

TIPP-KICK RULES AND REGULATIONS

Hoffman Estates H.S.
Herr Taylor
current as of: May 19, 2006

General Rules

1. **Every player must be caught up with his/her daily work at the outset of an official game (one day notice) or else forfeit the game.**
If both players forfeit, neither will receive points for that game.
2. **Good sportsmanship shall be displayed at all times.**
3. Kick-off is determined by rolling the ball.
4. Ball must be outside of center circle when kicked off, or be kicked over.
5. Each successive shot is taken by the player whose color comes up at top of ball.
6. The defensive player must be placed before offense may shoot. Once the hand is off the defensive player he may not be touched again. If no defensive player is allowed, a verbal go-ahead is required.
7. The defensive player must be about 5" (usually determined by a chosen pen) from the ball.
8. The defensive player may never stand or lie **in** his own penalty zone.
If the distance from the ball is less than 5" (12.6 cm) he may stand with **both** feet **on** the penalty zone line.
9. If the offense has the ball **on** the penalty zone line or **in** the zone, no defensive player may be used.
Once the ball has come to rest, it may **not** be touched by the goalie.
10. If the ball is **on** the goal box line, or **in** the goal box, a goal kick is awarded.
11. If the ball is hit **over** the end line by the offense, a goal kick is awarded.
12. A goal kick must be kicked further than the penalty zone, or retaken.
13. If the ball is hit **over** the end line by the defense, a corner kick is awarded.
14. A ball **on** the end line or **on** the side line is in play.
15. **No** goal may be scored from a kick-off, goal kick, or throw-in.
16. On a free kick **no** defensive player is allowed.
17. On a penalty kick, which is taken from the 11-meter mark, the goalie must **stand on** his goal line.
18. A regulation game consists of two 5-minute halves.
19. If the game is tied after regulation, a shoot-out occurs. Each side alternately tries to score with no more than **two** shots starting from their own 11-meter mark. The defense may only use the goalie.
If the ball goes **out** of the playing field or is **in** the goal box, the attempt fails.
The best-of-five turns wins the game by one goal. The first shooter is determined by a roll of the ball.
20. If the game is still tied after a shoot-out, the shoot-out continues, but on a sudden-death basis. Each player gets his turn. The first shooter is again determined by a roll of the ball.
21. The goalie's blue control box must always be **behind** the red plastic field marker.

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22. There shall be no stalling. The player leading in the second half is allowed only 5 seconds to shoot.
25. If the ball leaves the table it shall immediately be replaced with another ball by the referee, or time will be stopped.
26. A game shall not be considered official unless there is a referee present who is acceptable by both sides and has been approved by Herr Taylor.
27. If in tournament play two or more teams are tied in standings, first the goal-for and goal-against difference and then the total goals for shall determine standings. In case of a further tie, head-to-head competition shall be the determiner. If two teams are still tied then a shoot-out shall be used.
28. If a player is late for a scheduled game, a goal is awarded to the opponent (during round 1). The game shall continue with the remaining time. During the remaining rounds, a goal is awarded to the opponent per started minute (up to 5)
29. A forfeit caused by not showing up for **any reason**, or by not being caught up with work, or not having required forms handed in shall count as a victory for the opponent (1-0 in round 1, 5-0 in rounds 2, 3 and 4).

Penalties

1. If a defensive player is touched after he has been moved, the offensive player receives a free kick from the place of occurrence.
2. If a defensive player is less than 5" (or the chosen pen) from the ball upon being challenged, he receives a warning and must move back. If it occurs a second time in the game, the offense receives the ball and a free kick. If it occurs a third time in the game, the offense receives a penalty kick.
3. If an offensive player challenges the distance of the defense from the ball illegally, he receives a warning. If it occurs a second time in the game, the defense receives the ball and a free kick. If it occurs a third time in the game, the defense receives a penalty kick.
4. If a person's hand is touched by the ball while it was over the playing surface, the opposing team receives a free kick from the place it occurred. If it occurred in the penalty zone it results in a penalty kick.
5. If the defensive player does not have both feet on the penalty zone line when he must defend from there, or if he is **in** the zone, then the offense receives a free kick.
6. If the game is in the second half and the leading player takes more than five seconds to make the shot, he will be warned. On each successive time the opposing player receives a free goal kick.
7. If a shot is taken before a verbal go-ahead was given (in the case where no defensive player was allowed) the shot is void and the defense is awarded a goal kick.
8. If the goalie plays a ball that has come to rest, a penalty kick is awarded.
9. If a player violently (intentionally or unintentionally) moves the goal with his goalie in such a way that it might have prevented a goal, a goal will be awarded. If a goal would not have scored, he receives a warning. Each time it occurs again in the game, the other player will receive the ball and a goal kick.
10. If poor sportsmanship is displayed (i.e. answering *fertig* with **no**, or pretending to put the defender down) the player receives a warning. If it occurs again in the game, the offense receives the ball and a free kick. If it occurs a third time in the game, the offense receives a penalty kick.