



## General Game Rules

- Total game time is 60 minutes including player changes

- The game starts with 2 distinct teams

- Player change - team mixing - when a goal is scored:

e.g. If a player from team A scores a goal, he becomes the goalkeeper in team B. The goalkeeper of team B becomes the goalkeeper of team A.

The goalkeeper of team A takes the place of the player that scored. Each time a player changes team, he wears a tank-top on top of his original uniform. If during the game he returns to his original team, he removes the tank-top.

- Player change - team mixing - based on time criteria. Every 5 minutes, there is at least one change from each team. Each team can choose the new player only from the opposite team's bench. Besides changes based on time criteria, the teams can change players whenever the team-members decide it, but the new player is always selected from the opposite team's bench. In every case the new player wears a tank-top.

- All non-offensive actions are allowed (e.g. touching the ball by using hands)

- There is no referee

- Foul acts are collectively judged and decided by the total of the players. Penalty kicks are also decided with the same criteria.



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