

## INDOOR SPEEDBALL RULES

Speedball is a combination of Soccer and Basketball with a few elements of Football, and is played by two teams of 5 or 6 per team, 3 forwards, 2 defense and a goalkeeper.

The game is played using a volleyball (elephant skin ball) and is started with a place kick at center.

**SCORING:** There are 3 different ways to score in Speedball.

1. 1 point is given when a forward pass is received by a player within the designated touchdown area which is behind the blue line.
2. 2 points are given when the ball is kicked into the opponent's net from outside the crease (basketball key).
3. 3 points are given when a basket is scored BUT it must be scored from outside the 3-point basketball line.

### RULES OF PLAY:

**Out of Bounds** - a throw-in is taken when the ball passes over the sideline, but should the ball be sent out of bounds simultaneously by 2 opponents, a jump ball takes place on the court where the ball was sent out of bounds.

**Moving the ball** - the ball may be kicked when it is being played as a ground ball, or passed when it is being played as an aerial ball - players may pivot as in basketball and hold the ball for 5 seconds, BUT TRAVELING AND DRIBBLING ARE NOT PERMITTED.

**Aerial ball** - a ball may be played with the hands only if caught from a pass or a kick OR converted from a ground ball to an aerial ball.

**Ground ball** - ball may be played as in soccer - NO HANDS - a ball stays in play as a ground ball unless it has been converted to an aerial ball. - only from a throw-in, a kick or an aerial conversion. A BOUNCING BALL IS PLAYED AS A GROUND BALL.

Goalkeeper - may play the ball as in indoor soccer but the goalkeeper may not interfere with touchdown passes or baskets. Goalkeeper puts ball into play (as ground ball or aerial ball) after any scoring BUT all opposition must be outside the 3-point line.

Conversion methods - lift the ball with the foot to oneself or a team mate; flick the ball up to yourself; two-legged lift to oneself; allow the ball to roll up the foot or leg to the hands.

Fouls - blocking, pushing tripping charging, holding, roughness, traveling, handling a ground ball, holding the ball more than 5 seconds, touchdown pass attempt out of designated area.

Penalties for fouls - possession given to team that did not commit the foul - ball may be played as a ground ball or an aerial ball (must be converted by player on whistle). Ball is considered in play when touched by player's foot.

Penalties for fouls committed by defense within goalkeeper's "box" (key) or in touchdown zone - penalty kick or basket attempt - both from 3-point line - point value as during play.