

# Bungee Soccer Rules

## 1. Game Play

- a. Games are played in two **12** minute halves.
  - A. Each team has two timeouts per game. Each team may use a maximum one timeout per half.
  - B. The clock is a “rolling clock”; time will only stop during team timeouts or referee timeouts.
- b. Play starts and stops with the blowing of a whistle
  - a. Play may be stopped for any of the following reasons:
    1. Hand ball
    2. Timeout
    3. Injury
    4. The ball has traveled outside the playing field
    5. The ball has become stuck behind the goal
    6. A safety issue on the field
    7. To issue a yellow/red card
- c. All surfaces are considered in play.
  - a. Should the ball stop rolling out of a player’s reach, the player will have three attempts to generate momentum and retrieve the ball. Should the player be unsuccessful, possession will be awarded to the opposing team.
- d. Should the ball exit the playing field (i.e. over the net, into the dugout, etc.) a throw in will be rewarded to the team opposing the player that last touched the ball.
  - a. Should the referee be unable to determine the offending player, a face off will be used to restart play.
- e. Play is stopped when the goalie obtains possession of the ball.
  - a. The goalie may return the ball to play via throw in, roll in, or kick in.
    - a. Should the goalie decide to kick the ball in, it must be placed on the ground before it may be kicked. **(not bouncing)**
    - b. Once the ball touches the ground, it is considered in play.
    - c. The forwards may try to block the throw in, if they step into the goal box the goalie will get a throw in free of the forwards obstruction.
- f. Each goal earns one point unless the ball is struck outside the two point line.
  - a. Any team ahead by 10 points or more may only shoot from outside the two point line. Should the team score, only one point will be rewarded as long as the lead is 10 points or greater. After two attempts, possession of the ball will go the goalie.

## 2. Throw in

- a. At times play will begin with a throw in.
- b. The ball must be thrown using both hands and thrown directly over the head.

- c. The ball must be released by both hands simultaneously. Indication that this did not happen will be when the ball spins excessively. *It is the Referee's subjective discretion if the ball is thrown properly.*
- d. One foot must remain on the ground during the throw in.
- e. Both feet must remain behind the throw in line or a hand ball will be called and the throw-in will be rewarded to the opposing team.

### **3. Faceoff**

- a. Only midfielders and designated defensive rovers may participate in the face off.
- b. The midfielders must remain outside the neutral zone until a whistle is blown, starting play.
- c. After the whistle is blown, all midfielders may compete for possession of the ball.
- d. A face-off will occur at the beginning of each half and after each goal, provided there is still time on the game clock.

### **4. Neutral Zone**

- a. The area between the "4 man lines" will be referred to as the "Neutral Zone."
- b. Only Midfielders are allowed in the neutral zone.
- c. Should a forward enter the neutral zone, offside will be called and possession forfeited. Play will continue with a throw in by a member of the non-offending team.

### **5. Goal box**

- a. The marked area housing the goal, will be referred to as the goal box.
- b. The goal box's boundaries extend upwards.
- c. No player other than the goalie may have any body part in the goal box at any time unless the ball is in the box.
- d. Should a player enter and remain in the goal box, the player will be called offside and possession would be forfeited.
- e. Should a forward enter the goal box as the goalie is returning the ball to play, the forward will be made to retreat until the ball is returned to play.

### **6. Players/positions**

- a. Each team shall have 1 goalie, 4 midfielders, and 2 forwards

#### **1. Goalie**

- a. The player directly responsible for defending the goal will be referred to as the goalie.
- b. The goalie will wear a protective helmet at all times when the ball is in play.
- c. The goalie must be attached to the two bungees closest to the goal he/she is defending at all times.
- d. The goalie may travel as far as possible while attached to the bungees.
- e. The goalie may handle the ball while he/she is in the goal box and the ball is in the goal box.
- f. Should the goalie handle the ball outside the goal box, or step outside the goal box while handling the ball, a hand ball will be called and the opposing team's forwards will be rewarded with a throw in.
- g. The goalie will be protected. Once the goalie retains possession of the ball, the forwards may not continue attacking until the ball is returned into play.

The goalie may do this by executing a throw in, rolling the ball into play or placing the ball on the ground and kick it.

- a. Throw ins must follow the throw in rules (see section throw in)
- b. In the case of a throw in or roll in, the ball becomes, “live” the moment it touches the ground.

## 2. Midfielder

- a. The player closest to the center of the field, attached to the bungees closest to the 4-man line shall be referred to as the midfielder or “mid”.
- b. Midfielders are the only position player allowed in the “Neutral zone” at any time.
- c. The midfielders may move in any direction as far as their bungees will allow.

## 3. Forwards

- a. The player closest to the team’s goal will be referred to as the forwards.
- b. Forwards are allowed anywhere within the space from the “Neutral zone” to the end line except the goal box.
- c. Forwards may not interfere with the kick off in any way. Forwards must remain **6 feet behind neutral zone during kickoff.**
- d. Forwards are only allowed in the goal box when the ball is in the box and the goalie has not obtained possession of the ball. Forwards may not attack when the goalie has obtained possession of the ball.
- e. Forwards may pressure the goalie’s attempt to return the ball into play, provided that they remain outside the goal box. Should a forward enter the goal box while pressuring the goalie, the forward will be made to retreat.
- f. **Forwards may only play one full half (12 minutes) of the game. If you change one or both out during a timeout that will count as their full half played regardless of how many minutes they played**

## 4. Player rules

- a. All players must be properly harnessed at all times while on the field or in the dugout.
- b. All players, with the exception of the defensive rover (see forfeit avoidance section) in the game must be securely attached to their bungee before the ball is put in play.
- c. Unless re-starting play with a throw in, no player may handle the ball outside of the goal box. Should a player’s hand make contact with the ball, a hand ball will be called and possession forfeited. The opposing team will restart play with a throw in.
- d. Players are never allowed to in any way use the bungees to manipulate the flight of the ball.
- e. Players may never grab another player’s bungee. Should this occur, the offending player will be issued a yellow card.
- f. **No sliding or slide tackles are allowed**
- g. **Players must be wearing close toed shoes.**

## 5. Forfeit Avoidance

- b. In order to prevent forfeits due to player shortages, teams will be allowed to play with a minimum 4 players from their regular roster. **If the team has less than 4 player it will be counted as a forfeit/lose. There will be no forfeits in the playoffs and finals. Team will play with whoever shows up, no subs.**
- c. Recruiting
  - a. Shorthanded teams may recruit players from other teams to supplement their team **for a total of 5 players on the field.**
    - 1. Recruited players must be middle school students.
    - 2. Recruited players may only play the midfield position.
    - 3. If you only have 1-4 rostered players of your own, subs may also play goalie. ***This may also be at the discretion of the ref.*** Rostered players may play more than 1 half of the game as long as all players have played the forward position.
    - 4. Recruited players must be approved by the referee or a member of the competition committee before they are allowed to join a team.
    - 5. If you are playing with 4 players or less, you may keep 1 player in the forward position the whole game.**
- d. Should no qualifying player be available the team may play shorthanded with their two- three players.
  - a. A team playing with 2-3 players may replace their goalie with a “defensive rover.”
    - 1. The defensive rover must be harnessed, but is not required to be attached to a bungee.
    - 2. The defensive rover may move anywhere on the defensive side of the field within the 2 point line.
    - 3. The defensive rover may participate in face-offs.
    - 4. When the defensive rover is in the goal box, all the rules applicable to the goalie will apply.
    - 5. The defensive rover must wear the helmet at all times when the ball is in play.
    - 6. There may be only one defensive rover per shorthanded team.
    - 7. The remaining two players may play on any of the team’s available bungees.

## 6. Other

- a. All coaches and other players must remain in the dugout while the ball is in play.
- b. Only coaches and players on the team’s roster or short-handed recruited players are allowed in the dugout.**
- c. No player or coach may reach out of the dugout to interfere with the game in any way. Should this occur, a yellow card will be issued.
- d. Should a PLAYOFF game end in a tie, the teams will play a two minute SUDDEN VICTORY overtime period. Should no team score, the teams will change sides

and play in another 2 minute SUDDEN VICTORY period. Should the game remain tied after both periods, the game will be decided with penalty kicks. **Coaches will not be able to use any timeouts during the sudden victory overtime periods. No position changes are allowed during sudden victory**

- a. Penalty kicks
  1. Each team will have three shooters.
  2. Each team will have their shooters shoot in direct succession to one another.
  3. Should the game remain tied, each team will send three more shooters. This will repeat until a winner is determined.
  4. A player may not take another penalty shot until everyone on the team has taken a shot.
- f. In order to ensure the integrity of the league, a member of the Bungee Soccer competition committee will be present at every game. Should any rule adjustment become necessary, the immediate decision will be made by this committee member and enforced by the referee.
- g. **Teams may recruit incoming 5<sup>th</sup> graders up to half the season games (mid-season). Must be approved of by their parents, Director of Middle School Ministries, and Director of Children's ministries, and/or Mr. Matt Silveria (on the day he's ref), Medical waiver signed must be filled out. 5<sup>th</sup> Grader does not have to pay registration fee, and may keep their jersey if it is not needed by the team. Must be a normal attender of VBC.**

*\*\*\*Rules are subject to change at any time by the commissioner and/or Head referee of Bungee Soccer*

## **Draft Rules**

Family members automatically are on the coach's team, if the player wants it. Students will be placed in draft pick order by level of athletic ability

Recruited player may automatically go on your team if they are a first time player and a non VBC attender.

Only 3 first time "league and traveling team" players allowed on team for outside recruiting. If already the team is maxed out on these players, *they will be placed where needed by the league committee.*

Coaches will randomly pick draft order. The last coach in the picking order will pick the color of their jersey first.

Order of draft example 1-12, then 12-1.

Late sign ups of players will be put on a team were needed. Unless they are a family member, recruited first time player, or special circumstance. *This is at the discretion of the league committee.*

If you need to have certain students on your team due to transportation, you will lose draft picks regardless of their athletic ability. *This is at the discretion of the league committee. An example of this would be if multiple players are coming together from Martinez, American Canyon, Concord, etc.....*

## **Coaching and Asst. Coach Qualifications**

### **Coaches**

Must be a attender of VBC

Must be fingerprinted through/for VBC

Must be graduated from High School

Must be approved by Youth Director and/or Youth Pastor

Must not be living in sin

### **Asst Coaches**

Same qualifications as coaches

#### ***If a high school student:***

Must be entering 11<sup>th</sup> grade

Must be a attender of VBC

**Must be approved by student min Director and/or Pastor**

**Student must be accompanied by adult coach at all times during game play**

**DO NOT ASSIGN YOUR OWN SUB COACHES. NOTIFY THE DIRECTOR OF MIDDLE SCHOOL MINITRIES AND THEY WILL PROVIDE A SUBSTITUTE. NO SUB ASSISTANT COACHES ARE NEEDED.**