

# Soccer-Tennis Rules

## **RULE 1 - THE COURT**

Soccer-tennis is played on the “Serve Court”.

## **RULE 2 - THE NET**

The court is split in two parts by the tennis net. Nets should be 42 feet in length and should be no more than 39 inches high at the posts with the minimum midpoint height of 3 feet.

## **RULE 3 - THE BALL (SOCCER BALL)**

Soccer-tennis uses a regulation size 4 & 5 soccer ball.

## **RULE 4 - TEAMS AND PLAYERS**

The game is played between two teams with two players on each team. There are substitutes allowed throughout a match; each team is allowed to have one other teammate to be used as a substitute for a total of 3 participants per team. Players are allowed to return after being substituted. If during a game, a player is injured, the game must continue until a stoppage in play allows for a substitution. In Coed Games, a girl must be on the field.

## **RULE 5 - PLAYERS EQUIPMENT**

The official uniform of soccer-tennis includes a shirt, shorts, socks, and shoes. We ask that each team would at least wear matching tops (can be jerseys, t-shirts, sleeveless; but must be matching).

## **RULE 6 - DURATION OF THE MATCH**

Soccer-tennis matches are played as best of 3 games to 15 points, the team must win by 2 points. In a best of three situations, the first team to win two games, wins the match. There is a 3-minute maximum break between games before the teams switch sides to begin another game. There is one 30 second time out allowed per team per game. Game duration will last no longer than 24 minutes.

## **RULE 7 - BEGINNING THE GAME**

The winner of a coin toss is allowed to elect whether they will kick off or choose a side to defend.

## **RULE 8 - THE KICK-OFF**

Referees start the game with the sign to serve. A kick-off is used to begin each game and also between each point scored. Kick-offs are played from behind the service box line of the tennis court and the ball must land in opposite service box area. Players cannot step on the line during a kick-off. A player has two attempts to execute a kick-off and must play the ball out of his hands, by drop kick (ball hitting the ground before being kicked). If players are unable to use one fluid motion using the drop kick method, they can execute a kick-off using the ball-bounce volley method, if and only if, it does not present a disadvantage to the opposing team. This will be adjudicated at the referee’s discretion. Again, balls must land in opposite service box area on the opposing team side. Any kick-off that hits the net but lands on the opposing side (let) must be repeated. If the first service does not make it over the net or in bounds, a second service is awarded. If such an event happens twice (double fault), the opposing team receives a point.

## **RULE 9 - SCORING**

Both teams can score a point at any time (the defending team can score even if they did not kick off to start play).

## **RULE 10: SERVICE**

Service will be held by one team for 5 point combinations. Service is changed every time the score equals 5, 10, 15, and 20 points. (Similar to ping pong; i.e. score 3-2, 1-4, 5-0, 2-3, 6-4, 7-8, 11-9 etc...) The player cannot return the service directly. The service must bounce once in the serve court before being returned.

## **RULE 11 - TEAM BALL CONTACTS**

The receiving team can touch the ball a maximum of three times per team before returning the ball to the opposing team. (For example, Player A passes to Player B in the air and then Player B passes back to Player A, Player A then plays the ball over the net—All in touch) Each player can only take a maximum of two touches per individual. Both players do not need to touch the ball however. (For example, Player A takes a touch off his thigh and then plays the ball over the net.) The ball can be directly returned to the opposing team with only one ball touch, if desired.

## **RULE 12 - INDIVIDUAL PLAYER BALL CONTACT**

Players can use any part of their body to touch the ball, with the exception of the arms or hands. Shoulders are not considered part of the arm.

## **RULE 13 - GROUND BALL CONTACTS**

The only time a ball is allowed to touch the ground outside the playing field, is when a kick-off player bounces the ball before kick-off. Any other ground contacts outside the playing field are “out balls”. Inside the playing field, you are allowed one bounce per side, but can not bounce after the first touch.

## **RULE 14 - POINTS**

Every play can result in a point scored by either one of the teams.

### **Faults at the kick-off**

- 1a. Kick-off is done before referee allows play to begin.
- 1b. Kick-off is not played from the hands.
- 1c. More than one ground contact is made before kicking off.
- 1d. The player steps onto the playing field during or before kick-off.
- 1e. Player kicks the ball into the net (If the ball hits the net, and goes over to the opposing side, the fault does not result in a point, but the kick-off is repeated.)
- 1f. The kick-off lands outside the playing field (‘out’)

### **Faults during a play**

- 2a. Player uses more than two touches before getting rid of the ball.
- 2b. During a play, the ball touches the ground more than one time.
- 2c. A team plays the ball, and it lands outside the playing field.
- 2d. A team plays the ball into the net.
- 2e. A player touches the net.
- 2f. A player touches the ball with their hand, or arm.
- 2g. The ball touches the ground before it goes over the net.
- 2h. The mystery/secret 3rd touch will be enforced!  
(Accidentally hits your foot, then shin, and you proceed with another touch...FAULT!)

## **RULE 15 - TIE BREAKERS INCLUDE THE FOLLOWING:**

- Head-to-Head
- Set Differential
- Sets for
- Sets Against

### **RULE 16 - COURT CHANGE**

After every game, both teams change sides. The kick-off remains with the team who scored prior to last game being called.

### **RULE 17 - DISTURBANCES**

If disturbances arise that players have no influence over (such as problems with the net or equipment or a player injury, the referee is allowed to stop play immediately and the kick-off is repeated with no points given.

### **RULE 18 - PENALTIES**

Referees can warn players for unsportsmanlike conduct by issuing a yellow card to the offending player. Also, the team loses 1 point. A red card will bar the player from the rest of the match, and their team must substitute another player. If there is no other player, the team forfeits 5 points and continues a man down!

### **RULE 19 - THE REFEREE**

Official soccer-tennis games must be supervised by a referee, with these duties:

- Make sure rules are clear and abided by
- Use signs to regulate play from start to finish, between games, and after each play
- Decide points (referee decisions are final)
- Keep score correctly
- Control the clock
- Interrupt play due to disturbances, rule-breaking, or injuries
- Keep unauthorized persons off the playing field
- Give out warnings and/or remove repeat offenders from the match
- Make sure the game ball is an official ball
- Fill out the match sheet and give it to tournament officials

# Golden Boot 1v1 Tournament Rules

## **RULE 1 - GAME DURATION**

The game shall consist of a ten (10) minute game. A coin toss will determine the possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 1v1 games.

## **RULE 2 – FIELD DIMENSIONS**

The playing field is 15 yards long by 10 yards wide. The goals are 2.5 feet high and 4 feet wide.

## **RULE 3 – FREE ZONE**

The free zone is an extension of the playing field opposite of the goal. The free zone dimension is 3 yards by 10 yards. Players only have 5 seconds inside the free zone. Players cannot re-enter the free zone once they enter the field.

## **RULE 4 – GOAL BOX**

The goal box is 6 feet wide by 4 foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward infinitely.

## **RULE 5 – KICK OFF**

Play begins inside the free zone. You cannot score directly from a kick off (ball must be 100% over the free zone to be considered in the field). The kick off is an indirect kick.

## **RULE 6 – KICK INS**

ALL kick ins will be played from the free zone. The ball is considered in play once the ball has entered into the playing field.

## **RULE 7 – CHANGE OF POSSESSION**

Once the defensive player steals the ball they must first enter into the free zone before attempting to score a goal.

## **RULE 8 – GOAL KICKS**

There are no goal kicks. If the attacking player plays the ball over the end line, the defensive player will take over possession of the ball in the free zone.

## **RULE 9 – PENALTY KICKS**

Shall be awarded on every 6 fouls, or in the field marshals opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the 3 yard line from the safe zone. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession in the free zone.

## **RULE 10 – GOAL SCORING**

A goal may only be scored from a touch (offensive or defensive) within the playing field. The ball must be completely in the playing field, and cannot be touching the free zone. If the defensive player steals

the ball they must enter into the free zone before attacking the goal. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

#### **RULE 11 – THREE-YARD RULE**

In all dead-ball situations, defending players must stand at least three yards away from the ball.

#### **RULE 12: GOALKEEPERS**

There are no Goalkeepers in the Golden Boot 1v1 soccer tournament.

#### **RULE 13 – OFF SIDES**

There are no offsides in the Golden Boot 1v1 soccer tournament.

#### **RULE 14 – SLIDE TACKLING**

There is no slide tackling! If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a foul shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

#### **RULE 15 – HAND BALL CLARIFICATION**

Deliberate handling of the ball that denies a player of an obvious goal-scoring opportunity will result in the following: (1) A penalty-kick (at the discretion of the field marshal) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the field marshal).

#### **RULE 16 – PROTESTS OF RULES**

There will be no protests.

#### **RULE 17 – GAME BALL / SIZE**

Teams are responsible for providing game balls. Here are the following sizes for each group: U5/6 & U7/8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

#### **RULE 18 – PLAYERS UNIFORM**

All players must wear shin guards. In the playoffs, the higher seed will have the option of wearing alternative shirts. Players wearing protective casts must receive approval from the tournament director and will be required to check in prior to each game with the field marshal to be permitted to play. If the field marshal on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until the tournament director and athletic trainer re-approves the wearing of the protective cast.

#### **RULE 19 – DELAY OF GAME**

The head field marshal has the official time. Any player may be cautioned with a yellow card if it is deemed by the field marshal that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

#### **RULE 20 – FORFEITS**

Players are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the field marshal issues a forfeit. Any player forfeiting one game during the playoffs may be removed from the tournament.

## **RULE 21 – PLAYOFF OVERTIME**

Qualifying games shall end in a tie. Only Playoff Games shall play into overtime.

Golden Goal Overtime Period: Playoff Overtime shall consist of one 3-minute “golden goal” overtime period with a coin toss to decide kick-off/direction. The first player to score in overtime is the winner.

Shootout: If no player has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide player-kicking order. The first round of shootouts will consist of each player kicking three shots from the three yard line (12 yards out) in front of the safe zone. The player with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the players will alternate in the same order from the front line of the safe zone (15 yards out) in a sudden death penalty kick format.

## **RULE 22 – SPORTSMANSHIP**

Players will be held responsible for the good sportsmanship!

## **RULE 23 – YELLOW CARD**

Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will forfeit their next game (no exceptions).

## **RULE 24 – RED CARD**

Field Marshals have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

\*\*If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the tournament and are subject to removal from the facility for the duration of the event.

## **RULE 25 – COACH/PARENT EJECTION**

Field Marshals have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

## **RULE 26 – WEATHER RELATED ISSUES**

The tournament director reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The tournament director has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

## **RULE 27 – SCORING IN QUALIFYING PLAY**

Scoring in Qualifying Play – Games will be scored according to the following:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss.

Tiebreakers – Ties in standings between two players will be broken by:

- 1) Head to head results between tied players
- 2) Goal difference in qualifying play

- 3) Goals scored in qualifying play
- 4) Least goals allowed
- 5) Shootout.

Ties between three or more players will be broken by:

- 1) Goal difference in qualifying play
- 2) Goals scored in qualifying play
- 3) Least goals allowed
- 4) Shootout with 1 player receiving a first round draw by random draw.

A forfeit will count as a score of 6-0. Shoot out is shot from half line.

### **RULE 28 – PLAYOFFS & AWARDS**

Four players advance to the semi-final round based on results from qualifying games. Awards will be awarded to the top players in each age group. **\*\*Subject to change\*\***

**\*\* The Golden Boot 1v1 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. \*\***