



OFFICIAL TOURNAMENT RULES

TEAMS: **Three-on-Three SoccketBall Tournament Games** consist of two teams with three players on each team. Unlimited substitutions are allowed and may only be substituted after a point is scored by either team.

GAME SETUP: SoccketBall is essentially played like soccer except that there is only one large, elevated basket situated at the middle of the play area which serves as the goal for both teams. The game shall be 20-minutes long with two 10-minute halves. The clock shall run continually without being stopped. The **touchline**, or out-of-bounds lines, shall be defined by the referee (such as the basketball court lines, for example).

KICKOFF: A pre-game coin toss determines which team gets the ball first. The game starts with the referee placing the ball anywhere just outside the touchline. A player then kicks the ball into play by performing an **indirect kick**, meaning that another player must touch the ball before a point can be scored. Players make contact with the ball using the same contact rules as traditional soccer. **No hands are allowed** except for inbounding the ball.

SCORING: Both teams may shoot at any time at the one goal located in the middle of the play area. The last player to touch the ball before it goes into the goal, scores one point for his team. After a point is scored, the opposing team places the ball just outside the touchline and performs an indirect kick to put the ball back into play.

INBOUNDING: If the ball goes out-of-bounds, then the opposing team shall inbound the ball either kicking it in with their feet or using a soccer-style throw-in. The ball is thrown in with both hands overhead while both feet remain on the ground. No point is credited if the ball is thrown or bounced directly into the goal without first making contact with another player.

FOULS: The following are considered fouls in SoccketBall: intentional hand-balls, goal-tending, tripping, holding, high-kicks, dangerous headers, recklessness or violent contact. **Goal-tending** is defined as either obstructing the ball once it enters inside the cylinder above the rim or defending the goal rather than the opponent. The defense must focus on attacking the ball and covering the opposing players rather than defending the goal. There are **no goalies** in SoccketBall.

PENALTY KICKS: All fouls result in a **penalty kick**. For penalty kicks, the referee shall place the ball on one of the two **penalty markers** which are located 23-feet away from the goal. Penalty kicks are **direct kicks**, meaning that the kicker has the option of either scoring directly or passing the ball. Before the penalty kick is taken, all players from both teams must position themselves on the opposite side of the centerline from the designated kicker. If the kicker misses the goal, then the ball may be immediately rebounded and put into play by anyone on either team. This means that either team can score a one-touch basket during a penalty kick.

WINNERS: The first team to 5 points or the team with the most points at the end of the game is the winner. In the event of a tie, the game shall be extended into a 5-minute overtime. The first team to score a goal during overtime wins the game. If no goal is scored, then there shall be a penalty shootout (3 shots then sudden-death).