

**UNIVERSITY OF WISCONSIN – EAU CLAIRE
RECREATION & SPORT OPERATIONS –
INTRAMURAL SPORTS**

Battle Ball Soccer

UW-Eau Claire



The Organization (Recreation or Housing) must follow the below policies and terms when using the Battle Balls.

*All participants must sign a **waiver/release** before playing. Minors must have their parents/guardians sign for them.

*Players should never, ever, be allowed to use Battle Balls without proper safety instruction and active supervision onsite

SAFETY GUIDELINES

1. Players must wear **tennis shoes or turf shoes**; soccer cleats will not be allowed. Shin guards and kneepads are recommended but not required. (Shin guards and knee pads will not be provided by recreation staff).
2. Battle Balls must not be played anywhere around **metal objects**
3. An individual must not have any **jewelry** on, such as earrings, wristwatch, necklace, etc. Also, the individual must not wear **glasses**, as the glasses might break while playing, which can also cause the Battle Balls to pop.
4. Extreme temperatures may not permit use of the Battle Balls at outdoor venues in temperatures colder than 45 degrees Fahrenheit or hotter than 90 degrees Fahrenheit.
5. It is preferred that the groups who is using the Battle Balls are wearing athletic clothing and no jeans.
6. **INTENTIONAL BUMPING IS NOT ALLOWED.** If an individual is caught intentionally bumping, the individual will be asked to leave the game.
7. If the Battle Balls pop during a game, if you see a puncture before a game, or is suspicious of a puncture hole immediately remove the ball from play.

Battle Ball Soccer Guidelines & Rules

Equipment

- Battle-Balls x 10 + 2 extras
- Soccer balls x 3 (Supervisor will always carry 2nd ball in hand to put on field when ball goes out of bounds)
- Small goals x 2

Officials

- 1 head Supervisor and 2 sideline Supervisors (recommended on open surfaces where soccer balls may go off field a lot. Assists in passing extra ball to main Supervisor)

Playing Surface

- Indoor Gym or Outdoor Field
 - Be sure the field is properly marked with cones or other markers away from walls, bleachers, etc.
 - i. One of the greatest risks of injury seen in Battle Ball has been through player contact with walls and other obstructions
 - Keep spectators off playing surface
- Playing area should be constricted; the edge of playing field should be clearly marked; and the edge line should be 15 feet from any vertical surfaces such as walls or poles. Players should be instructed to never voluntarily cross the marked field edge.
- Bumping players from outside of the boundary cones is illegal

Players

- 3 Battle-ballers per team + subs. Co-ed teams must have at least one woman
- Substitutions made on the fly any time or during stoppage of play

Objective

- To win the most points by scoring the most goals.

Scoring

- A Battle-baller scores a goal by kicking the ball into the net

Length of Game

- Two: 4-minute halves running clock. Clock never stops except for injuries or time-outs.
- Time is not stopped for a ball out of bounds, but only for time outs and injuries
- Two: 1-minute time outs available for each team per game

Prepping the players/Captains Meeting

*The following rules should be explained to all players prior to play and enforced with active supervision and penalties for infractions.

1. Jeans, jewelry, glasses and cell phones are not allowed. Recreation is not responsible for lost/stolen items.
2. Safety is of utmost importance.
 - a. Do not intentionally impact a player that is already down on the ground.
 - b. Do not kick the soccer ball when you are down on the ground (exposing legs).
 - c. Do not move outside of the marked field.
 - d. Limit aggression. Two to three steps of acceleration are permitted before an impact. No sprinting.
 - e. No checking or blindsiding from behind
 - f. Never "attack" another player or any solid obstacle in a leaned-over, head-first posture, like a battering ram. All attacks should be made in an upright posture.
 - g. Always keep straps on shoulders and hands on handles.
3. Respect the supervisor's instructions.

*Supervising staff should also demonstrate how to properly wear bubbles, as well as how to rise from the ground in a protected manner (i.e. from a kneeling position, one leg at time; never pulling up from a face-up, prone position).

Rules

1. Games will be played between 2 teams consisting of 3 players each
2. Kick-Off - The ball will be placed at the center of the field and both teams line up along their goal-line. When the supervisor blows his/her whistle to initiate play, both teams may run to the ball for possession. This will occur each time a goal is scored.
3. Kick-Ins (*If needed*) - All kick-ins from the sideline must be kicked in by the opposite team that kicked it out. The kicker must have both feet behind the sideline when the ball is kicked. There must be a 10 ft. gap from where the ball is kicked in.
4. Free-Kicks – The supervisor may award a free kick to a player that was on the receiving end of a foul. Players on the opposing team must allow the kicker clearance of 10ft
5. Corners will be played as per normal if needed.
6. Bubble-baller cannot hold and run with ball in hand
7. There are no offside rules
8. There is no designated goalkeeper
9. If a ball ends up in a player's bubble ball, play will stop and official will implement an indirect kick to the opposite team of who kicked the ball into the player's bubble
10. Players must always remain inside the ball with straps tight and resting on their shoulders.
11. Players who are knocked to the ground during play must be allowed to get up before being contacted again by the opposing team. **It is critical that players not be hit while on the ground and be allowed to get up. Supervisors must strictly enforce this rule as a player's legs are vulnerable when trying to stand up and to ensure safety.**
12. Though players may hit other players there are the following rules:
 - o No hits from behind
 - o Hits from the front and side are allowed, however, they must be contacting a player who is possessing the ball
 - o A player forcefully hitting another player without the ball will be a foul
 - o Any player keeping another player on the ground after they have been hit will be called a foul
 - o Any hit deemed unnecessary by the official will result in a penalty
 - o Purposeful disregard of the rules will result in an ejection at the supervisor's discretion
13. Supervisors will blow the whistle to either stop play, or to signal the end of a half and/or game. All players must STOP if they hear the whistle. Active gameplay will be stopped by the Supervisors to respond to player safety concerns (loose strap, Battle Balls which are not properly inflated or other unsafe condition).
14. If play is stopped by the Supervisor, it will be resumed by one blow of the whistle to resume play.
15. Supervisors will have an extra ball on-hand during gameplay, one ball will be actively in play. If the ball is kicked far out of bounds, a Supervisor will roll a second ball into play either at the point of where the ball went out

Fouls, Violations, Penalties

Excessive force used without the intent to gain possession of the ball OR without the intent to clear the path of the ball to the goal, can and will be penalized with a 2 min penalty based on Supervisor's discretion. Depending on the case, especially when these bumps are from blind spots and when safety of the opponent is endangered, the Supervisor has the authority to eject a player. Fouls and warnings may be called for the following.

- Holding of ball in hand
- Illegal hit
 - Knocking down a player without ball
 - Preventing a bubble-baller from getting up
 - Intentional bumping for no reason

- Illegal tackle
 - Tripping
 - Grabbing
 - Kicking
- Illegal score
 - Bubble-baller cannot score with hands
- Delay of game
- Player misconduct

Automatic Ejection

- Intentionally use force to the back of the player
- Repeated use of dangerous force to an opponent
- Any and all other dangerous play deemed necessary of an ejection by the officials