



# OFFICIAL KING OF THE COURT SOCCER TENNIS --YOUTH RULES (aka the “Extra Bounce” game)

## **MAJOR YOUTH RULE #1a: The Extra Bounce**

Youth players are allowed to have an “extra bounce” during the course of play. Unlike all other age groups, the youth age group will be allowed to have a total of 2 bounces per side if deemed necessary. (For example, Team 1 serves the ball to Team 2, Team 2 player receives the ball on his/her chest after the initial bounce on the serve and allows the ball to bounce a second time before playing the ball to his/her teammate in the air, the teammate hits the ball out of the air and over the net.) The youth age group will be able to use a second bounce, but will still be restricted to 3 touches per team and two touch max per individual.

## **RULE 1b: The Court and The Net:**

The court is split in two parts by 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. The playing field is both service box areas.

## **RULE 2: The Ball**

SOCCER-TENNIS uses a regulation size 5 ball at all exhibition matches and tournaments.

## **RULE 3: The Teams and Players**

The game is played between two teams with two players on each team. There are substitutes allowed throughout a match; each team is allowed to have one other teammate to be used as a substitute for a total of 3 participants per team.

## **RULE 4: 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). We ask that each team would at least wear matching tops (can be jerseys, t-shirts, sleeveless; but **must** be matching).

## **RULE 5: Duration of the Match**

SOCCKER-TENNIS matches are played as best of 3 games to 15 points; the team does have to win by 2 points. In best of three situations, 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. There is one: 30 second time out allowed per team per game.

## **RULE 6: Beginning of the Game**

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

## **RULE 7: The Kickoff/Serve**

Referees start the game with the sign to serve. A kick-off is used to begin each game and also between each point scored. Kick-offs are played from behind the service box line of the tennis court and ball must land in opposite service box area. Players cannot step on the line during a kick-off. A player has two attempts to execute a kick-off and must play the ball out of his hands, by drop kick (ball hitting the ground before being kicked). If players are unable to use one fluid motion using the drop kick method, they can execute a kick-off using the ball-bounce volley method, **if and only if**, it does not present a disadvantage to the opposing team. This will be adjudicated at the referee's discretion. Again, balls must land in opposite service box area on the opposing team side. The player cannot return the kick-off directly. The kick-off must bounce once in the service 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.

## **RULE 8: Service**

Service will be held by one team for 5 point combinations. Service is changed every time the score equals 5, 10, 15, and 20 points.

*(Similar to ping pong; i.e. score 3-2, 1-4, 5-0, 2-3, 6-4, 7-8, 11-9 etc...)*

The player cannot return the service directly. The service must bounce once in the serve court before being returned. No member of a team can serve 2 consecutive 5 point combinations. Service must rotate accordingly.

## **RULE 9: Scoring**

Both teams can score a point at any time--rally scoring (the defending team can score even if they did not kick off to start play). After each break in play, the referee should call out the score stating first the kick-off team score, followed by the defending team score. A scoreboard will also be used for tournament and should be placed in a location that can be seen by players and spectators alike.

## **RULE 10: Team Ball Contacts**

The receiving team can touch the ball a maximum of three times per team before returning the ball to the opposing team. The ball can be directly returned to the opposing team with only one ball touch, if desired.

## **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 Contact**

The only time a ball is allowed to touch the ground outside the playing field is when a kick-off player elects to bounce the ball before kick-off. Any other ground contacts outside the playing field are "out balls" and the opposing team is awarded a point. Inside the playing field, a ball can bounce one time before a player touches the Ball. Once the ball is served and bounces the play can continue in the air with no bounce needed.

## **RULE 13: Points**

Every play can result in a point scored by either one of the teams.

### *Faults at the kick-off :*

- 1a. Kick-off is done before referee allows play to begin.
- 1b. Kick-off is not played from the hands.
- 1c. More than one ground contact is made before kicking off.
- 1d. The player steps onto the playing field during or before kickoff.
- 1e. Player kicks the ball into the net (If the ball hits the net, and goes over to the proper opposing side ,the fault does not result in a point, but the kick-off is repeated (let).)
- 1f. The kick-off lands outside the playing field ("out")

### *Faults during a play:*

- 2a. Player uses more than two touches before getting rid of the ball.
- 2b. During a play, the ball touches the ground more than two times.
- 2c. A team plays the ball, and it lands outside the playing field.
- 2d. A team plays the ball into the net.
- 2e. A player slams into the net (referees discretion).
- 2f.. A player touches the ball with their hand, or arm.
- 2g. The ball touches the ground before it goes over the net.
- 2h. The mystery/secret **3<sup>rd</sup> touch** will be enforced!  
(Accidentally hits your foot, then shin, and you proceed with another touch...FAULT!)

## **RULE 14: Court Change**

After every game, both teams change sides. The kick-off remains with the winning team of the last game.

## **RULE 15: Disturbances**

If disturbances arise that players have no influence over (such as problems with the net or equipment or a player injury, or ball from another court, the referee is allowed to stop play immediately and the kick-off is repeated with no points given.

## **RULE 16: Penalties**

Referees can warn players for unsportsmanlike conduct by issuing a yellow card to the offending player. Also, the team loses 1 point. A red card will bar the player from the rest of the match, and their team must substitute another player. If there is no other player, the team forfeits 5 points and continues a man down!

## **RULE 17: The Referee**

Official SOCCER-TENNIS games will be supervised by a referee, with these duties:

- Make sure rules are clear and abided by
- Use signs to regulate play from start to finish, between games, and after each play
- Decide points (referee decisions are final)
- Keep score correctly
- Control the clock
- Interrupt play due to disturbances, rule-breaking, or injuries
- Keep unauthorized persons off the playing field
- Give out warnings and/or remove repeat offenders from the match
- Make sure the game ball is an official ball
- Fill out the match sheet and give it to tournament officials