



HUMAN FOOSBALL TOURNAMENT RULES

Check-In

Each player must check in by their scheduled first match. If you are not checked in at your scheduled match time then you may be removed from the tournament. Please bring your Rice ID to check-in with the IMS staff members on site. If you arrive early, you may have wait outside of the Recreation Facility until an Operations Desk Assistant can check you-in to the Rec Center.

Rules

Each team will consist of 6 players. A team roster is allowed more than 6 players, but only 6 may show for the day of the tournament. Each participant must be on the field of play at any given time.

The teams will be Coed, which will consist of a least two male and two female player on your team. The game can be played with a minimum of 5 players, but all 5 players must be on the field of play at any given time. The team with fewer players will just have an open slot on the field that won't be covered during play.

Players may not use their hands/arms at any point in the game, only their feet, legs, chest, and head. If a player is hit in the head by a player intentionally or unintentionally then an automatic foul is awarded to the offending team regardless of who did the kicking. If a ball is intentionally headed then it is not considered a penalty.

If an IMS staff member notices that a team is intentionally kicking a ball out of bounds or stalling play, the game will be stopped and the offending team will be given a team warning. Repeated offensive behavior will be awarded a team foul.



Players may be ejected from any game before, during, or after play if they are acting too aggressively (physically or verbally) to any player, staff, or patron.

Game Time

Each game will have 2 halves lasting 20 minutes each with a 5 minute halftime. The IMS Staff member on site will start and stop the game time. Whoever scores the most goals by the time the second half is over is the winner. To begin the game, a ball is rolled in at mid-field, which is then considered a live ball.

Penalty Kicks

Penalty must be taken within 15 seconds of the whistle.

Who's the Kicker?

- 1-2 fouls: goalie to take the foul
- 3-5 fouls: mid-field to take the foul
- 6+ fouls: forward to take the foul

All players between the kicker and the goal, including players from the same team, need to freeze in a standing position (locked knees).

1. Taking Fouls 1–5:

1. After everyone is frozen, the ball is given to the Kicker (see who is kicking above);
2. Only the Kicker is allowed to move to find an open spot;
3. Kicker will take a shot;
4. All players (including Defending Team Goalies) must remain frozen until the ball stops forward motion (by rolling out of bounds, hitting a player, score, or stop moving).



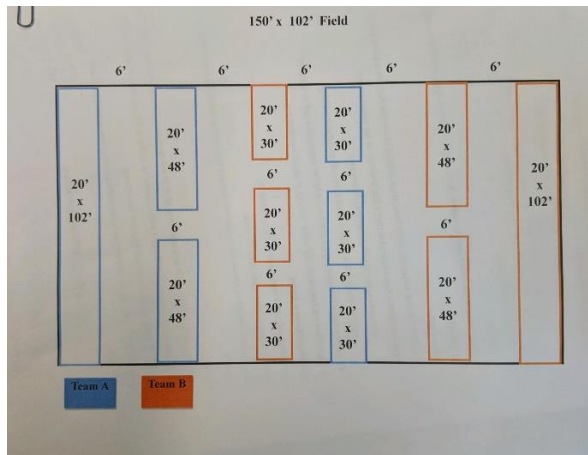
1. Note: if the ball hits anyone and continues moving forward, players must remain frozen.
 5. Referee will blow whistle indicating ball has stopped moving forward and the game can continue (if no score).
- 2. Taking Fouls 6+:**
1. Kicker is to place the ball down
 2. *Then* Defending Team Goalie(s) will look for the best angle to block a shot and freeze;
 3. Kicker will take a shot;
 4. Defending Team Goalie(s) must remain frozen until the ball stops forward motion;
 5. Referee will blow whistle indicating ball has stopped moving forward and game can continue (if no score).

Tournament Style

Each team will play in a single elimination style bracket that is randomly created by the IMS Staff. So, if you win, you can continue playing, but if you lose one game, you are eliminated from the tournament.

Field of Play

The field will be broken down into two identical halves with 6 player boxes outlines per team, so 12 total player boxes on the field. These boxes will be the perimeter that each player must remain in once the game begins. If a player steps out of their designated box or area of play then they are awarded a foul and a penalty kick goes to the opposing team.



If you have any questions, please email IMS@rice.edu.

FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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