

**Princeton University
Intramural Sports
Speedball Rules**



I. EQUIPMENT/UNIFORM/ELIGIBILITY

- a. All Players must present their Princeton University ID in order to participate.
- b. No screw in studs, steel, or metal cleats allowed. Shoes must be worn at all times.
- c. No hats with brims or jewelry are allowed to be worn during play.
- d. Teams should wear different color T-shirts or vests provided by IM Supervisor.

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Games will consist of two-20 minute halves; half time will last 3 minutes. There are no time-outs.
- b. The clock will stop only for serious injuries and when the ball goes unnaturally far from the playing field.
- c. Teams will be composed of 6 players, including a goalkeeper. A team must have 4 players to begin a game.
- d. Player alignment is up to the discretion of the team captain. The goalie, however, must be designated to the official at the start of the game and when substituted for. The goalie must wear apparel which distinguishes them from their teammates.

III. STARTING THE GAME WITH A KICK OFF

- a. A coin toss or any other decision process with probability of one-half will determine which captain decides if his/her team will kick off or defend a specific goal to start the game.
- b. On all kickoffs (starting game, following goals) the ball must be initially played forward (one revolution).
- c. The ball may be lifted by the foot to a teammate.
- d. After each score, the team that did not score starts play with a kick off.

IV. SCORING

- a. Field Goal (2 points) – when the ball is kicked between and under the goal posts.
- b. Drop Kick (2 points) – a drop kicked ball that goes into the goal
- c. Touchdown (2 points) – when an offensive player behind the opponent's goal line catches the ball from a teammate who has thrown the ball from outside the penalty area.
- d. Penalty Kick (1 point) – a place kick taken on the penalty kick mark and awarded when the defense fouls in their own penalty area.

V. OUT-OF-BOUNDS PLAYS:

- a. At the touch line – a throw in is taken by the opponent at the spot where the ball went out of play. All players must be 5-yards away
- b. At the end line or goal line – the opponent may punt, drop kick, place kick, or throw the ball from where it went out of play. All players must be 5-yards away.
- c. Out-of-bounds by 2 opponents – a drop ball on the spot nearest where the ball went out of play. All other players must be 5-yards away.

VI. FOULS

- a. Tripping, pushing, holding, or in any way touching an opponent.
- b. Unnecessary roughness
- c. Delaying the game.
- d. Traveling – moving the feet with the ball in your hands (same as in basketball).
- e. Touching a ground ball with hands or arms.
- f. Throwing a touchdown from within the penalty area.
- g. Boxing-up – 2 players guarding the same opponent.
- h. Obstructing – preventing, by personal contact, the progress of a player.

VII. PENALTIES

- a. For fouls outside the penalty area – free kick on the spot. The ball may be kicked or lifted with all opponent starting 5-yards away.
- b. For fouls inside the penalty area by the defense – a penalty kick awarded to opponent using a place kick and taken on the penalty kick mark. Only the goalie may guard the goal. All other players must remain outside the penalty area until the ball is kicked. After the ball is kicked it becomes a live ball and play continues.
- c. Double foul – a drop ball at the spot of the infraction. All other players must be 5-yards away.
- d. Tie-ball – a drop ball on the spot. All other players must be 5-yards away.

VIII. PLAYER PRIVILEGES

- a. All players may air dribble, block, catch, clear, dribble, dropkick, handle, instep kick, kick-up, kick pass, loft, lob, mark, pass, place kick, punt, tackle, trap, throw-in, or volley.
- b. Only the goalie, while inside the penalty area, may pick up a ground ball with their hands.

IX. TERMS

- a. Aerial ball – is one that has been raised into the air directly from a kick by one or both feet and includes the punt, dropkick, and kick-up, or a thrown ball which has not touched the ground.
- b. Air Dribble – a play in which a player tosses the ball into the air to themselves. (limit of one per player possession).
- c. Blocking the ball – intercepting the progress of the ball with any part of the body. A ground ball may not be blocked with the hands and arms unless they are being held against the body.
- d. Boxing-up – 2 players guarding the same opponent (illegal play).
- e. Double fouls – infringement of the rules committed at the same time by opposing players.
- f. Drop kick – when a caught ball is dropped to the ground and the player kicks it as it bounces off the ground.
- g. Field Goal – a two-point score that occurs when the ball pass completely over the goal line, between the goal posts, and under the crossbar.
- h. Ground ball – a ball that is rolling, bouncing, or stationary on the ground. Although in the air, a ground ball remains a ground ball until it is played into the air from a direct kick or a kick-up.
- i. Kick-up – a means of converting a ground ball into an aerial ball. The ball may roll up a player's foot or leg to be caught or can be given an upward impetus with one or both feet. To be legal the ball must be in the air, free from personal contact, before it can be caught.
- j. Pivot – a play in which a player who is holding the ball steps once, or more than once, in any direction with the same foot. The pivot foot must keep the initial contact with the ground.
- k. Place kick – a play in which the player, with or without the preliminary steps, kicks a stationary ball. The ball may be lifted into the air or kept on the ground.
- l. Punt – a play in which a player drops a caught ball and meets the descending ball with the foot before it touches the ground.
- m. Tie Ball – when 2 or more opposing players catch the ball at the same time or when it cannot be determined which player touched the ball last.