



Wave Rider Tournament

hosted by

Montana Surf Soccer Club



Wave Rider Tournament - Omega Ball Rules

What is Omega Ball?

Omega Ball is a growing sport that has its foundation in Soccer. It is a fast paced game with more action and scoring. The game is played with a Size 5 Soccer Ball with three (3) teams, three(3) Goals, three (3) Corner kick locations, one center spot, 3 penalty arcs (36' arcs) and five (5) players per team, + max of 3 subs. There are no throw-ins and no offsides rule.

Standard Play Equipment Required:

- Team's must have one white jersey/shirt/kit, one dark colored jersey/shirt/kit. In the event colors are too similar we will provide pinnies.

On Field Player Positions:

- Five players on the field per team, one of which is stationed in the goal as the goalkeeper. We suggest two/three subs per team. Minimum roster size of 5 to compete.
- Each team has one goal to protect and can score on either of the opposing two goals.

Officiating Personnel:

- One referee and one scorekeeper/line judge will be present at all matches
- Referees will report Goals For and Goals Against for each game played in the Wave Rider Tournament.

Gameplay & Rules:

- Three (3) teams of five (5) players each compete to get the ball into the other team's goal. The team that scores the most goals at the end of the game is the winner.
- Only goalkeepers may handle the ball with their hands or arms. Goalkeepers may only handle the ball within their Penalty Arc.
- Goalkeepers may score from anywhere on the field (standard rules apply, goalie may only use hands within their respective penalty arcs, hand action not allowed for scoring)
- If the ball is "passed back" to the goalie by his/her own team, the goalie MAY NOT use their hands
 - If this situation occurs, an indirect free kick is awarded to the team that was applying the most pressure to create the situation.
- Within regulation play, all players are free to play the ball in any direction and move throughout the pitch
- Opposing players may try to gain/regain control of the ball by intercepting a pass or through reasonable tackling.
- Referee will signal a penalty for excessive or dangerous contact. (Standard soccer rules apply).
- The 5 second rule: to maintain the fast pace of the game anytime the ball is restarted the play must begin within 5 seconds.

Timing and Periods:

- Omega Ball is a fast paced, free-flowing game, with play stopping only when the ball has left the field of play or when play is stopped by the referee.
- There are three, 13-minute periods, with a 4-minute break after periods 1 and 2.
- Stoppage time only occurs for injuries and/or fouls/penalties and are at the discretion of the referee. Game restarts following the 5 second rule.

Penalties and Fouls:

5 Second Rule

- If the 5 second rule is not being observed, the offending team will receive two warnings. At the third infraction, the ball will be rewarded to the team that last possessed the ball.

Fouls Inside of the Penalty Arc:

- Fouls in OmegaBall are in alignment with standard soccer rules.
- If there is a foul with stoppage, the team that the foul was committed against gets possession at the spot of the foul.
- Penalty kick fouls align with regular soccer fouls/rules except for this anomaly:
 - If a penalty kick is the result of a penalty inside the penalty arc, whichever team commits the foul will have the penalty kick attempt on the goal they are defending. For example, if team B is attempting to score on Team A, but Team C commits a foul on B, then the penalty shot attempt is moved to Team C's goal and taken by Team B.
- When a penalty is committed in a penalty arc and a penalty shot is awarded, ALL players must remain outside of the penalty arc and give the shooter 5 yards to take the penalty shot.
- If the goal is scored, the defending goalie has 5 seconds to restart play.
- If it is defended and goes directly out of bounds, it is a corner kick for the team that attempted the goal.
- If it is defended but rebounds into play, the ball is live, and play resumes.
- If the penalty attempt misses the goal entirely and is untouched, it is a goal kick/restart by the team defending goal.

Fouls Outside of the Penalty Arc:

- ***Direct free kicks are awarded for the standard soccer rule offenses:***
 - Kicks/Trips or attempts to kick/trip an opponent
 - Jumps at or charges at an opponent
 - Strikes or attempts to strike an opponent
 - Pushes or tackles an opponent
 - Handball outside of the penalty arc
- ***Indirect free kicks are awarded for standard soccer rules:***
 - Dangerous play
 - An attacking player stops a defending goalkeeper from playing the ball with his hands
 - Stops the motion of a player (obstruction)

- A defending goalkeeper touches the ball by hand after they have released it from possession before it has touched another player
- A goalkeeper touches the ball with hands after a backpass (via kick)

Starting the Game:

- Each team will kickoff one of the three periods.
- The team kicking off starts in the center circle. Only 2 players from that team may be in the center circle. All other players from all teams must remain inside their respective penalty arcs until the ball is in play. There is no direct score from a kickoff.
- Whenever a ball is set in play by a player from the possessing team (i.e. kickoff or corner kick), or a ref, play must be initiated within 5 seconds by the player.

Scoring a goal in OmegaBall:

- Scoring a goal is in alignment with standard soccer rules.
- Goals may be scored in any of the two opposing goals.
- Goals may be scored by any player on the field of play including a goalkeeper.
- ***Deflection Goals:***
 - An attacking player may shoot at any opposition goal.
 - When taking a shot on goal, if a player from either of the opposing team's causes a deflection which ends in a goal, the primary attacking player that took the original shot on goal will be awarded the goal.
 - When an attacking player takes a shot towards goal: If a player from either of the opposing team's actively changes the position of their body to deliberately redirect a shot (toward goal and ends in a goal being awarded), the goal will be awarded to the player who deliberately redirected the shot on goal at the discretion of the referee.
 - Whomever was in control last, will typically be awarded the goal.
- ***Restart of Play After a Goal:***
 - When a team is scored on, that team gains possession and advances it out from their goal, via their goalie on the restart spot (3 yards out from goal, centered)
 - All opposing team players must be outside of the restarting team's penalty arc.
 - Gameplay does not stop after a goal. The 5-second rule is in effect. It is the discretion of the goalie if they decide to restart with opposing players in their arc.
 - Opposing players may not deliberately linger.
 - If an attacking player blocks the path of a restarting goalkeeper, a verbal warning will be issued by the referee.
 - If the team advancing the ball out of their goal (after they were scored upon) accidentally kicks the ball out of bounds before it is touched by any other team, a corner kick will be awarded to the team that scored the goal.
 - If the 5 second rule is not being observed, the offending team will receive two warnings. At the third infraction, the ball will be rewarded to the team that last possessed the ball.

Out of Bounds Possession:

- There are no throw-ins
- If a ball exits the field of play, a corner kick will be awarded by the referee.

Corner Kicks:

- There are three corner kick locations on the field.
- The Referee will assign the location of the corner kick based on the location the ball was kicked out of bounds. However, the player in possession may kick the ball in any direction and subsequently towards any goal
- The Referee will determine possession, this is deemed as a corner kick possession decision.
- If a ball exits play by a player on accident, the corner kick is awarded to the nearest opposition player. This is deemed as a corner kick proximity decision.
- Once the ball is placed in the corner circle, the 5 second rule goes into effect
- Goals can be scored directly from the corner kick spot

Goal Kicks:

- If an opposing team kicks the ball out of bounds within the penalty arc line, the defending team gains possession, via their goalie at the restart spot 3 yards in front of the defender's goal
- All opposing players must be outside of the kicking team's penalty arc
- Standard Soccer Rules apply to direct free kicks, corner kicks, etc.... players must be 5 yards away

Own Goals:

- An own goal cannot be awarded by deflection. The attacking team that attempts a shot or is in an attacking position on a goal will always be awarded the goal

Offsides:

- There is No Offsides

Substitutions:

- Subs may enter or re-enter the game at any time from the substitution box. There is no limit on the number of times a player is substituted in/out.

Timeouts:

- There are NO time-outs.

Three Way Tie:

- If all three teams are still tied at the end of regular time, the clock will immediately restart in a golden goal round where the first team to score will win the game.