



## BUBBLE SOCCER “HOUSE RULES”

**R**EC ATHLETICS HAS BASED ITS BASIC “HOUSE RULES” ON PRO SPORTS RULES SET – ALL GAMES WILL BE PLAYED BASED ON THESE “HOUSE RULES”

BUBBLE SOCCER IS A VERY UNIQUE SPORT. THIS TOURNAMENT IS BEING HELD ON ASTRO TURF. WE HAVE WORKED HARD TO PREPARE THE FACILITY AND WE WANT EVERYONE TO HAVE A SAFE ENJOYABLE TIME. READ THESE RULES CAREFULLY. REC ATHLETICS ALWAYS MAINTAINS PLAYER SAFETY AS OUR MAIN CONCERN. WE RESERVE THE RIGHT AT ALL TIMES TO REMOVE A PLAYER WHO DOES NOT RESPECT THE OPPONENTS, THE EQUIPMENT OR THE RULES.

***DUE TO THE INTENSE NATURE OF THIS SPORT NO PLAYER WITH A HISTORY OF BACK PROBLEMS OR HEART CONDITION WILL BE PERMITTED TO PARTICIPATE.***

1. PLAYERS MUST BE FITTED FOR THE BUBBLE AND APPROVED BY THE TOURNAMENT CONVENOR FOR PLAY. PLAYERS ***CANNOT BE OVER 6’6” AND 265LBS.*** IF A PLAYERS HEAD IS TOO CLOSE TO THE OPENING OF THE BUBBLE THEIR HEAD IS NOT PROTECTED AND THEREFORE MAY NOT PARTICIPATE. IF A PLAYER CANNOT SAFELY SLIDE THE BUBBLE AROUND THEIR BODY THEY ARE UNABLE TO PARTICIPATE.
2. BALL STARTS IN CENTER OF PLAYING SURFACE. ONE TEAM IS GIVEN THE FIRST BALL. FIRST POSSESSION IS DECIDED BY ROCK, PAPER, SCISSORS.
3. YOU MAY NOT LEAVE YOUR FEET TO HIT A PLAYER. **(NO JUMPING)** THIS IS A ONE MINUTE PENALTY SERVED IN THE PENALTY BOX. REMEMBER EACH GAME IS SIX MINUTES LONG, SO YOU DO NOT WANT TO SPEND IT IN THE PENALTY BOX.
4. YOU MAY NOT HIT A PLAYER INTO A WALL IF INSIDE. SOMETIMES A GOOD HIT WILL RESULT IN A PLAYER ROLLING. THE REFEREE WILL DETERMINE WHETHER A WALL HIT WARRANTS A PENALTY.
5. NO PLAYER SHALL HIT A PLAYER WITH A FULL RUN.
6. THIS TOURNAMENT REQUIRES SOME RESTRAINT. **DO NOT TRY TO HIT PLAYERS THAT ARE SIGNIFICANTLY SMALLER, OR LESS WEIGHT. HIT EVERYONE OF COURSE!!!!!!BUT BE SMART IN WHO AND HOW YOU HIT PEOPLE. THIS IS ABOUT HAVING FUN NOT PROVING SUPERIORITY.**

7. REMEMBER THAT THIS IS A GAME OF HITTING AND LAUGHING. YOU WILL GET HIT AND KNOCKED DOWN. THE BUBBLE WILL PROTECT YOU, STAY CALM AND HAVE FUN.
8. PLAYERS ARE ASKED TO BRING A TOWEL TO WIPE DOWN THE BUBBLE BEFORE YOU PARTICIPATE. THIS IS THE PLAYER'S RESPONSIBILITY.
9. FANS ARE ENCOURAGED TO ATTEND BUT MUST STAY IN THE BLEACHERS.
10. PLAYERS MUST STAY AT THE FIELD FOR THE DURATION OF THE TOURNAMENT.. GAMES START ON THE MINUTE SO BEING LATE IS NOT AN OPTION. WE CANNOT WAIT FOR YOUR TEAM! ***ONCE A GAME BEGINS NO ONE IS ALLOWED INTO THE PLAY AREA. PLAYERS AND FANS MUST WAIT OUTSIDE UNTIL THE BUZZER GOES.***
11. NO TRIPPING WITH FEET WHEN YOU ARE LYING ON THE FLOOR OR GROUND.
12. IT IS RECOMMENDED THAT PLAYERS WEAR KNEEPADS
13. BALL IS PLACED AT CENTER AFTER EVERY GOAL. REFEREE WILL RUN IT BACK QUICKLY AND IT IS UP TO THE PLAYERS TO BE SET UP FOR IT. WE WILL NOT WAIT, THIS IS A FAST PACED GAME.
14. GAME IS PLAYED 4 ON 4. IT IS UP TO THE TEAM IF A PLAYER STAYS IN THE NET, ALTHOUGH IT IS SUGGESTED THAT EVERYONE GET INVOLVED ON THE FIELD.

## **FAIR PLAY POLICY**

IN ORDER TO MAINTAIN A POSITIVE, FUN YET COMPETITIVE ENVIRONMENT, THE BUBBLE BATTLE WILL ADOPT THE FOLLOWING FAIR PLAY POLICY. ALL PARTICIPANTS ARE REQUIRED TO SIGN THE FAIR PLAY FORM AND ADHERE TO ITS RULES.

THIS POLICY IS MEANT TO DETER NEGATIVE AND AGGRESSIVE BEHAVIOR BOTH DURING THE GAME AND AFTER. THE REFEREES HAVE THE POWER TO ASSIGN BOTH YELLOW CARDS AND RED CARDS. YELLOW CARDS ARE A WARNING. PLAYERS RECEIVING TWO YELLOW CARDS IN ONE MATCH WILL BE EJECTED FROM THAT MATCH. YELLOW CARDS ARE ASSIGNED FOR UNSPORTSMANLIKE BEHAVIOR OR SERIOUS INFRACTIONS. THINGS LIKE SWEARING, YELLING AT THE REFEREE OR OTHER PLAYERS, BEING UNSAFE, OR CHEATING IN THE GAME ARE ALL INFRACTIONS THAT COULD DRAW A YELLOW CARD. THE REFEREE HAS THIS DISCRETION. RED CARDS CAN BE AWARDED AUTOMATICALLY WITHOUT WARNING IF THE REFEREE FEELS IT IS JUSTIFIED. RED CARDS CARRY AN AUTOMATIC EJECTION FROM THE MATCH. THE PLAYER MUST LEAVE THE PLAYING SURFACE AFTER RECEIVING A RED CARD OR TWO YELLOW CARDS. PLAYERS EJECTED FROM A MATCH WILL HAVE THEIR CASE REVIEW BY THE DISCIPLINE COMMITTEE AND FURTHER SUSPENSION OR ACTION MAY BE ENFORCED AT THE DISCRETION OF THIS COMMITTEE. ALL RED CARDS CARRY AN AUTOMATIC ONE GAME SUSPENSION. PLAYERS EARNING A SECOND RED CARD IN A SEASON WILL BE SUSPENDED FOR TWO

GAMES. IF A PLAYER RECEIVES A THIRD RED CARD THEY WILL BE REMOVED FROM THE TOURNAMENT WITH NO REFUND.