

## Speedball Rules

### Rules

1. Speedball is played by two teams of 11 players on a 100 x 60 yard field. The ball (soccer ball) is put into play by a kick-off from the center. The field also has a penalty area 5 yards in front of each goal and end line. The goal should be 6ft across and 8ft tall.
2. The game shall consist of four 8 minute quarters.
3. Goals shall be changed at halftime.
4. On a kick-off, no opponent shall cross the restraining line and no teammate of the kicker may cross the halfway line until the ball has been kicked by a player taking the kick-off.
5. The ball can be advanced down the field by kicking a ground ball or if an aerial ball is caught aerial passes are permitted. No traveling with the ball in hand is permitted. Once an aerial ball has hit the ground it is to be played as a ground ball.
6. Scoring:   Field Goal- 2 points  
                  Touchdown- 2 points  
                  Dropkick- 3 points  
                  Penalty Kick- 1 point
7. If the ball goes out-of-bounds along the sideline it will be thrown-in if the ball was aerial or kicked-in if it was a ground ball.
8. If the ball goes over the goal line and does not score it shall be put in play at the spot where it crossed the goal line by a punt, drop kick, or place kick unless the ball crosses the line between the goal posts. If the ball crosses the goal line and does not score it will be put into play from behind the goal line at a spot five yards to either side of the goal.
9. A ball sent out of bounds simultaneously by two opponents is put into play by the umpire tossing the ball between the two opponents who last touched it at a spot five yards in from the boundary line and directly opposite the point where the ball left the field.
10. Goalkeeper's Privileges:
  - a. Pick up the ball
  - b. Bounce ball
  - c. Punt or drop kick
  - d. Throw ball
  - e. Take two steps with the ball
11. The ball may be caught by any player if it is aerial
12. A ball on the ground can only be kicked or bounced off the body.
13. A ball that has been caught can be dropped and played as a ground ball at the players will.
14. A player may guard an opponent who has the ball.
15. A tie ball occurs when a player places one or both hands firmly on the ball already held by an opponent. A toss-up shall decide possession.

16. Fouls:
  - a. Individual Fouls
    1. Blocking
    2. Charging
    3. Pushing, tagging, holding, tripping
    4. Handling a ground ball illegally
    5. Traveling
    6. Holding the ball for more than five seconds on a free kick or taking more than ten seconds on a penalty kick.
    7. Unnecessary roughness
    8. Drop-kicking for a goal or attempting a forward pass for a touchdown while within the penalty area.
  - b. Penalties for fouls
    1. Individual fouls made outside the penalty area result in a free kick/throw from point of infraction.
    2. Within penalty area or behind goal result in one penalty kick IF the player fouls was in the act of catching a legal forward pass for a touchdown and the foul prevented the score. A touchdown should be scored and a penalty kick awarded.
    3. An attacking player behind opponent's goal line a free kick/throw on the goal in opposite the place where the foul occurred.

### Definition of Terms

- Aerial Ball- is a ball that has been raised into the air directly from a kick or thrown ball which has not touched the ground.
- Ground Ball- is a ball that is rolling, bouncing, or stationary on the ground.
- Kick-up- a means of converting a ground ball into an aerial ball
- Drop-kick- a) is a play in which a caught ball is dropped to the ground and the player kicks it just as it bounces from the ground.  
 b) a drop kick will be scored when a player has kicked the ball as it bounces from the ground and goes over the crossbar of the goal between the goal posts if the player is outside the penalty area.
- Place kick- a play in which a player kicks a stationary ball into play
- Field goal- when a ground ball is kicked so that it passes over the goal line between the goal posts and under the cross bar. A ball cannot be punted or thrown through to score a goal.
- Touchdown- completion of a forward pass started outside the penalty area to a player behind the goal line. Passes started within the penalty area the defense will be awarded a free kick from the five yard line. Incomplete passes behind the goal line will be played as out-of-bounds. If the pass is legally intercepted by the defense it will be awarded to the defense as out-of-bounds.
- Penalty kick- shall be a drop kick taken by any member of the attacking team from twelve yards in front of the goal.
- Free kick/throw- Unguarded throw-in or kick-in