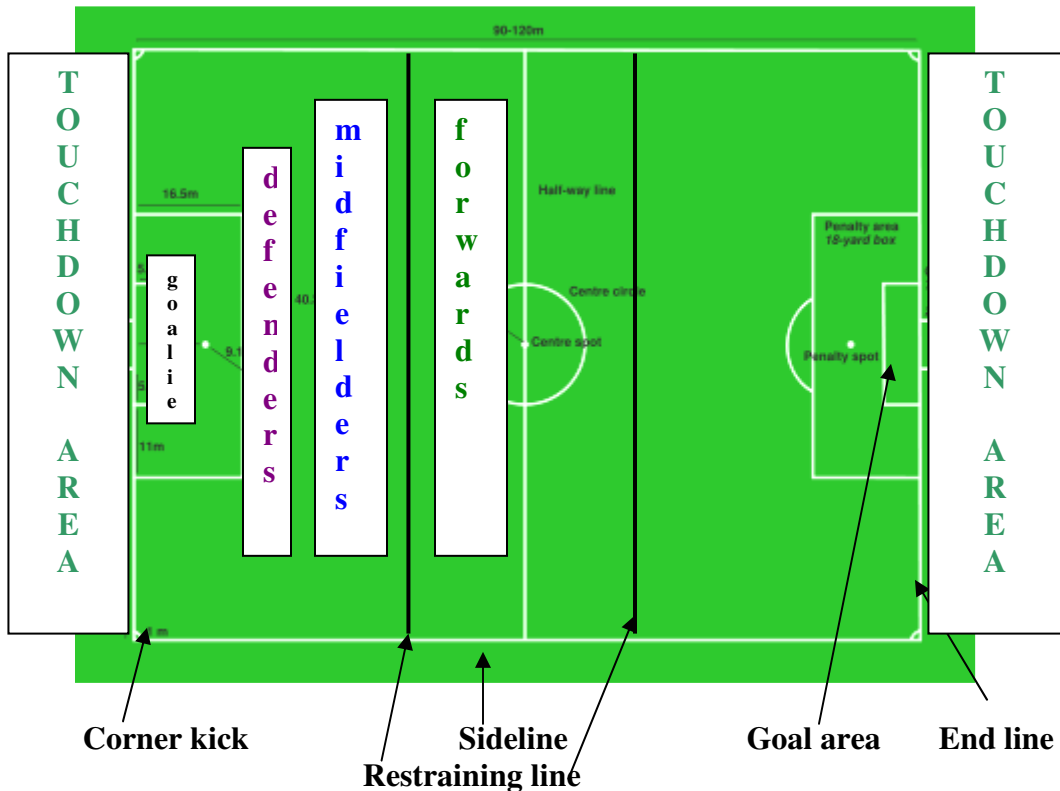


Speedball



Vocabulary:

Aerial ball - a ball kicked off a player's foot directly in the air

Conversion/lift - using a player's foot to bring the ball from the ground to the hands

Dribble - short controlled kicks to keep the ball under control

Ground ball - ball that remains in contact with the field (soccer rules apply)

Juggle - a toss of the ball overhead to him or her self (allows a player to move)

Man to Man Defense - each person is responsible for a specific person

Punting - a kick in which the ball is dropped from the hands and kicked before it touches the ground (goalies use this kick to send the ball to the other side of the field)

Restraining line - a line behind the center line where a kick off takes place

Throw-in - a way to get the ball back into play it is a two handed overhead toss from the sideline by the team not responsible for putting the ball out of bounds

Trapping - using the body to stop the movement of the ball and gain control

Rules:

1. Game starts with a kick off to the other team (like football) from the restraining line to restraining line.
2. Once the ball is converted to an aerial ball a player has a choice of: pass, juggle, punt, and dropped back to the ground.
3. Players are not allowed to run with an aerial ball.
4. Players are only allowed 3 seconds of possession with an aerial ball.

5. If the ball goes out of bounds on the sideline, the team that did not touch it last has a choice of: conversion, soccer throw-in, or place kick (only conversion can be caught)
6. Corner kick occurs when the defense sends the ball over the defense's end line and the offense has the same choices as a throw-in.
7. Goal kick occurs when the offense send the ball over the defense's end line this can occur with a soccer kick or an incomplete pass into the end zone. Goal kick must be a place kick on the corner of the goal box.
8. Scoring: there are two ways to score soccer goal or passing for a touchdown only.
 - Touchdown = 1 point
 - Soccer goal = 2 points

Speedaway

Rules:

1. No restraining lines - kick off begins from center line but is still kicked to the other team. (like football)
2. An aerial ball is allowed to bounce once.
3. Once a ball is converted to aerial ball a player has the following choices; run w/ball, pass, punt, and drop the ball back to the ground.
4. On a converted ball (aerial ball) as long as the player remains stationary (still) he/she has 3 seconds with the ball. After 3 seconds a player may be tagged and ball goes to other team.
5. A player may juggle more than once during possession of an aerial ball.
6. Defense may tag an offensive player with one or two hands on the back to stop the offense from running and possession goes to the defense.
7. A touchdown may be scored by running or passing.
8. Only one person is allow to guard the player in possession of the ball (man to man defense)
9. Scoring: there are two ways to score soccer goal or a touchdown.
 - a. Touchdown = 3 points
 - b. Soccer goal = 2 points

Practice test:

True/False: Circle the correct letter

- T F 1. A player converts (lifts) a ground ball into an aerial ball.
 T F 2. An aerial ball may be juggled more than once in Speed away.
 T F 3. The game begins with a place kick from the centerline in Speedball.
 T F 4. If the goalie picks up the ball and throws it to another player, that player may catch the ball.
 T F 5. A player may hold the ball for any length of time without danger of being tagged in speedball.

1. T 2. T 3. F 4. F 5. F