ball is still “active,” unless it goes out of bounds near spectators or other obstructions which could cause a hazard to player or spectator safety. Referees will call “play on” to indicate to players that the ball is still active if out-of-bounds.
Referees will have two balls on-hand during gameplay, one ball will be actively in play. If the ball is kicked far out of bounds, a referee will roll a second ball into play either 1. At the point of where the ball went out or 2. Into the center of the field. If a ball is introduced into the field, the referee will call “play on” to indicate a new ball was introduced into play.

6. **Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

The team scoring the greater number of goals during a match is the winner. In the regular season, if both teams score an equal number of goals, or if no goals are scored, the match is drawn.

7. **Offside**

Battle Balls does not utilize an off-side rule.