

SOCCER – TENNIS RULES

RULE 1 – THE COURT

Soccer Tennis is played on the doubles playing surface of a regulation tennis court. The court should be 78 feet long and 36 feet wide. The playing surface should be marked with brightly colored lines, which are part of the playing field. A regular tennis court is already built to accommodate SOCCER-TENNIS.

RULE 2 – THE NET

The court is split in two parts by a tennis net. Nets should be 42 feet in length and should be no more than 39 inches high at the posts with the minimum midpoint height of 3 feet.

RULE 3 – THE BALL (SOCCER BALL)

SOCCER-TENNIS uses a regulation size 5 soccer ball.

RULE 4 – TEAMS AND PLAYERS

The game is played between two teams with three players on each team. Roster limit is five players per team. There are two substitutes allowed per team throughout a match, players are allowed to return after being substituted. If during a game, a player is injured, the game must continue until a stoppage in play allows for a substitution. In Coed games, a minimum of 1 female must be on the field.

RULE 5 – PLAYERS EQUIPMENT

The official uniform of soccer tennis includes a shirt, shorts, socks and shoes. Any kind of shoe may be used with the exception of shoes that would destroy the surface of the court (such as cleats or studded shoes).

RULE 6 – DURATION OF THE MATCH

SOCCER-TENNIS matches are played as best of 3 games to 15 points, the team does not have to win by 2 points. In a best of three situation, the first team to win two games, wins the match. There is a 3 minute maximum break between games before the teams switch sides to begin another game.

RULE 7 – BEGINNING THE GAME

The winner of a coin toss is allowed to elect whether they will kick off or choose a side to defend.

RULE 8 – THE KICK OFF

A kick-off is used to begin each game, and also between each point scored. Kick-offs are played from behind the service line of the tennis court (similar position to tennis services). Players cannot step on the line during a kick-off, but if a player elects to jump serve the kick-off, they can land inside the court after the service. Player has two attempts to execute a kick-off and must play the ball out of his or her hands, either per volley or drop kick (ball hitting the ground before being kicked). Balls can land anywhere on the opposing team side. The player receiving the kick-off CANNOT return the kick-off directly. The kick-off must bound once in the serve court. Any kick-off that hits the net but lands on the opposing side (let) must be repeated. If the first service does not make it over the net or in bounds, a second service is awarded. If such an event happens twice (double fault), the opposing team receives a point and the service.

RULE 9 – SCORING

Both teams can score a point at any time (the defending team can score even if they did not kick off to start play).

RULE 10 – TEAM BALL CONTACTS

The receiving team can touch the ball a maximum of three times before returning the ball to the opposing team. All three players do not need to touch the ball. The ball can be directly returned to the opposing team with only one ball touch, if desired, except if received directly from a kick-off.

RULE 11 – INDIVIDUAL PLAYER CONTACT

Players can use any part of their body to touch the ball, with the exception of the arms or hands. Shoulders are not considered part of the arm.

RULE 12 – GROUND BALL CONTACTS

The only time a ball is allowed to touch the ground outside the playing surface, is when a kick-off player elects to bounce the ball before the kick-off. Any other ground contacts outside the playing surface are "out balls" and the opposing team is awarded a point and the next service. Inside the playing surface, a ball can bounce one time before a player touches the ball. Since the maximum number of players that can touch the ball before a return is three, the maximum number of times a ball can touch the ground before being returned to the opposing side is two. The two ground contacts must be used by a minimum of two players before returning the ball.

RULE 13 – POINTS

FAULTS AT THE KICK-OFF

Every play can result in a point scored by either team.

1. Kick-off is not played from the hands
2. Player taking the kick-off steps onto the playing surface during the kick-off
3. Player kicks the ball into the net (if the ball hits the net, and goes over to the opposing side, the fault does not result in a point, but the kick-off is repeated.)
4. The kick-off lands outside the playing surface ("out")

FAULTS DURING PLAY

1. Player uses more than two touches before getting rid of the ball.
2. During a play, the ball touches the ground more than two times.
3. The ball has more ground contacts than players who touch the ball.
4. A team plays the ball, and it lands outside of the playing surface ("out").
5. A team plays the ball into the net.
6. A player touches the net.
7. A player touches the ball with the hand or arm.
8. The ball touches the ground before it goes over the net.

RULE 14 – COURT CHANGE

After every game, both teams change sides on the court. The kick-off remains with the team who scored the last point in the previous game.

RULE 15 - GAME OBSERVERS/ REFEREES

Game observers or referees may be used for this event. Duties shall include:

- Make sure the rules are clear and abided by
- Manage the flow of the games / timing, etc.
- Decide points (referee decisions are final)
- Keep score correctly
- Control the game clock
- Interrupt play due to disturbances, injuries, rules violations, etc.
- Complete the game report and submit to the tournament officials

RULE 16 – DETERMINE WINNERS

- 3 pts for a win (best of 3)
 - Tie breaker # 1 – Head-to-Head
 - Tie breaker # 2 – Most points scored in the 1st and 2nd game played of the best of 3
 - Tie breaker # 3 – fewest points allowed in the 1st and 2nd game played of the best of 3
 - Tie breaker # 4 – 1 play-off game to 15
- Group winners advance to semi-finals
- Semi final winners advance to finals