



INTERCONTINENTAL BULLIIBALL CONSORTIUM

BULLIIBALL QUICK RULES

WEBSITE EDITION

2026 Revision 3C | July 2026

SOCCER MODE. FOOTBALL MODE. ONE GAME.

A concise guide for players, coaches, officials, and fans. The IBC Official Playing Rules, 2026 Revision 3C control every conflict or edge case.

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Bulliiball™ | Intercontinental Bulliiball Consortium

The game in one sentence: Soccer Mode and Football Mode flow together on the same pitch - with no downs, no punts, no throw passes, and no tied results.

This shortened guide explains the rules most players, coaches, officials, and fans need to follow a Bulliiball match. It is a plain-language summary, not a replacement for the **IBC Official Playing Rules, 2026 Revision 3C**. If the two documents conflict, the official rulebook controls.

CONTENTS

The essentials of play, scoring, positions, timing, enforcement, and overtime.

- QUICK START
- SCORING
- THE TWO MODES
- SCRIMMAGE PLAY
- KICKOFFS AND RESTARTS
- THE PITCH AND GOALS
- TEAM AND POSITIONS
- GOALIE RULES
- OFFSIDE AND DEFENSE
- FOULS AND THE PENALTY BOX
- CLOCK, SUBSTITUTIONS, AND TIMEOUTS
- OVERTIME: THERE IS ALWAYS A WINNER
- OFFICIALS, TECHNOLOGY, AND SAFETY
- REMEMBER THE FLOW

QUICK START

Bulliiball is an 11-player, co-ed field sport that combines the continuous movement and foot skills of soccer with the catches, tackles, formations, and physical strategy of football. The ball can change modes many times during one possession.

- In **Soccer Mode**, players use soccer skills and soccer rules. Hands and arms are prohibited except for the Goalie within the Goalie's own end zone and the Hiker during the protected snap.
- Only the **Bullii** may create a Football Mode kick-pass by kicking the ball through the air to a teammate.
- A legal catch of the Bullii's airborne kick-pass changes the play to **Football Mode**.
- In Football Mode, the runner may be tackled but may not throw, hand off, lateral, or kick the ball.
- When a loose ball hits the ground, play normally returns to Soccer Mode.

There are no first downs, chains, or punts. A team keeps attacking until it scores, loses possession, commits a turnover, goes out of bounds in Soccer Mode, or violates a rule.

SCORING

Scoring play	Points
Soccer goal into the lower goal	10
Touchdown by crossing the touchdown plane in Football Mode	5
Field goal through the elevated hoop	3
Penalty-kick conversion after a major score	1
Hoop conversion after a major score	2
Safety	2

Major scores and conversions

A touchdown or soccer goal is a **major score**. After either one, the scoring team chooses one conversion:

- **One point:** a soccer-style penalty kick from the penalty mark, with the kicker against the Goalie.
- **Two points:** a field-goal-style kick through the hoop from the lateral center of the opponent's quarter-field line. The defense may rush.

There is no conversion after a field goal or safety.

Field-goal distance

A field goal may be attempted only when the ball is **on or behind the opponent's quarter-field line**. It is prohibited once the ball is inside that line. This makes the three-point attempt a true distance challenge, not an easy close-range option.

During live Soccer Mode, any player may attempt a legal field goal from an eligible location. The Bullii-only restriction applies to airborne kick-passes that can activate Football Mode, not to scoring kicks.

A legal field-goal attempt that is deflected and still passes through the hoop counts. A shot intended for the lower soccer goal that is deflected through the hoop does **not** count; for that play, the hoop is out of bounds and the ball is dead.

THE TWO MODES

Soccer Mode

Soccer Mode is the default whenever the ball is on the ground or is being legally controlled without the hands or arms. Soccer offside, legal challenges, corner kicks, goal kicks, and ordinary soccer principles apply unless an IBC rule changes them.

Players may dribble, kick, head, chest, or otherwise control the ball as permitted in soccer. A player may receive an airborne ball with the head, chest, thigh, or foot and continue in Soccer Mode. Ordinary football blocking and tackling are prohibited while the play remains in Soccer Mode.

Creating Football Mode

Only the Bullii can kick an airborne pass that may become Football Mode. When any teammate legally catches that kick-pass with at least one foot in bounds, the catch is complete and the catcher becomes a Football Mode runner.

There are **no thrown passes**. There are also no handoffs, laterals, or arm passes of any kind.

Football Mode

Once a kick-pass is caught, football rules govern the runner and the defense. The runner may advance, protect the ball, and be legally tackled. The runner may not kick, throw, lateral, or hand the ball to another player.

A runner is down when contacted by an opponent while down or when brought down by contact. A runner who falls without being touched may get back up and continue.

Tips, interceptions, and fumbles

- An airborne kick-pass tipped without control remains live in transition. Either team may catch it in the air.
- An offensive catch keeps the play in Football Mode. A defensive catch is an interception and may be returned in Football Mode.
- If the tipped ball hits the ground, the play becomes Soccer Mode.
- An airborne fumble may be caught and advanced by either team in Football Mode.
- Once a fumble hits the ground, either team may recover it using legal Soccer Mode play. No one may pick it up by hand.

SCRIMMAGE PLAY

After a dead ball restart, the offense uses a football formation. The Hiker snaps the ball between the legs, and the Bullii must receive the snap with the foot. The defense may rush immediately, but until a Football Mode catch occurs, challenges against the Bullii and other players remain governed by Soccer Mode rules.

The Bullii must decide quickly whether to keep the ball moving on the ground in Soccer Mode or launch an airborne kick-pass that can be caught for Football Mode.

The 45-second advancement clock

The offense has **45 seconds from the snap** for the ball or its possessor to cross the line of scrimmage. Passing the ball harmlessly behind the line does not reset the clock. Failure to cross the line results in a turnover at the ball's location.

Five-yard protection and receiver eligibility

The scrimmage protection zone extends from the offensive backfield through five yards beyond the line of scrimmage. Guards, the Hiker, and any other assigned protector may use only authorized football pass-protection techniques inside that zone while the Bullii begins the play.

Every offensive player - including the Bullii, Hiker, Guards, Goalie, and every other position - is eligible to release and catch the Bullii's legal airborne kick-pass. There are no ineligible linemen or uniform-number restrictions. A player may run beyond the line of scrimmage and more than five yards downfield before the ball crosses the line, but may not block, hold, screen, pick, or intentionally initiate football-style contact against a defender.

During an airborne kick-pass, nobody may initiate a football-style block. Ordinary downfield blocking begins only after a legal catch establishes Football Mode. If the ball instead crosses the line in Soccer Mode, football blocking remains prohibited.

KICKOFFS AND RESTARTS

Kickoffs

Kickoffs are taken from the kicking team's own quarter-field line, from the ground or a tee.

- If the receiving team catches the kickoff in the air, the return begins in Football Mode.
- If the ball hits the ground or is controlled without the hands, play continues in Soccer Mode.
- After a touchdown or soccer goal and its conversion, or after a field goal, the scoring team kicks off. After a safety, the team that conceded the safety kicks to the scoring team.

Soccer Mode touchline exits

When the ball goes out over a touchline in Soccer Mode, the team that last touched it loses possession. There are no throw-ins or kick-ins. The ball is moved laterally to the center of the

pitch at the same distance from the goal line, and the opponent restarts in football formation with a hike.

Football Mode touchline exits

When a Football Mode runner goes out of bounds, the offense keeps possession. The clock stops, the ball is centered laterally at the same distance from the goal line, and the offense restarts in football formation.

Corners and goal kicks

Soccer corner-kick and goal-kick principles remain in effect when the ball crosses an end line without scoring.

Any player, including the Bullii, may take a corner kick. The corner kick is locked in Soccer Mode: the initial kick may not be caught to create Football Mode or a touchdown. After another legal touch, the ball may later return to the Bullii, who may make a separate legal kick-pass.

THE PITCH AND GOALS

Bulliiball is designed for a regulation international soccer pitch, not a special one-size field.

- **Length:** 100-110 meters; 105 meters preferred.
- **Width:** 64-75 meters; 68 meters preferred.
- **End zones:** five meters deep, extending from sideline to sideline.
- **Touchdown lines:** five meters from each end line.
- **Midfield line:** the 50 percent line.
- **Quarter-field lines:** the 25 percent and 75 percent lines, whatever the host pitch's exact length.

The lower frame is a regulation soccer goal. Above it is the recessed Bulliiball hoop, with a 16-foot interior diameter and a provisionally specified lowest point of 12 feet above the surface.

The lower goal frame is live, as in soccer. The elevated hoop and its support assembly are out of bounds unless a legal scoring kick passes through the hoop.

TEAM AND POSITIONS

Each team fields 11 players. At full strength, the co-ed lineup includes nine men and two women. The same players play offense and defense; there are no separate offensive and defensive units. A roster may include up to 28 players.

Position	Primary role on offense and defense
Bullii	Offensive field general and the only player allowed to create an airborne Football Mode kick-pass; becomes a central pressure and recovery player on defense.
Hiker	Starts football-form plays with the protected snap and supports interior possession; anchors central defensive organization.
Guard (2)	Protect the Bullii within the legal protection zone and support short combinations; control interior lanes and apply legal pressure.
Defender (2)	Provide balance and secure possession behind the attack; mark threats, stop breaks, and protect the scoring area.
Wingback	Stretches the field with speed and width; tracks wide attackers and closes touchline lanes.
Roverback	Moves freely to connect attacks and chase loose balls; supplies defensive help wherever pressure develops.
Motionback	Uses movement and timing to create receiving space; shadows motion threats and disrupts developing plays.
Striker	Attacks the lower goal and creates close-range scoring pressure; presses the opposing build-up and challenges clearances.
Goalie	Protects the lower goal in Soccer Mode and must read whether an attack will stay Soccer Mode or become a Football Mode run; serves as the last legal tackler in Football Mode.

GOALIE RULES

In Soccer Mode, the Goalie's hand-use area is the team's own five-meter end zone across the full width of the pitch. Traditional soccer penalty-area markings may still be used for penalty-kick and restart positioning, but they do not define the Goalie's hand-use area.

In Football Mode, the Goalie may leave the end zone and use the hands and arms to make a legal tackle. The Goalie may not use goalkeeper-style hand contact to parry, bat, or strip a ball already possessed by the runner. Like any defender, the Goalie may catch an interception or airborne fumble.

OFFSIDE AND DEFENSE

Soccer offside applies during Soccer Mode, including the player's position at the moment a teammate kicks the ball. As in soccer, a player cannot be offside directly from a corner kick or goal kick. Football line-of-scrimmage offside applies during a scrimmage formation.

Defenders must read the mode before making contact:

- In Soccer Mode, they may challenge the ball under soccer rules but may not tackle a player as a football runner.
- Before a kick-pass is caught, defenders may cover receivers but may not use downfield football blocks or illegal contact.
- After the legal catch, the ball carrier is immediately subject to football tackling and Football Mode blocking rules.

FOULS AND THE PENALTY BOX

Football Mode fouls

For a live-ball football foul, the official throws a flag and ordinarily lets the play finish. The offended team may then accept the applicable distance penalty, select an available penalty-box option when authorized, or decline the penalty.

Soccer Mode fouls

For a Soccer Mode foul, the referee immediately whistles the play dead and stops the clock; there is no advantage continuation. Enforcement begins from the **ball's location when the foul occurred**, not necessarily the foul spot. Defensive distance is paced forward and offensive distance is paced backward. The ball is then centered laterally, and play restarts in football formation with a hike.

There are no ordinary Soccer Mode free kicks after these fouls. Unless a specific rule requires loss of possession, the team that possessed the ball keeps it.

Distance and discipline

Penalties use familiar 5-, 10-, and 15-yard categories. Because the pitch has no permanent yard marks, the referee measures distance by legal strides and may use temporary foam to mark placement.

Bulliiball does not use yellow or red cards. Serious misconduct may still result in ejection.

For designated fouls, the offended team may choose a penalty-box sanction instead of distance:

- Eligible 10-yard foul: **two minutes**.
- Eligible 15-yard foul: **five minutes**.

The penalized team plays short. The timer uses official game-clock time. When the box unlocks, the player reports to the Line Judge. During live Soccer Mode, the official may authorize entry only from a safe point upstream of and behind the ball. During Football Mode or an airborne transition, the player must wait for a dead ball. Entering without authorization is a foul.

CLOCK, SUBSTITUTIONS, AND TIMEOUTS

A regulation match has two 45-minute halves and a 15-minute halftime. The public countdown clock shows the exact time remaining. There is no added stoppage time.

- The clock normally runs during live Soccer Mode.
- Football Mode follows football timing principles.
- The clock stops for Football Mode out of bounds, penalty administration, scores, timeouts, injuries, and review.

Substitutions are unlimited, but may occur only during authorized windows, including Football Mode dead balls and before a football-form restart following a Soccer Mode touchline exit or foul. Players may not substitute during live Soccer Mode, a corner kick, or a goal kick.

There are no scheduled hydration breaks. A player who needs water may substitute during an authorized window.

Each team receives **one 60-second timeout per half**, usable only during a Football Mode dead ball. Each team receives one timeout in overtime.

OVERTIME: THERE IS ALWAYS A WINNER

Official scrimmages, exhibitions, regular-season matches, tournament matches, and championships never end tied. A practice may end tied.

If regulation ends tied:

1. Play one complete **15-minute overtime**.
2. Field goals are prohibited in overtime; teams must pursue a touchdown or soccer goal. Major-score conversions still apply.

3. If the score remains tied, each team takes five penalty kicks, with the contest ending early if one team cannot catch the other.
4. If still tied, the teams take paired penalty kicks until one scores and the other misses in the same round.

OFFICIALS, TECHNOLOGY, AND SAFETY

The on-field crew includes a Head Referee, an Offensive Umpire, a Defensive Umpire, and two Line Judges. Replay, technology, timing, and scoring officials support the crew.

The ball's center chip helps determine boundary crossings, touchdowns, lower-goal scores, and valid passage through the hoop. When the center of the ball crosses a programmed boundary, the field's red Border system may illuminate. Technology supplies evidence; the referee and replay process make the final ruling.

Bulliiball is a high-impact sport. Certified protective equipment, qualified medical coverage, concussion procedures, heat and weather safeguards, and the medical team's authority to remove a player are mandatory parts of safe competition.

REMEMBER THE FLOW

Ground play is Soccer Mode. A legal catch of the Bullii's airborne kick-pass is Football Mode. A grounded loose ball returns to Soccer Mode.

That simple transition is the heart of Bulliiball. Players and fans always ask the same question: **What mode is the ball in now?**