

## W13977 Splash Soccer

### Contents:

- 16 - Water sticker shooters (additional water shooters can be ordered under W10524)
- 6 - Half cones to mark the field boundaries
- 4 - 9" Cones to mark the goals
- 3 - Beach balls with soccer ball graphics (10" diameter)
- 2 - Buckets (5 gallons) to hold each teams water

### Set-Up

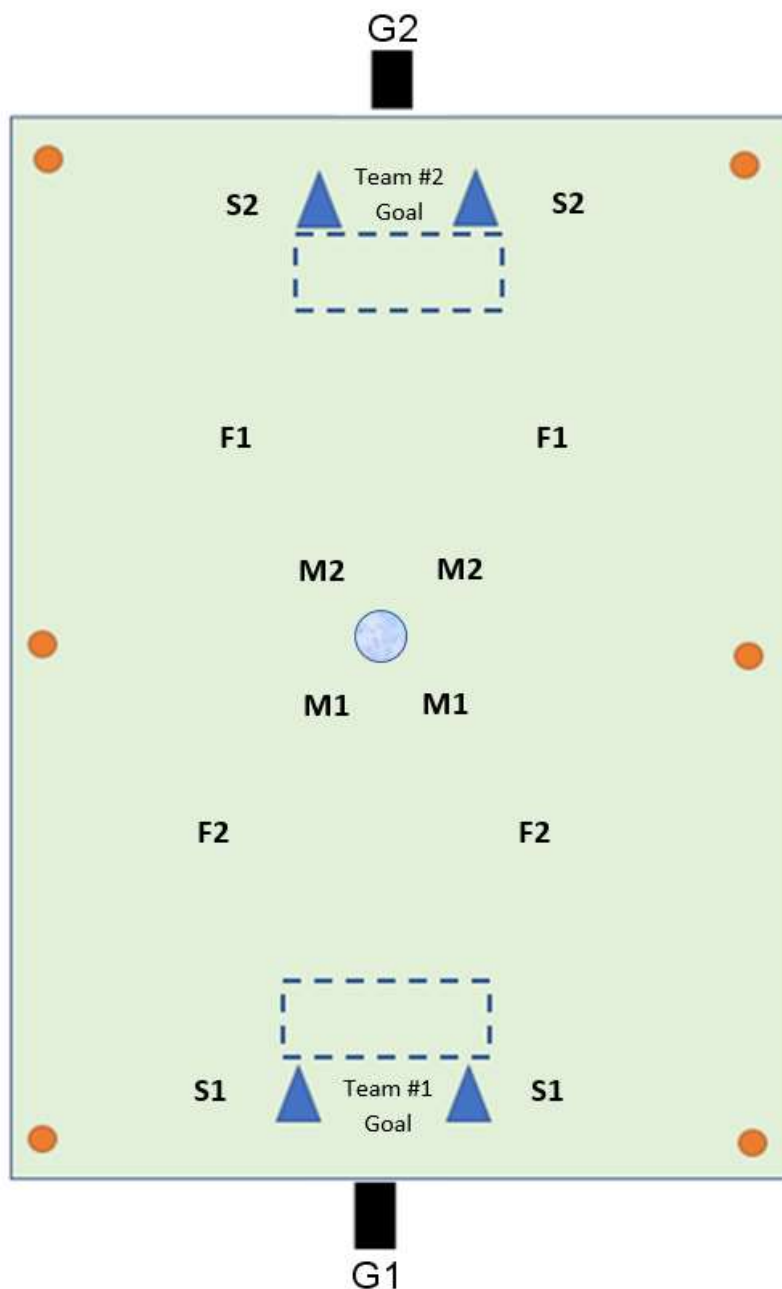
1. Mark the field of play using the 6 half cones. Use a cone to mark each of the corners and 2 to mark the midfield line.
2. Position two - 9" cones about 8' apart and 2 feet in front of each end line.
3. Position one 5-gallon bucket just behind each end line. Fill the buckets with an equal amount of water.
4. Divide the players into 2 equal teams of up to 7 players per team. Give each player a water stick shooter and have them fill it with water prior to the start of play.
5. A playing field that is about 120' long x 50' wide is recommended. It can be made larger or smaller depending on the size, age and ability of your players.

### Player Designations

1. Assign one player to play goalie (G). The goalie will be positioned behind the bucket and will be stationary.
2. For each team, assign two players as defense (S - stoppers), two mid fielders (M) and two as offense (F - forwards). Defense players are positioned on the end of the field with their goal and goalie and are not allowed to cross mid field. Offense players are positioned on the opposite end of the field and are not allowed to cross into the center line. Mid fielders can play anywhere on the field.

### Rules

1. The ball can only be moved by the force of water as it is shot from the water sticks. If a player touches the ball with any part of their body or touches it with their water stick (either by accident or on purpose) play is stopped. Players freeze in their current position and the ball is returned to the position it was in before it was contacted with. Play then resumes for all players, except the player that made contact with the ball. That player must leave the field of play and run around the outside of all 6 cones and then can return to play.
2. Players should keep the end of their water shooter a minimum of 2' from the ball. Since the ball is moving, it will be difficult to keep it from occasionally getting closer than 2'. Players that consistently get too close to the ball, should be penalized as if they made direct contact with the ball as described in rule #1.
3. Defensive players must stay outside of a goal box that is defined as the area 3' directly in front of the goal (shown by the dashed lines). If you can spray the goal box onto the field with field marking paint, that would make it easier for the players.



4. The goalie is stationary behind the water bucket and is the last line of defense. Since they are next to the water bucket, they should almost always be ready to use their water stick to keep the ball out of the goal, unless of course their team runs out of water.
5. Players can only refill their water sticks from their bucket located behind their team goal.

### **Play**

1. Starting Positions - Start with the ball in the center of the field. Line up the rest of the players as shown in the diagram. S1 are the Stoppers for team #1 and help to defend the goal for team #1. The two F1 forwards for team #1 will be positioned in the offensive end, about half way between the goal they are trying to score on and the center of the field. The two M1 midfielders for team #1 will be position about 2 feet away from the ball and on the defensive side of the ball. The players for team #2 will be positioned in the same fashion, but just the mirror image of team #1.
2. At a signal, the midfielders can start shooting their water shooters at the ball and all other players can advance toward the ball to get in on the action. Just remember that Offensive and Defensive player must remain on their half of the field. Only Midfielders can play on both sides of the field. The only exception to that rule is when an offensive player's water shooter runs out of water. In that situation, they are allowed to run back behind their goal to refill their water stick and then must return to the offensive side of the field before they can use their water shooters to shoot at the ball.
3. A goal is scored when the ball crosses the line between the backs of the two cones.
4. If a team runs out of water while play is ongoing, they are out of luck and if the other team has enough water they will almost certainly score a goal. So part of the strategy of the game is to use your water supply efficiently. If both teams run out of water with no goal being scored, play is stopped, the buckets are refilled and the ball and players return to the start position.
5. After a goal is scored, the ball and player is returned to the starting position and each team's water bucket is refilled.