

SPEEDBALL STUDY GUIDE

History

Speedball is a game of American origin. It was invented in 1931 by Elmer Mitchell at the University of Michigan. Speedball is a combination of soccer, basketball and a few elements of football. The object of the game is to advance the ball up the field and score. This may be done by kicking and passing.

Terminology

Kick-Off

- Begins game, quarters and used after each score
- Center forward takes kick-off at center of halfway line
- Must be a place kick
- Teams in own ends of field for kick-off with defending teams behind their restraining line (10 yards)

Goalie

- Has no special privileges
- Must abide by all the rules the rest of the players do
- Assigned to defend their goal

Ground Ball

- Ball having touched the ground last
- May be kick only
- Hands may not be used in advancing a ground ball

Aerial Ball

- A ball caught directly from a kick or throw, which has not touched the ground before it is caught.

Blocking

- Intercepting ball with any part of body, hands and arms need not be in contact with body to block aerial balls.

Dribble

- Series of little kicks by one player to advance the ball on the ground
- Not allowed to dribble with hands

Drop Kick – Aerial ball dropped and kicked as it rebounds from the ground.

Punt – Kicking a dropped ball before it touches the ground.

Traveling

- Foul called for taking more than one step after receiving a ball while standing stationary.
- Taking more than two steps after receiving ball while running.

Trapping – Stopping or controlling ball with feet, knees or chest.

Tie Ball or Jump Ball – When two or more players from opposite teams hold or trap the ball at the same time.

Throw-In – Means of putting ball in play after it has been sent wholly over any boundary line by one team. A member of other team stands outside field of play opposite point where ball crossed line and throws ball back into field in any direction. Thrower must have both feet on the ground, two hand ball release over the head and may not play the ball until played by another player.

Playing Privileges

In addition to the soccer methods of playing the ball, all players may catch, throw, tap, air dribble ONCE, punt or drop kick an “aerial” ball. An aerial ball may be played with the feet or body if desired and may be tapped or taken from an opponent. A player may legally guard an opponent.

Scoring

- Field Goal – three points – A ground ball kicked between the cones from in front of the goal line.
- Touchdown – two points – A thrown ball from in front of the goal line to a member who catches the ball behind the end line.
- End Goal – one point – A ground ball that is kicked from between the end line and the goal line and cones.

Fouls

Any of the following illegal acts: blocking, charging, checking, pushing, tabbing, hacking, holding, tripping, handling ground ball, traveling, holding the ball, unnecessary roughness, delaying game, air dribbling more than once or trying a drop kick for goal or touchdown pass while with penalty area.

- Penalty Kick – awarded for fouls committed within the penalty area
- Throw-In – awarded for fouls committed outside of the penalty area

Positions and Field

Offense:

1. Left Wing
2. Left Inner
3. Center Forward
4. Right Inner
5. Right Wing

Defense:

6. Left Halfback
7. Center Halfback
8. Right Halfback
9. Left Fullback
10. Right Fullback
11. Goalie

