



### Overview

**Red Bull Mano a Mano** is a 1v1 soccer game where one Red Bull can on each side marks the goals. The aim is to knock over the can of the rival and protect your own can. The first player to knock over the rival's can TWICE wins the game.

### Field of Play

1. **Goals** – two Red Bull cans will be placed 40 feet apart, marking the two goals.
2. **Goal Box:** A circular “Goal Box” measuring 5 feet in diameter will surround each can of Red Bull. The can will be placed in the center of this circle. Players (from either team) are NOT allowed to touch the ball within this area. However, players ARE allowed to run through the Goal Box. If any part of the ball or the player's body is on the line or within the lines, they are considered to be within the Goal Box.
  - a. If a Defensive Player touches the ball within the Goal Box, an automatic goal is given to the Offensive Player
  - b. If an Offensive Player touches the ball within the Goal Box, the play will be stopped and the ball will be awarded to the Defensive Player for a restart.
  - c. If the ball comes to a resting position within the Goal Box, the Defensive Team will be awarded the ball for a restart, regardless of which team touched it last.
  - d. All decisions on Goal Box infractions are the sole discretion of the referee and cannot be challenged.
3. **Field Dimensions** – The match will be played on asphalt (or grass/turf) and will be approximately 60 feet long x 25 feet wide. Cones or a curb/fencing will mark the perimeter of the field. The referee will inform all participants of the perimeter prior to the start of the match. The referee will have final discretion on whether a ball has gone out of play.
4. **Ball** – a standard Size 5 soccer ball will be used

### The Game – Start, Duration, and Rules

1. **Start of the Game** - Prior to the start of the game; a coin flip will determine which player starts with the ball. To begin the match, both players will start standing inside their own Goal Box. Upon the referee's whistle, play will begin. Neither player can advance out of their Goal Box until the whistle has blown, otherwise there will be a restart.
2. **Restarts** – for all restarts, players will begin in their own Goal Box and wait for the referee's whistle to resume play. The following actions will result in a restart:
  - a. Out of play – ball is awarded to player who did NOT knock it out if play
  - b. Foul is committed – ball is awarded to player who suffered the foul
  - c. Goal Box infraction (offensive only) – *a defensive goal box infraction results in a goal for the offensive player*
3. **Duration of the Game** – the game will last until one player has knocked over the rival's can twice OR for a maximum of 5 minutes, whichever comes first.
4. **Scoring a Goal** – a goal shall be awarded when a player completely knocks over the



- rival's can with the ball. All shots must be taken from outside the goal box.
- a. If the can is still standing upright – even if the ball hits it – it is NOT a goal. The can must be knocked on its side (or upside down)
  - b. If the OFFENSIVE player accidentally knocks the can over with his or her body while moving thru the rival's goal box, it is NOT a goal and the defensive player is awarded the ball
  - c. If the DEFENSIVE player accidentally knocks the can over with his or foot while moving thru their own goal box, it is an automatic goal for the offensive player
5. **How to Win** – the first player to score TWO goals will be declared the winner. IF neither player has scored two goals by the end of the 5-minute period, the following tiebreakers will be used:
- a. **IF the score is 1-0** at the end of regulation, the player that is winning will be declared the winner
  - b. **IF the score is 1-1** at the end of regulation, a “Penalty Kick Shootout” will take place to determine the winner
    - i. Players will alternate taking shots from one Goal Box, trying to knock over the can in the other Goal Box
    - ii. The first player to knock over the can with their opponent missing on the corresponding kick will be declared the winner.

### **Fouls and Infractions**

1. If a player commits any of the below infractions, there will be an automatic restart. The referee shall allow play to continue if there is a clear advantage.
  - a. Kick or trip an opponent
  - b. Grab, hold, push, charge or intentionally obstruct an opponent
  - c. Touch the ball intentionally with the hand or arm.
  - d. Slide tackle, or jump, at an opponent
  - e. Playing in a dangerous manner
2. The referee reserves the right to issue an automatic Red Card and award the win to the opponent to any player that demonstrates the following:
  - a. Intentionally denies with a foul an obvious goal scoring opportunity to an opponent
  - b. Is guilty of serious foul play
  - c. Is guilty of violent conduct
  - d. Uses offensive, insulting or abusive language

### **Referee**

1. The game shall be officiated by a referee located on the halfway line or within the field of play. Referee decisions are final. The referee will serve as timekeeper and scorekeeper.