

Intramural Bubble Ball Rules

General Procedures

- BubbleBall equipment will be used at RAW sponsored events such as Late Night at the RAW, National Rec Sports Day, Field Day etc. and can also be borrowed from RAW if RAW can staff the event with trained student employees
- No Bubble Ball equipment will be loaned/borrowed out if appropriate and adequate RAW staff is not available to supervise the activity

Bubble Ball Policies and Rules

Supervision is required to help many first time players learn how to use BubbleBall equipment properly. Players will be given safety instructions and monitored during play for inappropriate usage or conduct.

IM Sports Supervisors (RAW Staff) will clearly communicate safety guidelines to all players, especially first time players. This will be conducted via an initial rules and instructions overview, similar to a Intramural Sports Pre Game Captains Meeting.

General Rules

- Bubble rushes will not be permitted more than 10-15 feet out
- No jumping or diving is allowed
- Rushing must be done in an upright manner, no bending/head first
- Players should tuck their head when they flip and roll
- Players will be penalized/ejected for hitting from behind at any time
- Players will be penalized/ejected for hitting another player on the ground

Game Play

- Games will follow the style of a traditional soccer game using modified court and space dimensions to accommodate a 3v3 format.
- Games will consist of TWO 4 minute halves, or ONE 4 minute half depending on style of play that is being delivered for various events.
- Players can leave the game at any time.
- The clock will not stop.

General Comments

- Participants in bubbles get hot. Be sure to drink water and wipe down your equipment when done.

- Bubbleballs are not meant for people with claustrophobia.
- All participants need to remove jewelry and/or any sharp objects from their pockets before playing.
- People with long hair should pull it back so that it doesn't fall out the top when they roll over.

Reviewed Summer 2018