

A stylized white silhouette of a soccer player in a dynamic pose, kicking a ball. The player is set against a light gray background that is part of a larger rounded rectangular frame. The text 'CIRCLE RULES FOOTBALL' is overlaid on this background in a bold, black, sans-serif font.

**CIRCLE  
RULES  
FOOTBALL**

**OFFICIAL RULEBOOK 2010 EDITION**

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# INTRODUCTION

CIRCLE RULES FOOTBALL was developed in the fall of 2006 as a Senior Independent Project at the New York University's Experimental Theater Wing. It was created by Gregory Manley with the help of Christie Correa, Benjamin Forester, Aleixa Rassmussen, Scott Riehs, and Elizabeth Sharts. The sport premiered to the public on December 2<sup>nd</sup> and 3<sup>rd</sup>, 2006 at the ConEdison field on East 16<sup>th</sup> St. and Avenue C in Manhattan, NY. After its initial premier, regular games began in the Long Meadow of Brooklyn's Prospect Park where they remain a weekly (at least) occurrence for as long as the weather permits. The sport has been played all over the United States and Canada and in several other countries. What follows is a consolidation, weeding, and streamlining of rules used since the game's inception. Best practices have been kept; others have been discarded. While this document constitutes the official rules of Circle Rules Football, further experimentation is encouraged. It should be noted also that the following assume ideal conditions, player availability, and resources. Communicate with the staff of the Circle Rules Federation about your ideas and how your variations work or just to share your experience by emailing [INFO@CIRCLERULESFEDERATION.COM](mailto:INFO@CIRCLERULESFEDERATION.COM). We would love to hear from you.

# THE STATE OF THE GAME

**2009 WAS A BIG DEAL.** Our foundation was laid and our net was cast. We caught a lot of big media and found some remarkable players with new techniques and plenty of ideas. We've adapted the game for art exhibitions, theater festivals, and elementary schools. Organizers are popping up all over the world, teaching the game at dozens of schools across the United States. Circle Rules was a success at new games festivals on both sides of the Atlantic. It seems the sky is the limit. People say, "You must be excited, Circle Rules is really blowing up!" But that's not the word for it. I get excited when I can smell a comeback, or hear a desperate goalie scream as he blocks just one more shot. When I think of what Circle Rules Football is becoming I'm humbled. Many people around the country are right where I was three years ago: showing up at a field with the bare essentials and hoping that five of their friends will feel silly enough to try something new. And as much as the game has "blown up" here in Brooklyn, someone still arrives early to the field each week with the equipment – waiting and recruiting – from March to December.

When the players arrive, that's when I get excited.

**GREG MANLEY  
FOUNDER AND COMMISSIONER  
CIRCLE RULES FEDERATION**

# THE BASICS

## THE PLAYING FIELD

- The field is circular and should measure approximately 50m in diameter.
- One goal is placed in the center of the field and should measure 2 to 4 meters wide.
- The key is a circle around the goal. It measures 5 to 8 meters in diameter.<sup>1</sup>

SEE RULE II FOR MORE DETAILED RULES CONCERNING THE FIELD; RULE III FOR MORE DETAILED RULES CONCERNING THE KEY; RULE IV FOR MORE DETAILED RULES CONCERNING THE KEY.

## THE BALL

- The ball is a large exercise ball with a diameter of approximately 55cm.<sup>2</sup>

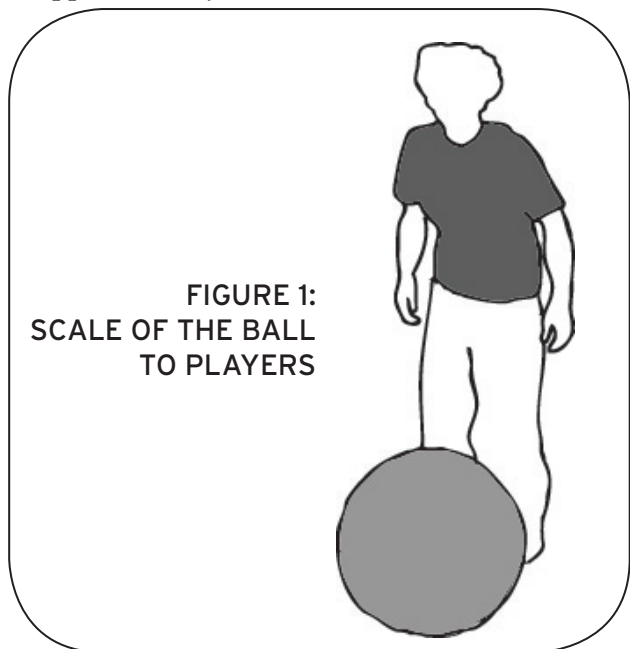


FIGURE 1:  
SCALE OF THE BALL  
TO PLAYERS

<sup>1</sup> THE KEY SHOULD BE DRAWN WITH PAINT WHEN POSSIBLE. SMALL CONES, SOCKS, AND T-SHIRTS MAY BE USED WHEN IT IS NOT.

<sup>2</sup> OFFICIAL CIRCLE RULES BALLS ARE EXPECTED TO BE AVAILABLE ONLINE AT [CIRCLERULESFEDERATION.COM](http://CIRCLERULESFEDERATION.COM) BEFORE THE END OF 2010.

## PLAYERS

- player: any participant other than a goalkeeper.
- goalkeeper : one player designated by her team for whom the rules concerning goalkeepers apply.
- Teams may be made of 3 to 8 players.
- Goalkeepers may be used in games with 5 or more players.

SEE RULE IX FOR MORE DETAILED RULES CONCERNING VARIATIONS DEPENDENT UPON THE NUMBER OF PLAYERS, SEE RULE XII FOR RULES CONCERNING VARIATIONS REGARDING THE KEY.

## SCORING

- Teams score through opposite sides of the same goal in the middle of the field. One team scores through the goal in one direction, the other team through the same goal in the other direction.

SEE RULE VIII FOR MORE DETAILED RULES CONCERNING SCORING.

## ADVANCING THE BALL

- Players may:
  - touch the ball with any part of their body
  - make contact with each other as if they were playing soccer or basketball
- Players may not:
  - touch the ball from inside the key
  - hold, trap, catch, or sit on the ball
  - make contact with each other as if they were playing hockey, American football, wrestling or rugby.
- Goalkeepers may:
  - touch the ball from inside the key
  - make full contact with each other

SEE RULE X FOR FULL RULES CONCERNING PLAYER CONTACT, RULE XI FOR RULES CONCERNING BALL CONTACT, RULE XII FOR RULES CONCERNING THE KEY, RULE XII(B)(IV) FOR RULES CONCERNING GOALKEEPERS.

# RULES OF THE GAME

## KICKOFF

- Kickoff occurs (when)
  - at the beginning of each half or quarter, and
  - after each goal
- Kickoff occurs (how)<sup>3</sup>
  - after the referee signals to the kicking team that they may kick
  - by striking the ball, in any manner, so that it travels outside of the key<sup>4</sup>
  - with the kicking team standing inside of the key
  - with the kicking team remaining in the key until the receiving team touches the ball

SEE RULE VII FOR FULL RULES CONCERNING KICKOFF.

## VARIATIONS

- Small Rules: Each team has 3 or 4 players and no goalkeepers playing at a time.
- Big Rules : Each team has 4 to 7 players and 1 goalkeeper playing at a time.

SEE RULES BELOW FOR FURTHER DIFFERENCES BETWEEN SMALL AND BIG RULES. WHERE NO DIFFERENCE IS ADDRESSED NO DIFFERENCE EXISTS.

<sup>3</sup> THE KICKING TEAM MAY KICK THE BALL IN ANY DIRECTION THEY CHOOSE. AS A MATTER OF STRATEGY THEY WILL LIKELY PREFER TO KICK THE BALL ONTO THEIR OWN OFFENSIVE SIDE OF THE FIELD.

<sup>4</sup> A KICKOFF MAY BE STRUCK AS HARDLY OR SOFTLY AS THE KICKING TEAM CHOOSES.

## I. THE FIELD

A. IN THE MIDDLE of the field is the key. In the middle of the key is the goal.

B. THE FIELD measures 50m in diameter.

C. THE GOAL LINE and boundaries of the field and key shall be delineated by a white line.

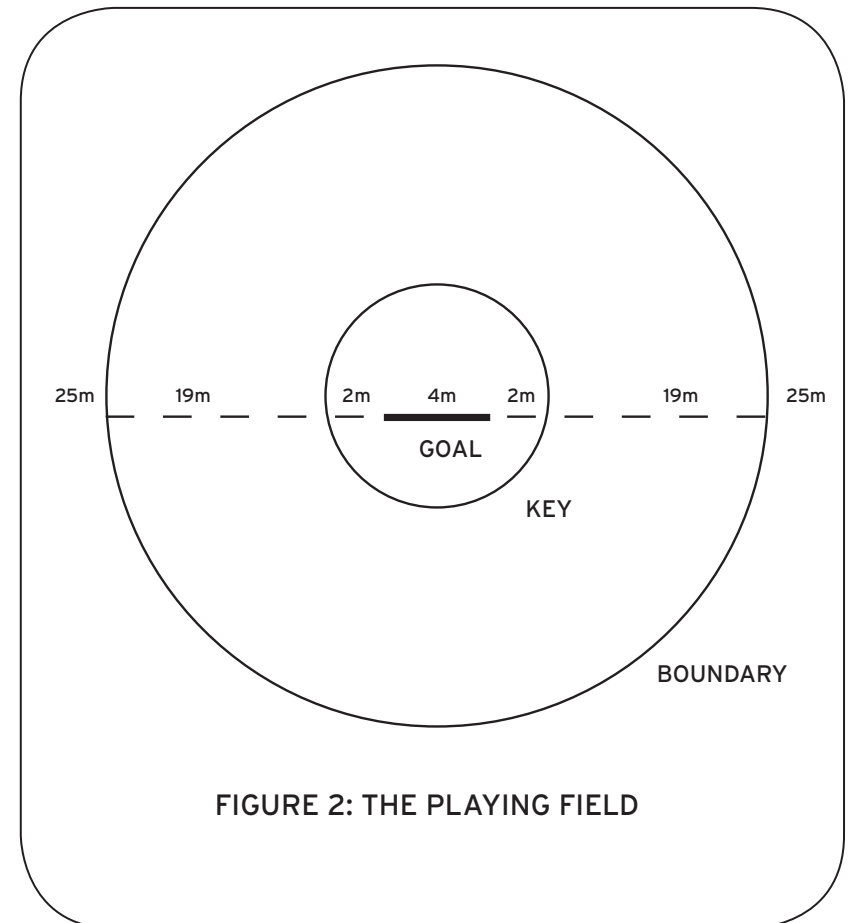


FIGURE 2: THE PLAYING FIELD

## II. THE KEY

A. **THE KEY** is a circle in the middle of the field surrounding the goal. The key shall be delineated with white paint<sup>5</sup>

### B. MEASUREMENTS

- I. Small Rules: The key measures 7m in diameter.
- II. Big Rules: The key measures 8m in diameter.

## III. THE GOAL

A. **THE GOAL IS** delineated by two posts and a crossbar with no net.

B. **THE GOAL IS** placed in the middle of the key. The goal line runs from one post to the other and is delineated with white paint.<sup>6</sup>

### C. VARIATIONS

- I. Small Rules: The goal measures 2m wide by 3m tall.
- II. Big Rules: The goal measures 4m wide by 3m tall

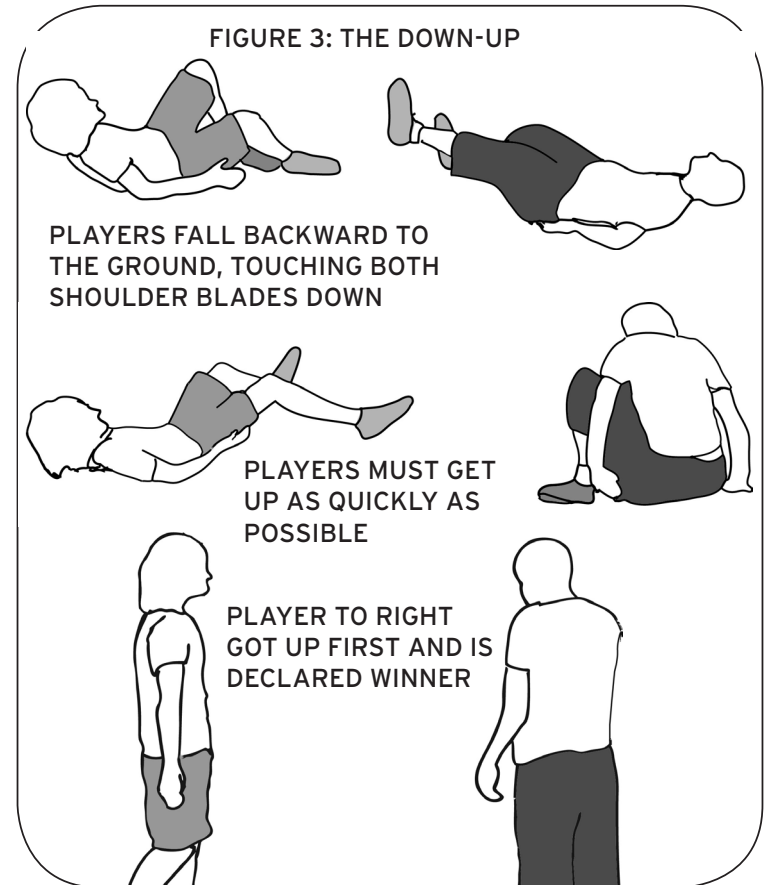
## IV. THE BALL

A. **CIRCLE RULES CAN** be played with a traditional exercise ball.

B. **THE BALL** should measure approximately 55cm in diameter.

<sup>5</sup> WHERE AN OUTER BOUNDARY IS NOT DELINEATED, THE REFEREE MUST USE HER DISCRETION TO DIRECT THE PLAYERS TO BRING PLAY BACK TOWARDS THE GOAL.

<sup>6</sup> IF PAINT FOR THE GOAL LINE IS UNAVAILABLE, THE GOAL LINE MAY BE DELINEATED WITH AT LEAST EIGHT SHORT PRACTICE CONES. IF CONSTRUCTION OF GOALPOSTS AND CROSSBAR IS NOT POSSIBLE THE REFEREE WILL DETERMINE THE HEIGHT OF THE GOAL.



## V. PRE-GAME - THE DOWN-UP

### A. THE DOWN-UP

- I. one player is chosen from each team.
- II. both players begin standing fully upright.
- III. on the referee's whistle, the first player who touches both shoulder blades to the ground at the same time, then stands up to a motionless, fully upright stance is the winner of the own-up.

### B. THE DOWN-UP WINNER

- I. which direction to score through the goal
- II. whether to kick first or receive first

## VI. DURATION OF THE GAME

- A. **GAMEPLAY LASTS** four 15 minute periods.
- B. **THE TEAM** with the most points at the end of gameplay wins.
- C. **IF THERE IS A TIE** score after the fourth period
  - I. there is one 5 minute break
  - II. followed by a 5 minute overtime period of standard gameplay.
- D. **IF A TIE SCORE** remains after the first extra overtime period
  - I. there is a one minute break
  - II. followed by a period of unlimited length in which the first team to score wins the game.

## VII. KICKOFF

- A. **A KICKOFF OCCURS** at the beginning of each period and after each goal that is scored.
  - I. At the beginning of a period:
    - 1. Teams performing the kickoff at the beginning of each period alternates.
    - 2. The team performing the kickoff to start the game is determined by the down-up.
  - II. After a goal: the goal scoring team kicks off to the non-scoring team.
- B. **THE KICKING TEAM** kicks off with all of its players inside of the key.
- C. **THE KICKING TEAM** may leave the key only after the non-kicking team touches the ball.
- D. **BIG RULES**
  - I. The kicking team's goalkeeper remains in the key.
  - II. The non-kicking team's goalkeeper enters the key when the ball has left the key.

## E. VIOLATION OF RULE VII(C)

- I. If a player from the kicking team leaves the key prematurely, that player must re-enter the key before she can make contact with the ball.
  - II. Contact with the ball before compliance with Rule VII(e) (i) is penalized by a 60 second removal from the game with no substitute.
- F. **AT KICKOFF**, no players from the non-kicking team may be in the key.

## VIII. SCORING

- A. **A GOAL IS SCORED** when the ball crosses the goal line entirely. When the ball crosses the goal line in one direction it is a goal for the team assigned to score in that direction, when it crosses the goal line in the other direction it is a goal for the other team.
- B. **DIRECTION OF SCORING** is determined by the down-up. (SEE RULE V)
- C. **EACH GOAL** is worth one point.

## IX. NUMBER OF PLAYERS

- A. **EACH TEAM** will have the same number of players and goalkeepers on the field of play unless the rules dictate otherwise.<sup>7</sup>
- B. **VARIATIONS**
  - I. Small Rules
    - 1. Each team has 3 or 4 players on the field at one time (but see Rule IX(a))
    - 2. Neither team has a goalkeeper
  - II. Big Rules
    - 1. Each team has 4 to 7 players on the field at one time (but see Rule IX(a))
    - 2. Each team has 1 goalkeeper

<sup>7</sup> AN EXAMPLE OF WHEN THE RULES MAY DICTATE OTHERWISE IS WHEN A PENALTY HAS BEEN ASSESSED.

### C. SUBSTITUTIONS

- I. Timing: Substitutions may be made at any stoppage of play with the consent of the referee.
- II. Number of substitute players: Each team may have available only as many substitutes as players playing at a time.<sup>8</sup>

## X. PLAYER CONTACT

A. A **PLAYER IS** any participant who is not a goalkeeper.

B. **CONTACT RULES** for players are similar to contact rules in basketball or soccer.

#### I. Appropriate contact

1. contact with another player when going for the ball, where that contact is not malicious. Shoulder to shoulder contact is legal, as in soccer
2. jostling for position outside of the key. boxing out, as for a basketball rebound, and shoulder to shoulder contact is permitted
3. stationary screens, as in basketball

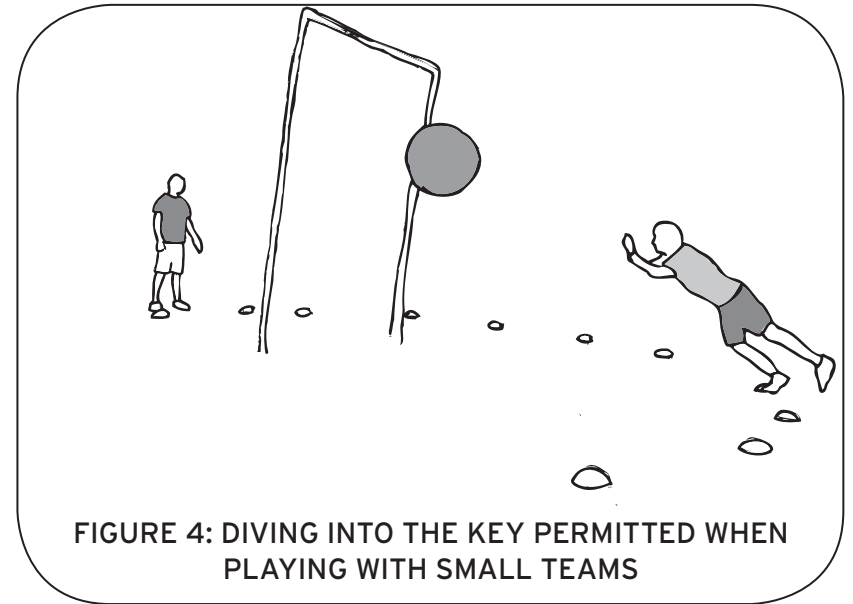
#### II. Inappropriate contact

1. pushing with outstretched arms
2. playing the man rather than the ball, as is the rule in soccer
3. striking, elbowing, kicking, scratching, tackling

### C. NON-MALICIOUS VIOLATION OF RULE X(B)

- I. Results in a free kick for the non-offending team from the spot of the foul.
- II. The offending team must remain 2 meters from the ball until the non-offending team makes contact with the ball.

<sup>8</sup> IF THE GAME IS 4 V. 4 EACH TEAM MAY HAVE UP TO 4 SUBSTITUTES AVAILABLE FOR A TOTAL OF 8 PLAYERS ON THE TEAM. IF THE GAME IS 5 V. 5 WITH GOALKEEPERS, EACH TEAM MAY HAVE 6 SUBSTITUTES AVAILABLE, FOR 12 PEOPLE TOTAL.



**FIGURE 4: DIVING INTO THE KEY PERMITTED WHEN PLAYING WITH SMALL TEAMS**

### D. MALICIOUS VIOLATION OF RULE X(B)

- I. The offending player is ejected and her team continues the game with one fewer player on the field at a time than the team would have had the malicious foul not been committed.

## XI. BALL CONTACT

A. **THE BALL MAY BE** touched with any part of the body.

B. **THE BALL MAY NOT BE**

- I. held between two body parts so that the ball may not freely move<sup>9</sup> (holding).
- II. supporting more than 50% of a player's weight in a stationary position. (sitting).

<sup>9</sup> THIS RULE INVALIDATES MOST INSTANCES OF THROWING THE BALL WITH 2 HANDS AND DOES NOT INVALIDATE ANY 1 HANDED THROWS. IF WHILE THE PLAYER MAKING CONTACT WITH THE BALL, A DIFFERENT PERSON COULD LIGHTLY POKE THE BALL AND CHANGE IT'S DIRECTION, THERE IS NO RULE XII(B)(I) VIOLATION. IF A LIGHT POKE WOULD NOT CHANGE THE BALLS DIRECTION, RULE XII (B)(I) IS VIOLATED, AS THE PLAYER MAKING CONTACT IS HOLDING THE BALL.

### C. VIOLATION OF RULE XI(B) - HOLDING/SITTING

- I. the non-offending team is awarded an indirect free kick.
  1. the kicking player may not score directly on such a kick
  2. the offending team must remain 2 meters from the ball until the non-offending team makes contact with the ball.

## XII. RULES OF THE KEY

### A. SMALL RULES (NO GOALKEEPERS)

- I. After kickoff, the players of the kicking team must leave the key, but only after the receiving team has made contact with the ball.
- II. Players may run through the key, but may not make contact with the ball while inside of the key.
  1. Deciphering contact inside the key: So long as a player's last contact with the ground was outside of the key, any contact with the ball is valid.<sup>10</sup>
- III. Violation of Rule XII(a)(ii)
  1. On the violating team's offensive half of the field
    - A. The penalized player is suspended from play for 60 seconds with no substitute.
    - B. The non-violating team is awarded a free kick from the point on the key closest to the foul on the non-violating team's defensive half.
  2. On the violating team's defensive half of the field
    - A. Play is stopped.
    - B. A penalty shot is awarded.
      - I. A penalty shot is:
        1. a direct kick, 15 meters from and directly facing the offensive side of the non-violating team's goal, to be taken by one member of the non-violating team
        2. during which all players not taking the penalty shot from both teams are on the other half of the field

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<sup>10</sup> THE PLAYER'S LANDING SPOT IS IRRELEVANT. THIS RULE IS VERY DIFFERENT FROM THE ANALOGOUS RULE FOR BIG RULES GAMES DETAILED IN RULE XII(B)(I). THE DIFFERENCE IS DUE IN LARGE PART TO CONSIDERATIONS OF GOALKEEPER SAFETY. THIS RULE ALLOWS FOR SPECTACULAR DIVING SCORING AND DEFENSIVE PLAYS.

- A. those players may cross the mid-field line only after the ball has entered the key or crossed the midline
- B. once the ball has entered the key or crossed the midline, the ball is live.

- II. If a penalty shot does not cross the mid-field line or enter the key, an indirect kick is awarded to the non-kicking team from the final resting spot of the ball.

### B. BIG RULES - WITH GOALKEEPERS

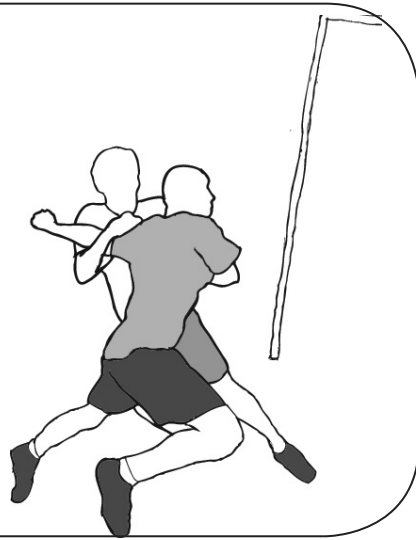
- I. After kickoff, only goalkeepers are permitted inside the key.
  - II. However, the kicking team's players may leave the key only after the receiving team has made contact with the ball.
- II. Violation of Rule XII(b)(i)– mere entry
  1. Where a player enters the key and does not make contact with the ball:
    - A. The offending player must sit out for 30 seconds with no substitute.
    - B. Game play continues uninterrupted.
- III. Violation of Rule XII(b)(i) - plus contact with the ball<sup>11</sup>
  1. Where a player makes contact with the ball while inside of the key:
    - A. The offending player must sit out for 60 seconds with no substitute.
      - I. Game play stops immediately.<sup>12</sup>
      - II. The ball is positioned at the spot of the foul and the goalkeeper of the non-offending team is awarded a free kick. The goalkeeper may not score directly from the free kick.

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<sup>11</sup> TO VIOLATE THIS RULE CONTACT MUST BE MADE WITH THE BALL WHILE SOME PART OF THE PLAYER'S BODY IS TOUCHING THE GROUND INSIDE OF THE KEY

<sup>12</sup> THIS RULE IS INTENDED TO INVALIDATE ANY GOAL SCORED BY A PLAYER WHO MAKES CONTACT WITH THE BALL INSIDE OF THE KEY. PLAY IS DEAD WHEN CONTACT IS MADE, REGARDLESS OF HOW LONG IT TAKES FOR THE REFEREE TO MAKE THE CALL.

**FIGURE 3: APPROPRIATE GRAPPLING FOR GOALKEEPERS**



2. Determining whether Rule XII(b)(iii) has been violated
  - A. Rule XII(b)(iii) is violated when:
    - I. any part of the player's body is making contact with the ground inside the key when contact is made with the ball, or;
    - II. the player's momentum carries her into the key so that any part of her body makes contact inside the key as a direct result of the movement which enabled her to make contact with the ball<sup>13</sup>
- IV. Goalkeepers
  1. Goalkeepers may roam wherever they please.
  2. Contact with the ball
    - A. Goalkeepers may touch the ball inside the key.
    - B. A goalkeeper may not intentionally score for her team from inside the key.

<sup>13</sup> THIS IS ONE OF THE TRICKIEST RULES IN CIRCLE RULES FOOTBALL; IT IS A JUDGMENT CALL FOR THE REFEREE. A PLAYER WHO JUMPS FROM OUTSIDE OF THE KEY, MAKES CONTACT WITH THE BALL, AND LANDS INSIDE THE KEY WILL HAVE VIOLATED THIS RULE. A PLAYER WHO KICKS THE BALL, TAKES 5 STEPS AND MAKES CONTACT INSIDE THE KEY WILL HAVE ONLY VIOLATED THE RULE BARRING MERE ENTRY, RULE XIII(B)(II). THERE IS A LOT OF MIDDLE GROUND BETWEEN THOSE TWO EXAMPLES. THE REFEREE MUST DETERMINE WHETHER THE PLAYER'S MOMENTUM FROM THE BALL STRIKING MOVEMENT CARRIED HER INTO THE KEY, OR WHETHER THAT MOMENTUM HAS STOPPED AND THE PLAYER HAS BEGUN A NEW CIRCLE RULES MOVEMENT.

- I. Where a goalkeeper intentionally directs the ball towards her scoring goal, and the ball passes through the goal, play is stopped and the opposing goalkeeper receives a free kick from the spot of the offending goalkeeper's contact.
  - II. The freekicking goalkeeper may not score directly from her freekick.
  - C. Goalkeepers may intentionally score for their team when they make contact with the ball outside of the key (see Rule X(b)(iii)(2) for rule concerning whether contact was made outside the key).
  - D. unintentional contact with the ball by a goalkeeper does not affect the validity of a resulting goal.<sup>14</sup>
3. Contact with each other
    - A. While in the key:
      - I. goalkeepers may grapple.
      - II. malicious contact including pinching, scratching, hair pulling, striking, contact above the neck, running tackles, arm-bars, chokes, joint locks, and submission holds is strictly prohibited.
        1. violation of this rule results in a game misconduct. The non-violating team may select one player from the violating team to be ejected and the violating team will be one player down for the remainder of the game.<sup>15</sup>
    - B. While outside the key: goalkeepers outside the key are for all intents and purposes players, and normal rules of contact for players apply.
    - C. During "dead ball" penalty: During any penalty where a free kick is awarded from outside the key, goalkeepers must be touching opposite goalposts and **MAY NOT TOUCH EACH OTHER** from the time the penalty is called by the referee, until the free kick brings the ball back into play.

<sup>14</sup> INADVERTENT RICOCHETS OFF OF A GOALKEEPER WILL COUNT AS A GOAL WHEN THE GOAL IS SCORED FOR HER TEAM AND WHEN IT IS SCORED AGAINST HER TEAM

<sup>15</sup> IF THE GAME IS 5V5 WITH GOALKEEPERS AND A GOALKEEPER IS CALLED FOR A GAME MISCONDUCT, THE GAME WILL CONTINUE 5V4 WITH GOALKEEPERS.

#### 4. Rules for selecting goalkeepers

- A. At the beginning of each quarter and half one team selects its goalkeeper first. The team choosing its goalkeeper first alternates each quarter or half.
- B. The second team to select its goalkeeper must choose in accordance with the following rules.
  - I. The weight of the first selecting team's goalkeeper will determine the weight range in which the second selecting team's goalkeeper must fall.
  - II. Where the first selecting team's goalkeeper's weight falls in Weight Class I, the second selecting team's goalkeeper may not weigh more than 10 lbs more than the first selecting team's goalkeeper.
  - III. Where the first selecting team's goalkeeper's weight falls in Weight Class II, the second selecting team's goalkeeper may not weigh more than 15 lbs more than the first selecting team's goalkeeper.
  - IV. Where the first selecting team's goalkeeper's weight falls in Weight Class III, the second selecting team's goalkeeper may not weigh more than 20 pounds more than the first selecting team's goalkeeper.
- v. Weight Classes are as follows:
  - 1. Weight Class I: 100-150 lbs
  - 2. Weight Class II: 151-200 lbs
  - 3. Weight Class III: 201lbs and above
- VI. Compliance with Rule XII(b)(iv)(4)(b)(i)-(iii) may be waived by the first selecting team.
- VII. The first selecting team may not select a goalkeeper in a particular Weight Class if the other team does not have a person on their team in that Weight Class.
- C. Mid-quarter Goalkeeper substitutions are permitted at any time.
  - I. Where the first selecting team substitutes mid-quarter: the second selecting team must comply with Rule XII(b)(iv)(4), compliance may require the second selecting team to substitute its goalkeeper.

- II. Where the second selecting team substitutes mid-quarter: that substitution must comply with Rule XII(b)(iv)(4).

#### V. Violation of the Rules of the Key

- 1. Accrual of three key violations by one player in a single game results in suspension for 5 minutes with no substitute.
- 2. All goals scored as the result of a key violation are invalid.

### XIII. OUT OF BOUNDS

- A. IF A BALL GOES OUT of bounds, the team that did not touch the ball last:
  - I. Receives a double kick from the point where the ball went out of bounds.
  - II. A player performs a double kick by kicking the ball with both feet at the same time.
    - 1. If a player does not perform a double kick properly the player must re-do the double kick.
    - 2. If the second double kick is performed improperly, the other team gains possession and must perform a double kick.
      - A. When a double kick is performed the non-kicking team must remain 2 meters away from the ball.

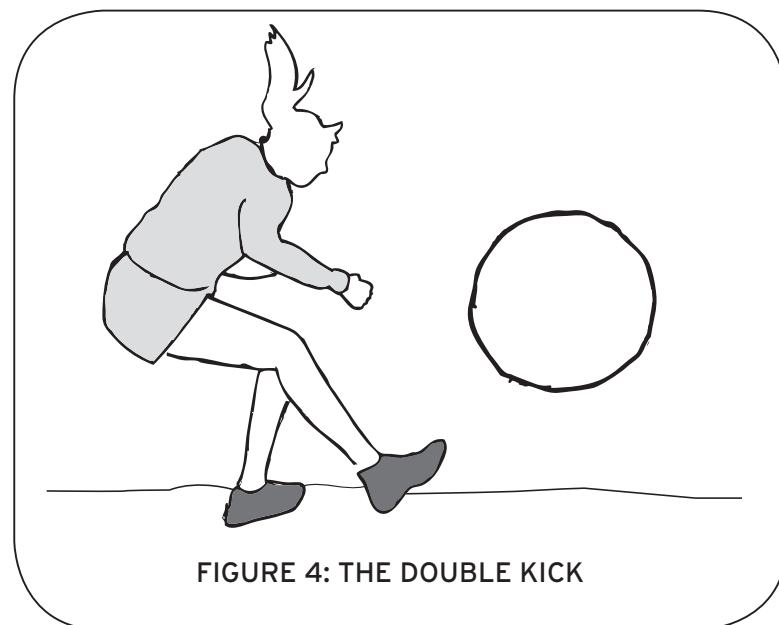


FIGURE 4: THE DOUBLE KICK

- B. the person performing the double kick may not touch the ball after performing the double kick until another player has touched the ball.

## **XIV. DROP BALLS**

### **A. DROP BALLS OCCUR WHEN**

- I. The referee deems it appropriate and no other rule governs.
- II. Play is resumed after a timeout called by a team in possession of the ball, as required by Rule XV(d)(i)(1).

### **B. ADMINISTRATION OF A DROP BALL**

- I. Perfectly in line with the goalline, and midway between the goal and outer boundary line, a player from each team faces each other.
- II. Each player stand with her back facing her defensive side of the field.
- III. The referee drops the ball between the two players.

- IV. The players may make contact with the ball only after it touches the ground. Violation of this rule results in a re-do of the drop ball.

## **XV. TIMEOUTS**

- A. **EACH TEAM** has 3 timeouts per half.

- B. **TIMEOUTS LAST** 3 minutes.

### **C. TIMEOUTS MAY BE CALLED**

- I. by a team in possession of the ball or
- II. during a stoppage of play, by either team

### **D. RESUMPTION OF PLAY**

- I. Rule XV(c)(i) timeouts: play is resumed with a drop ball at the spot on the field where the timeout was called.
- II. Rule XV(c)(ii) timeouts: play is resumed as it would were no timeout called.

## **XVI. THE REFEREE**

- A. **THE REFEREE HAS** absolute authority to govern gameplay in accordance with the rules contained herein.

- B. **ALL DECISIONS** made by the referee are final once gameplay has resumed, or continues.

- C. **THE REFEREE MUST** carry a whistle.

- D. **THE REFEREE MUST** keep track of time and score.

### **E. BIG RULES**

- I. Two referees are required, a field referee and a key referee.
  - 1. The key referee is responsible for governing gameplay within the key.
  - 2. The field referee is responsible for governing gameplay outside the key.
  - 3. All other duties remain the same and may be divided according to agreement between the referees and teams.

## **XVII. EQUIPMENT**

- A. **EQUIPMENT WHICH POSES** a threat to participants is strictly prohibited.

- B. **UNIFORMS:** Teams must wear a distinguishing uniform.

- C. **SHOES:** There is no limitation on footwear other than those discussed in Rule XVIII(a). Cleats are appropriate.

# NOTES:



**THANKS FOR PLAYING!**



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