

Basic Rules of *ICE SOCCER™*

(complete “Official Rules of ICE SOCCER™” are included with purchase of a **Boot’r™**)

Objective

- kick the Boot’r through the opponent’s goal to score points
- team with most points at the end of the game wins
- goal markers are 12 feet apart
- game lengths vary, depending on the amount of ice-time available (30-60 minutes)

Scoring

- Boot’r must cross goal-line between goal markers and *completely* to count as a score
- Boot’r can cross goal-line between goal markers and *at any height* to count as a score
- If netted goals are used, the Boot’r must be kicked into the net to count as a goal.

Number of Players per Team (competitive games played on a full ice sheet)

- at full strength there are nine players per side (adult) and 10 players per side (youth)
 - one goalie (see below)
 - six slammers (offense) or blockers (defense)
 - On offense, the slammers will be inside the defensive blue line trying to score.
 - The blockers (defensive players) will also be inside the defensive blue line trying to prevent scoring and trying to regain possession of the Boot’r.
 - As Boot’r possession changes, any one or two of the slammers or blockers could become backs, as long as two respective team’s players remain as backs.
 - two backs (three on youth teams)
 - Two players (or three – youth) from each team must stay behind the defensive blue line ... the reason: because too many players would otherwise be inside the defensive blue line to allow fast-action play. The two defensive backs will be in position for a “fast break” should the defensive team regain possession of the Boot’r; the two offensive backs will be positioned as defensemen. If the Boot’r clears the defensive blue line, it is “fair game” for these backs – the offensive back can pass back to a slammer already inside the defensive blue line, the defensive back can take the Boot’r down-ice for a “fast break”. (also see “off-sides” below)
 - As Boot’r possession changes, any one or two backs can become slammers or blockers, as long as two respective team’s players remain as backs.
- should penalty minutes be involved, as few as seven per side can continue play

Off-sides

- If any of the backs (offense or defense) cross the defensive blue line, off-sides will occur. An offensive team infraction results in loss of possession; a defensive team infraction results in a penalty kick. However, if the offensive goalie is “pulled” (advancing to between the center line and the defensive blue line), an offensive back (or the goalie him/herself) can cross the defensive blue line without penalty and become a 7th slammer.
- Off-sides is not determined by the position of the Boot’r relative to the position of any player or to a player crossing any line markings prior to the Boot’r’s crossing.

Goalie

The goalie is the only player (unless another player is in-bounding the Boot’r) who can use hands and forearms to catch, stop, redirect or throw the Boot’r, and only when within the goalie’s box. A goalie outside the goalie box is treated as any other player.

Moves **not** Permitted (penalties involved with most of these and for unsportsmanlike conduct)

- “heading”
- “checking” or action blocking
- “clipping”
- “slide tackling”
- “boarding”
- tripping
- aerobic kicking
- holding