

Officials

Teams may agree to play with Honors, meaning there are no Officials and rules are honored by each participating Player.

Three Officials may be present during a Game of Phute. They are the: Referee, Umpire, and Judge.

All 3 Officials work together to ensure all Players are following the rules of the game, although each one has specific tasks as well. The Referee tracks the time of the game and keeps score. The Umpire tracks Fouls and determines Possession, and the Judge tracks Substitutions and breaks any ties between the Referee and Umpire concerning rule interpretation.

Game Play

The Game of Phute is divided into 3 Periods of 20 minutes each. An Intermission of 10 minutes occurs between the Periods. A Timeout may be called by the Referee because of injuries, severe weather, or any other emergency situation.

The beginning of each Game begins with a coin toss. The Defending team calls heads or tails, and the winning Team of the toss gets to choose which of the 2 Score Zones to set their defense. Players of both Teams then take their places on the field.

Each Period begins when the phute ball is handed to one of the Guards of the Challenging Team by the Umpire, and then the Referee signals the beginning of the Period.

If the phute ball leaves the Field at any time, whether kicked, thrown, deflected, or carried, Possession of the ball goes to the other Team. The Umpire will place the ball at a point near to where the ball went out of play. A Player from the other Team will then put the ball back into play by either throwing or kicking, depending on their Position.

Whenever a Team scores one or more Points the Referee will record the score and the Umpire will give the ball to one of the Guards in that Score Zone.

The Referee will signal when each Period has expired.