



Rule 1: Players

A match is played by two teams, each consisting of four players. A match may not start if either team consists of fewer than three players.

Substitutions:

There are no substitutions.

Goalkeeper:

During gameplay, there are four active players on the field with each team. Goalkeepers are NOT allowed. Players can travel through the front of the goal, but cannot stay in front of the goal for more than three seconds.

Rule 2: Safety & Equipment

The referee(s) 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 penalize 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. A bump inside the playing field that results in an opponent falling outside that playing area is legal.

Equipment:

Each player must be in a "Bubble Ball" prior to stepping on the field. The equipment shall be worn fully-inflated and over the shoulders with shoulder straps and waist strap that are snug to ensure that the player is secured tightly inside the ball.

Players must wear tennis shoes, turf shoes, or soccer cleats (no metal cleats). 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 Bubble Ball. Glasses may be used, however wearing an eyewear retainer to keep them on the player at all times is highly recommended.

“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 enforce this rule as player’s 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, Bubble Balls which are not properly inflated or other unsafe conditions).

Restart of Play

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

Rule 3: Duration of the Match

The match lasts 10 minutes. Following the match a team will switch fields for another 10 minute match versus a new opponent.

Allowance for Time Lost

Allowances may be made for time lost through equipment/safety stoppage or other.

Rule 4: The Start and Restart of Play

At the beginning of the match, both teams will line up on the “goal line” 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, as well as after each goal scored.

Rule 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.

Rule 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. 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.