INTERNATIONAL COURT SOCCER

Rules of the Game

1. Game is played on a regulation Squash Court.
2. Ball must be approved by International Court Soccer.
4. Serve is initiated behind the short line. Ball is bounced once and kicked off of front wall above service line. Ball may strike sidewall or ceiling after striking front wall. Ball may land on any area of floor after proper serve. Ball reaching back wall without touching floor once is considered long. Server is given two chances to serve correctly. Serve is then turned over to opposing player. All players must be behind short line at initiation of serve.
   *A service bounce is when the ball is bounced and kicked after it has reached its maximum height and is on its descent to the floor. A drop kick is not permitted.
5. Ball must be returned before or after one bounce on floor. Ball may not strike floor twice before being returned. Receiving player is allowed three touches of ball with any part of body except hands or arms. Ball may be played off back and/or side wall, and/or ceiling (ball may not hit floor) before striking front wall. Ball may be played off of walls or ceiling to oneself without wall or ceiling counting as touch. Once return play is initiated ball may not strike floor before striking front wall.
6. Ball striking pad or tin ends rally with loss of serve or point dependent upon striker of ball.
7. Only server can score points. Point is scored when serve is not returned to front wall in accordance with rules.
8. After playing ball, player must make effort not to obstruct or block ball from opponent. Obstruction results in replay of point.
9. If ball is returned and strikes opposing player before striking front wall, point will be replayed if ball had chance of reaching front wall.
10. Game will be played in a sportsman-like way. Any questionable point should be replayed.
11. Ball may not be trapped against wall(s) by players.
12. Non-marking shoes must be worn.
13. Game is played to ten points. Game must be won by two points.
14. Players accept responsibility for any injuries that may occur in playing the game.
15. Club accepts responsibility for keeping courts in safe and playable condition.
INTERNATIONAL
 COURT SOCCER

Rules of the Game

1. Game is played on a regulation Racquetball Court.
2. Ball must be approved by International Court Soccer.
4. Serve is initiated inside the "servers box". Server must start with both feet in servers box. Ball is bounced* in servers box and kicked against front wall. Ball may strike either sidewalk or ceiling after striking front wall. Ball must return past back line of servers box before striking the floor (if not serve is repeated). Ball must bounce once before striking back wall. Server is given two chances to serve correctly. Serve is then turned over to opposing player.

* A serve bounce is when the ball is bounced and kicked after it has reached its maximum height and is on its descent to the floor. A drop kick is NOT permitted.

5. Ball must be returned before or after one bounce on floor. Ball may not strike floor twice before being returned. Receiving player is allowed three touches of ball with any part of body except hands or arms. Ball may be played off back and/or side wall and/or ceiling to oneself with wall or ceiling not counting as a touch. Once return play is initiated ball may not strike floor before striking front wall.

6. Only server can score points. Point is scored when serve is not returned to front wall in accordance with rules.
7. After playing ball, player must make effort not to obstruct or block ball from opponent. Obstruction results in replay of point.
8. If ball is returned and strikes opposing player before striking front wall, point will be replayed if ball had chance of reaching front wall.
9. Game will be played in a sportsman-like way. Any questionable point should be replayed.
10. Ball may not be trapped against wall(s) by players.
11. Non-marking shoes must be worn.
12. Game is played to ten points. Game must be won by two points.
13. Players accept responsibility for any injuries that may occur in playing the game.

Rules for 2 vs. 2 Play

1. All of the above rules apply. Serve is rotated between teams and rotated between players on each team. As in team A player #1 serves until serve is lost. Team B player #1 then serves until serve is lost. Team A player #2 then serves until serve is lost. Team B player #2 then serves.
2. Returning team is allowed three touches total between the two players, as in player #1 may have two touches and pass to player #2 who then would finish with third touch. Player #1 may also choose to use all three touches for that team.
3. Only the server is allowed in the servers box. The three other players must be behind back line of servers box.

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