

MAT BALL RULES

1. Pitch
 - 1.1 Rectangles 1.5 m by 1 m positioned 23 m apart. There is no boundary.
2. Time
 - 2.1 Play will continue for 6 minutes – 3 minutes each way.
 - 2.2 Play continues until there is a stoppage (see Rule 6).
3. Players
 - 3.1 There are six players per team. One substitution is allowed per game.
 - 3.2 All players should wear trainers. NO studded footwear is allowed.
 - 3.3 All players must be invested members of the Cub Scout section in the Pack that they are representing.
4. Start
 - 4.1 The referee will throw a tennis ball in the air above the centre position and one player from each team will jump for it.
5. Goals
 - 5.1 A goal is scored when the ball is caught by the player standing in the rectangle, providing this player is within the boundary of the rectangle at the moment of catching and immediately afterwards, with at least one foot on the ground. If the impetus of the rush carries them out of the rectangle, the goal will be disallowed.
 - 5.2 When a goal is scored, the last player to touch the ball on the scoring side becomes the new catcher.
 - 5.3 After the start of the game or restart, two players apart from the catcher must touch the ball before a goal can be scored.
 - 5.4 When a goal is scored, the game is restarted as in Rule 4.
6. Stoppage
 - 6.1 The referee will stop the game on the following occasions:
 - a) When a defender enters the rectangle. If the referee considers that the defender prevented a goal being scored or if they are in any doubt as to whether a goal would have been scored, an indirect free throw should be given 6 metres in front of the rectangle.
 - b) When a player enters his or her own rectangle or when the catcher touches the ball without a valid goal being scored, a free throw will be awarded to the other team to be taken in front of the rectangle.
 - c) If a player tackles or handles an opponent or moves with the ball or holds it for an excessive amount of time, a free throw will be awarded to the opposing team at the place of the infringement.
7. THE REFEREE'S DECISION IS FINAL. Disputes can be taken up with the event organisers if necessary.
8. Teams.
 - 8.1 Formation of teams at the start of each game and after a goal is scored, is as follows:

