

## **SPEEDAWAY**

### **HISTORY:**

Speedaway, which combines soccer, basketball and football skills and rules, grew popular in California.

### **EQUIPMENT:**

The game of Speedaway requires minimal equipment. A soccer ball is used and the game is played on a football size field.



### **RULES:**

1. Speedaway is played by two teams of 11 players. The position breakdown and responsibilities are as follows:

#### Forwards (5)

The forwards begin the game near their 50 yard line

Once the kickoff occurs they must play on the offensive half of the field

It is the forwards job to score

#### Halfbacks (3)

The halfbacks begin the game near their 25 yard line;

Once the kickoff occurs they may play to the offensive 25 yard line and defensively to their end line to prevent points

It is the halfbacks' job to prevent points and to feed the ball to the forwards (Halfbacks may not score)

#### Fullbacks (2)

The fullbacks begin the game outside the striking circle

Once the kickoff occurs they must remain on the defensive half of the field;

It is the fullbacks' job to prevent field goals and touchdowns.

#### Goalie (1)

The goalie begins the game within the striking circle;

The goalie prevents field goals and touchdowns

#### All Players Privileges include:

1. May pick up the ball directly from the ground
  2. May punt the ball
  3. May place kick the ball
  4. May throw the ball
  5. May be tagged by any other player
  6. May tag players trying to score
2. The game begins with a kickoff (place kick) at the 50 yard line. All players must be lined up on their half of the field to begin the game. The kickoff must go forward and it may either be kicked or lifted to a teammate. The kickoff may not be dribbled into play. All players must be 5 yards away from the person taking the kick off. A kickoff also occurs after a team scores.
  3. There are 3 ways to score in speedaway. They are as follows:

- a. Field goal (3 points)- A field goal occurs when a player kicks the ball through the goal while within the striking circle.
  - b. Touchdown pass (2 points)- A touchdown pass occurs when a player on the field passes the ball to a teammate over the end line outside the goals.
  - c. Touchdown Run (2 points)-A touchdown run occurs when a player with an aerial ball on the field runs the ball over the end line outside the goals.
4. A player who is in the act of catching a touchdown pass and is deliberately fouled causing her to lose the ball will be awarded a touchdown
5. A player dribbling the ball with her feet maintains possession of the ball until someone steals the ball from her or she loses control in some other fashion.
6. A ground ball may not be touched by a player with their hands. A conversion must be used to make it an aerial ball.
7. A player with an aerial ball may be stopped by tagging that player. The exception to that rule is that the player remains stationary upon catching the ball or converting it shall have 3 seconds in which to get rid of the ball before he/she can be tagged. A player who moves or is moving and stops can be tagged immediately. A 2 step stop is allowed and pivoting is legal.
8. A free kick is awarded to the defending team when they tag a person with the ball. The ball should be placed on the spot where the tag occurred and all players must stand 5 yards away. The offensive team has 5 seconds in which to put the ball in play. The free kick must be kicked or lifted to a teammate. A conversion or dribble is not allowed.
9. A throw in occurs when team A send the ball out over the sideline. The throw-in is executed as in soccer with 2 hands and overhead. All other players must be outside the alley and the tosser has 5 seconds to complete the throw-in. When the tosser releases the ball, the other players may enter the alley.
10. If a player has the ball trapped between her feet it is illegal for another player to kick the ball loose. A one foot trap may be kicked loose.
11. A ball that is thrown must be caught in the air-no bounce allowed. If it bounces it must be played with the feet or converted. Penalty is a free kick.
12. A kicked or punted ball can be caught in the air or on ONE bounce.
13. A jump ball occurs in the following situation:
  - a. A ball touches 2 opposing players at the same time and goes out of bounds
  - b. Two opposing players foul at the same time
  - c. Two opposing players hold the ball at the same time
  - d. A referee does not know who kicked the ball out of bounds

A jump ball occurs at the spot closest to the infraction.
14. A penalty corner occurs when the defense (b) fouls and offensive (a) player within the striking circle. Either a throw or kick can be used to put the ball in play. If thrown, it must pass to 2 teammates before a try for a touchdown.
15. Fouls include pushing, tripping, intentional kicking of opposing player, holding, unnecessary roughness and swearing.
  - a. Penalty—Within striking circle=penalty corner
  - b. Outside the striking circle=free kick
  - c. Repeated violations=removal from the game

## **CO-ED RULES:**

1. There must be an equal number of boys and girls at each position.
2. When a girl is the goalie the boys must adjust their power on the field goal attempt.
3. A girl must be part of scoring drives every 3<sup>rd</sup> attempt.

## **TERMINOLOGY:**

<b>Ariel Ball</b>	A ball in the air that can only be played with the hands.
<b>Conversion</b>	The act of changing a ground ball to an aerial ball by one of the techniques taught in class and by using the feet to do so
<b>Defense</b>	The team that does not have possession of the ball
<b>Dribble</b>	A succession of kicks controlling the ball with the feet as it advances on the ground
<b>Drop Kick</b>	Kick where the player drops the ball and kicks it after it strikes the ground (not legal on a free kick)
<b>Free Kick</b>	A place kick awarded for fouls and being tagged on the field (except when defense fouls you in the striking circle)
<b>Ground Ball</b>	A ball positioned on the ground and it can only be played with the feet
<b>Interception</b>	The act of catching a pass or throw-in meant for an opponent.
<b>Jump Ball</b>	The same as for basketball...2 opposing players attempt to tap to a teammate
<b>Kickoff</b>	Used to begin a game and after every score...teams must line up on their half of the field
<b>Offense</b>	The team who has possession of the ball
<b>Passing</b>	A means of advancing the ball with one or two hands
<b>Penalty Corner</b>	When offensive team is fouled in their striking circle...can be a throw or a kick
<b>Penalty Kick</b>	Kicking the ball that is stationary on the round
<b>Punt</b>	Kick where a player drops the ball and kicks it before it strikes the ground...an excellent way for the goalie or fullback to move the ball up field
<b>Tagging</b>	The method used to stop an opposing player who has possession of an aerial ball...tags must be on the back
<b>Throw-in</b>	Used to place the ball in play if it goes out of bounds on the sideline...it must be executed with 2 hands and overhead
<b>Trapping the Ball</b>	Stopping movement of the ball by placing it between both feet or with one foot on top.

## **ETIQUETTE:**

1. Cooperation and teamwork is essential to a successful game of speedaway. Work together as a team.
2. Compliment your teammates and opponents on good plays.
3. Play to win but accept defeat graciously.
4. Shake hands upon completion of the game.
5. Adjust your level of play to your competition.
6. Allow all members of your team the opportunity to participate.

**SAFETY:**

1. Listen to all instructions given by your teacher and follow them.
2. Stop play on the whistle.
3. Be appropriately dressed.
4. Adjust your level of play to your competition.
5. No vicious kicking, pushing, tripping or other unnecessary roughness.
6. Put all equipment away in appropriate location.
7. Pay attention to where the ball is at all times.
8. Know the rules of the game and play by them.