

2010 GRISSOM TIGER RUMBLE RULES

General Rules:

- Games will be played within the lines of the basketball court – no using the walls. The basketball 3-point arc bounds/defines the penalty area.
- Balls that hit backboards, ceiling, or equipment attached to ceiling are dead balls. The restart will result in a Kick-in being awarded to the team that did not touch the ball last before striking one of these obstacles. The location of the Kick-in will be from the touchline closest to where the ball hit one of these obstacles.
- Kick-in instead of Throw-ins; Kick-ins are Indirect free kicks.
- 5 players on the court per team, including a goalkeeper. In the event that a team has fewer than 3 participating players on the playing field, the game will not be started or it will be terminated. The team with fewer than 3 players will be credited with a forfeit for that match.
- No offsides
- No slide tackles

Player Equipment:

- No Cleats
- Shin Guards Required
- Matching/Numbered jerseys required for all players except the Goalkeeper. If a conflict in jersey colors occurs with opposing team, the home team will be responsible for changing. Pennies will be acceptable if worn over numbered jersey.

Substitutions:

- Unlimited number of substitutions.
- Substitutions made on the fly from substitution zone in front of team bench.
- Player subbing out must exit the court before substitute enters.
- Goalkeeper substitution only during stoppage of play.
- Players sent off may be substituted after two minutes. (Refer to the Send-Off Procedure for additional details.)

Duration of Play:

- The game is comprised of two (2) equal 20 minute halves.
- There will be a 5 minute half time period between halves.
- Each team is allowed one (1) one minute TIME-OUT per half (clock continues to run). No time outs allowed during the last 5 minutes of each half.
 - Time-outs can be granted only when the team making the request has possession of the ball during a stoppage in play.

Start of Game and Second Half:

- Kick off from center of court.

Kick-offs (Start of Each Half or After a Goal):

- All players must be in their own half.
- Defenders must be a minimum of 3 yards away or outside center circle, whichever is greater.
- The ball must be stationary in the center.
- The referee gives a signal (whistle or verbal “play”).
- The ball can be kicked in any direction.
- A goal may be scored directly from a kick-off.

Restart for Balls Out of Bounds Along the Touch Line (Kick-ins):

- Kick-ins must be taken on the Touchline at the point where the ball crossed the line.
- Opponents must be 5 yards away from the ball during Kick-ins.
- The kicker must have both feet on or behind the touchline when striking the ball.
- The ball may be played to the goalkeeper, but he/she may not play it with the hands.
- All Kick-ins must be taken within 4 seconds of ball placement and/or referee signal.

Restart for Balls over Goal Line by Attackers (Goal Clearance):

- A Goal Clearance occurs after the ball has crossed the end-line and is deemed out of play by the referee.
- Goal Clearances take place of Goal Kicks.
- The goalkeeper must throw and/or roll the ball from anywhere inside the penalty area.

- The ball must leave the penalty area before it's touched by a player from either team.
- The goalkeeper may not touch (feet or hands) the ball again until opponent touches the ball or the ball has traveled beyond the halfway line.
- The ball can legally cross the halfway line (into the opponent's half) without touching the playing surface on the goalkeeper's half of the playing field.
- A goal can not be scored directly from a Goal Clearance.

Restart for Balls over Goal Line by Defense (Corner Kick):

- A Corner Kick will be taken. Ball is to be placed within 1 foot of corner along the boundary lines or inside the playing area.
- Goal can be scored directly from a corner kick.
- Opponent must be 5 yards away from ball when corner Kick is taken.

Specific Rules Pertaining to Goalkeepers:

- In addition to the FIFA outdoor passback limitation, goalkeepers may not play the ball with the hands NOR FEET when intentionally/deliberately passed back **from a teammate**, before it has crossed the halfway line, or before it has been played or touched by an opponent following a goal clearance.
- May dribble the ball into his/her own penalty area and pick it up, if it is received from an opponent.
- If a goalkeeper receives the ball directly from an opponent within his/her own half, he/she must relinquish the ball within 4 seconds. If the goalkeeper receives the ball within his/her penalty area from an opponent and picks it up using his/her hands, he/she must use a throw and/or roll from anywhere inside his/her penalty area to put the ball back into play. This 4 second rule applies to Goal Clearances also.

Fouls:

All outdoor FIFA fouls apply, plus the following may also be considered a foul;

- Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (except for the goalkeeper in his/her own penalty area)
- Charging of any kind is to be considered a foul with the possible exception:
 1. Both are simply playing for the ball and the contact is because of that fact, not because of one intending to initiate the contact with the other, and;
 2. The contact is not deemed as reckless, careless or as using excessive force by the referees.

Direct Kicks:

- If a Direct Kick foul is committed in a reckless, careless or as using excessive force, a caution will be issued for misconduct. The accompanied Direct Free Kick will be taken at the top of the Penalty Area and can not be defended with a wall. Not only is NO WALL ALLOWED, all players (excluding the defending goalkeeper) must be even with or behind the ball and outside the penalty area, and all defenders at least 5 yards from the ball until the ball is kicked. The kicker must shoot directly on goal and the goalkeeper must be in his/her penalty area.
- If a Direct Kick foul is committed within the attacking penalty area by the defending team, a Penalty Kick will be awarded and taken from the center of the basketball free throw line. All players (excluding the defending goalkeeper) must be even with or behind the ball and outside the penalty area, and all players must be at least 5 yards from the ball until the ball is kicked. The kicker must shoot directly on goal while the goalkeeper is positioned along the goal line between goal posts. The goalkeeper can move laterally along his/her goal line prior to the kick being taken.
- Any Direct Free Kick may be opposed with a WALL that is set-up no closer than 5 yards from the ball. All defenders/opponents must be at least 5 yards from the ball (in all directions) at the time of the kick.

Indirect Kicks That Occur Within Both Penalty Areas (Defending And Attacking):

Indirect Kicks are to be taken from where the ball was when the referee stopped play.

- **Indirect Kick Foul Committed By A Defending Team In His/Her Penalty Area (Defined By The Basketball 3-Point Arc):** The kick will be taken on the Penalty Area Boundary "arc" at the location that was closest to where the ball was (inside the Penalty area) when the referee stopped play.
- **Indirect Kick Foul Committed By An Attacking Team In The Defending Team's Penalty Area:** The defending team will kick an Indirect Kick from the spot within the penalty area when the referee stopped play. The ball (being kicked by the defending team) must travel outside the defending team's penalty area before it can be touched by any player.

- Any Indirect Free Kick may be opposed with a WALL that is set-up no closer than 5 yards from the ball. All defenders/opponents must be at least 5 yards from the ball (in all directions) at the time of the kick.

Send-Off Procedure:

As in the outdoor game using FIFA rules, a player can be sent off for the following three reasons:

1. Serious foul play (straight red card)
2. Violent conduct (straight red card)
3. Receipt of a second caution (yellow card then red card)

In the event that any one of these situations occurs, the player involved will not be able to re-enter the game nor will he/she be eligible to participate in the next subsequent game of this tournament. The team of the player being sent off will be required to play short for a period of two minutes or until the opposing team scores (which ever occurs first). Once the 2 minutes are up or the opposing team scores, the team playing short can replace the player that was sent off with another player. If this send off occurs during the last two minutes of either half, then the only means for the team of the sent off player to replace him/her will be after the opposing team scores during that particular half. Both teams will start off each half with a full compliment of players.

The Clock Operator/Scorekeeper will record the time remaining on the game clock (at the time the ball is put back into play by the referee immediately following this incidence) to determine the 2 minute penalty period and will indicate to the appropriate team when they can replace their sent off player.

If for any reason the player count for either team falls below 3, the game will be terminated by the referee and the team with less than 3 players will forfeit that particular match.