BUBBLE SOCCER RULES 2016-2017

REFEREE

Two officials will be provided for all matches. The officials’ are responsible for checking eligibility, attendance, controlling the game and keeping score. The referees must be treated with respect. Each match is controlled by two referees who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed, from the moment he/she enters the locality where the pitch is situated until he/she leaves. The decisions of the referee concerning the play are final.

EQUIPMENT/ATTIRE

The home team is responsible for picking up pinnies for his/her team (can be picked up from Client Services), this will be required before every game. Players must wear appropriate closed-toe footwear. Shin-guards are optional. However, KNEEPADS ARE REQUIRED to play. No metal spikes/cleats are permitted. No jewellery is permitted for any intramural sport. Due to the contact in bubble soccer glasses are not permitted. Should you need to wear glasses, sports goggles or contacts may be used as substitutes. Participants must also wear long-sleeved shirts to use the bubbles.

DEFAULTS/FORFEITS

A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the opposing team will gain a one-goal advantage. Exactly 5 minutes after that, if the team has still not met the minimum requirement the game will be officially ruled a default and the final score will be 2-0. *No added time will be given*

TEAM REQUIREMENTS
Minimum number of persons on the field of play to prevent default is **Three (3)**. Maximum number of players is 4. In a co-ed match, there must be equal number of males and females on the field at all times.

**BLUE & RED CARDS**

**Blue cards** warrant a 2 minute penalty whereby the offender’s team serves 2 minutes of play down 1 player. The opposing team is allowed to field their entire team as normal equating to a “power-play” situation. The fouls that warrant a blue card include, but are not limited to: spitting on the field, any foul committed intentionally, illegal substitutions, encroachment on any restart and/or inappropriate language or disrespect toward the referee or an opponent.

**Red cards** warrant removal from the game. The player receiving the red card is dismissed from the game and his/her team must play the remainder of the game down 1 player. The fouls warranting a red card include, but are not limited to: slide tackling, fighting, offensive language, severe unsportsmanlike behaviour, spitting at or on another person and/or a **second blue card**.

**THE GAME**

**TIME**

Play will be divided into two (2) 18-minute quarters separated by one **Three (3)** minute half-time break. There will be a running clock maintained by a referee.

**THE GOAL BOX**

A goal box will be marked off in front of each goal. **It will extend 5 paces/yards out and 2 paces/yard to each side of the goal posts.** All players (offensive and defensive) must remain outside this area unless the ball is inside the goal box. If the defence is clearly in the goal box area before any shot on goal takes place, and then legally (without the use of the hands) deflects a shot, it will result in the following: A penalty shot on an open goal 15 paces/yards out. If a player enters the goal box unintentionally without (in the eyes of the ref) interfering with the course of play, this will not result in a penalty shot. Repeated occurrences will result in a 15-yard penalty shot. This is up to the ref’s discretion. However, ricocheted shots outside of the box translating into a goal will be deemed as acceptable and a goal will be rewarded to said team.

**OUT OF BOUNDS**

Anytime the ball goes over either sideline, out of bounds, a kick-in will ensue. Anytime the ball crosses an end line, a corner kick or goal kick will ensue. Goals **may be** scored on corner kicks. All players must be outside the goal box until the ball enters the goal box and the defence must be at least 4 paces from the corner.

**THE BALL**

Futsal or indoor balls will be used for **ALL** games.

**OFFSIDE**
There is no offside for bubble soccer.

SUBSTITUTIONS
Substitutions may be made throughout the game on the fly. However, substitutions must adhere to the co-ed gender rules. This rule requires two (2) individuals from each gender to create four (4) players, while the final player can be of either sex; creating a total of five (5) players on each team. Players MUST wait until each player in off the field before a new player is introduced into play.

NO GOALKEEPERS
Teams will not be allowed to have a goalkeeper. This includes a player standing in front of the net in order to block shots.

Slide Tackling/Contact

There is absolutely no HITTING FROM BEHIND. This is treated as dangerous play, which will result in a red card (and have to task of attending a P&A meeting). In addition all players engaging in contact must keep BOTH feet planted on the ground. It is up to the official’s discretion to determine if the contact is legal or not.

THE GAMES/SCORING

Kick-off – the ball will be placed in the center of the field, and teams line up along their goal line. When the whistle blows, teams may run to the ball for possession. This will occur every time a goal is scored.

Ball in Bubble – If the ball lands in a bubble, play will stop and the ball retrieved. The referee will then conduct a “drop ball” with one member from each team.

Drop Ball – 1 player from each team will stand 5 yards away from the ball, as the ball hits the ground each player may charge towards the ball to retrieve it. An infraction which occurs will be resumed with a drop ball. Each opposing player will stand 5 yards back until the official indicates resetting play (there is not stoppage time).

Regular season games ending in a tie score will be recorded as tie games.

All free-kicks and restarts of play are indirect (cannot be directly kicked into the goal). Opposing players must be a minimum of 3 meters from the kick.