

SOCCKER RULES TO REMEMBER

This is only a summarized list of important, but sometimes forgotten rules. This is not a complete list of rules, for a complete list consult an official rule book.

Duration of games will be; tadpoles play 2, 10 minute halves with a 5 minute break.

PreK/Kindergarten plays two, fifteen minute halves with five minute breaks between halves.

1st and 2nd will play two, fifteen minute halves, with a five minute break between halves.

3rd & 4th will play two, twenty minute halves with a five minute break between halves.

5th & 6th/7th & 8th will play two, twenty five minute halves, with a five minute break between halves.

Time will be kept by the official and may be shortened slightly if behind schedule, or added to if deemed necessary by the official.

Coaches should have their players ready to play (shinguards, etc) BEFORE the preceding game is over and try to vacate the team area ASAP, in order to keep all game starts at their scheduled time. This is necessary to keep from having to adjust play time.

A coin flip will determine if a team gets possession of the ball or picks what side of the field to start on. The team who loses the coin flip will receive the opposing choice. Also may play 1 round of Rock, Paper, Scissors instead.

Referee's have all final calls on rules and regulations.

RULE 1 PLAYERS AND SUBSTITUTIONS

SEC 1 - ART 1 The game shall be played by two teams, each consisting of not more than eleven (11) players for the 5th - 8th grade, (9) 3rd and 4th grades, (6) for Pre K and kindergarten as well as 1st and 2nd. Even number for tadpoles or as many as will stay on the field. one of whom shall be the goalkeeper.

(Local rules; All ages, if one team is shorthanded then both will play shorthanded to the same number of players.)

SEC 1 – ART 2 The game shall not be started with fewer than 5 players. Some exceptions may be made depending on circumstances by the officials.

SEC 3 – ART 1 Times for substitutions; either team may substitute an unlimited number of players. (a) between periods, (b) on a goal kick, (c) after a goal has been scored, (d) when there has been an injury, (e) when a player is cautioned, (f) when a player is disqualified for taunting or for a subsequent caution.

SEC 3 – ART 2 Only, the team gaining possession of the ball may substitute during a corner kick or a throw-in. (exception; the defense may also substitute if the offense does so first.

SEC 4 – ART 1 Entry onto the field by a substitute is prohibited without the Official's approval.

SEC 5 – ART 1 The goalkeeper may change places with any player on the field whenever the clock is stopped, or a substitution takes place, provided the uniforms are legal. Any time the goalkeeper is changed the Official must be notified.

All substitutions must enter at the most center of the field on the touch line, all exits of the field will be the nearest touchline/goal line to the player.

RULE 2 PLAYER EQUIPMENT

SEC 1 – ART 1 The required player equipment includes a jersey, shorts, stockings, suitable shoes and shinguards which are commercially manufactured for that purpose.

SEC 2 – ART 1 All pinnies that are the property of the Fredericktown Soccer League must be returned to the designated location at the end of all games. Unless otherwise agreed upon by an official of the Optimist club.

All teams are required to have at least one game ball for the match. Sizes are Tadpole, Pre K, Kindergarten, 1st, 2nd, 3rd, 4th, size 4. 5th, 6th, 7th and 8th size 5. The match ball will be provided by the Referee and is the property of the Fredericktown Soccer League.

SEC 3 ART 1 Prior to, and during the game, shirts shall be tucked into the pants/shorts.

RULE 3 OFFICIALS

SEC 1– ART 1 The Official shall sound the whistle when the entire ball completely crosses a touchline or goal line unless it is obvious that the ball is out of play.

RULE 4 START OF PLAY

SEC 1 – ART 1 When the Official signals with a whistle, a kickoff shall initiate play at the start of each period and after goals.

SEC 1 – ART 2 At the moment of the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least ten yards from the ball until it is kicked.

SEC 1 – ART 3 The ball shall be kicked while it is stationary on the ground, in the center of the field of play. A goal may be scored directly from a kickoff.

SEC 1 – ART 4 After the kickoff, the ball may be played by any player except the one who kicked off. This kicker may not play the ball again until it has been played by another player of either team.

RULE 5 BALL IN AND OUT OF PLAY

SEC 1 – ART 1 The ball is out of play when it has completely crossed a goal line or a touchline .

SEC 1 – ART 2 The ball is in play at all other times including; (a) when it rebounds from a goal post, cross bar or corner flag post, (b) when it touches an Official in the field of play, (c) until the Official sounds the whistle, (d) after the ball moves on a free kick or kickoff, (e) a player may be out of bounds and still legally play a ball that is in bounds. Note; play does not necessarily stop immediately for an injury unless the Official deems danger of further injury or that the injury needs immediate attention and then only on the Official's whistle will play be stopped.

SEC 1 – ART 3 The Official shall sound the whistle when needed to indicate that the ball is out of play, or for a foul. As soon as the ball is in position to be played, it may be played without a second whistle. A second whistle is required to restart play for the taking of a penalty kick, after a substitution is made, after a caution, disqualification, injury or encroachment.

RULE 6 SCORING

SEC 1 – ART 3 A goal may be scored during play directly from a; (a) kickoff, (b) direct free kick, (c) goal kick, (d) penalty kick, (e) corner kick, (f) or goalkeeper's throw, punt or drop kick.

SEC 1 – ART 4 A goal may not be scored during play directly from; (a) indirect free kick, (b) throw-in, (c) (if the ref allows) free kick into a team's own goal.

RULE 7 OFFSIDE

SEC 1 – ART 1 A player is in an offside position when nearer to his/her opponent's goal line than the ball, unless; (a) the player is in his/her own half of the field of play, (b) the player is not nearer to the opponent's goal line than at least two opponents (including the goalie).

SEC 1 – ART 2 A player shall not be penalized for being offside if the ball is received directly from a goal kick, a corner kick or a throw-in.

SEC 1 – ART 3 It is not an offense by itself to be in an offside position. A player shall only be penalized for being in an offside position at the moment that that player is involved in active play by; (a) interfering with play or an opponent, or (b) gaining an advantage by being in that position.

SEC 1- ART 4 3rd grade and up offside rule in effect. 2nd and under cherry picking will be explained.

RULE 8 FOULS

SEC 1- ART 1 Whether direct or indirect kick, all opposing players must give at least 10 yards from the

ball. Player starting play is responsible for asking the referee to give 10 yards verbally.

SEC 2– ART 1 A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with the hand or arm.

SEC 3 – ART 1 A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body.

SEC 4– ART 1 From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within his/her penalty area, the goalkeeper is to be penalized if he/she maintains possession of the ball for more than six seconds, while holding, bouncing, or throwing the ball in the air and catching it again, without releasing it into play (or) Having released it into play before, during or after the six seconds, he/she touches it again with the hands before it has been played or touched by another player of the same team outside the penalty area, or by a player of the opposing team in or out of the penalty area.

SEC 4– ART 3 On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her own hands.

SEC 4 – ART 4 A goalkeeper shall not touch the ball with his/her hands after receiving it directly from a throw-in by a teammate.

RULE 9 FREE KICK

SEC 1 – ART 1 Free kicks shall be classified as “direct”(1 touch) from which a goal may be scored against the opposing team, or “indirect”(2 touch) from which a goal may not be scored unless the ball is touched or played by another player of either team.

SEC 1 – ART 2 Any free kick awarded to the defending team within it’s own goal area may be taken from any point in the goal area.

SEC 2 – ART 1 “Direct” free kicks are awarded for; (a) spitting at, kicking or striking an opponent, (b) tripping, (c) goalkeeper strikes or pushes an opponent with the ball, (d) handling the ball, (e) pushing, (f) holding, (g) violent or dangerous charging of an opponent, (h) charging into an opponent who has both feet off of the ground while playing the ball, (i) charging the goalkeeper.

SEC 2 – ART 2 “Indirect” free kicks are awarded for; (a) the ball being next played by the kicker following a kickoff, a free, penalty, goal, or corner kick or by thrower after a throw in, (b) being penalized for being offside, (c) fair charge into an opponent when neither are close to ball, (d) obstruction, (e) kicking or attempting to kick the ball while in possession of the goalkeeper, (f) dangerous play, (g) goalkeeper not releasing ball into play in six seconds, (h) goalkeeper handling a ball after relinquishing it into play.

SEC 3 – ART 1 Players opposing the kicker shall be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line between the goal posts. If the free kick is awarded to the defending team in it’s own penalty area, players opposing the kicker shall be outside of the penalty area in addition to being 10 yards from the ball and will remain there until the ball clears the penalty area.

SEC 3 – ART 2 The ball shall be kicked while it is stationary on the ground at the spot specified by the official. To be in play, the ball shall be moved in any direction. If the free kick is awarded to the defending team in it's own penalty area, the ball is in play even if it does not reach beyond the penalty area and into the field of play. Failure to kick the ball as specified shall result in a rekick.

SEC 3 – ART 3 After the free kick, the ball may be played by any player except the one who executed the free kick. The kicker may not play the ball until it has been touched another player of either team.

RULE 10 PENALTY KICK

SEC 1 – ART 1 A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's own penalty area.

SEC 1 – ART 2 All players except the kicker and the opposing goalkeeper shall be within the field of play, but outside the penalty area and at least 10 yards behind the penalty kick line until the ball is kicked.

SEC 1 – ART 3 The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line, by stepping or lunging forward until the ball is put in play.

SEC 1 – ART 4 To be in play the ball shall be moved forward

SEC 1 – ART 5 After the penalty kick is properly taken, the ball may be played by any player except the one who executed the penalty kick. The kicker may not play the ball until it has been touched by another player of either team.

SEC 1- ART 6 tadpoles thru 2nd grade all penalties will be indirect. 3rd grade thru 8th grade normal laws apply on all direct and indirect penalty kicks.

RULE 11 THROW-IN

SEC 1 – ART 1 A throw-in shall be awarded to a team when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline either in the air or on the ground.

SEC 1 – ART 2 The ball shall be thrown in any direction from the point where it crossed the touchline, by a player who is facing the field of play and has both feet on the ground behind the touchline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement (no side arms).

RULE 12 GOAL KICK

SEC 1 – ART 1 Players opposing the kicker shall remain outside the penalty area until the ball is in play. The offence may pass to their own teammate within the box however.

SEC 1 – ART 2 Once spotted, the ball shall be kicked from the ground from any point within the goal area

(6 yard box) by a player of the defending team. A goal kick shall clear the penalty area and enter the field of play.

RULE 13 CORNER KICK

SEC 1 – ART 1 A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding that portion between the goal posts and under the cross bar having been last touched or played by the defending team.

SEC 1 – ART 2 Players of the defending team shall be at least 10 yards from the ball until it has been kicked.

SEC 1 – ART 3 The ball is in play when it has been kicked and it moves.

SEC 1 – ART 4 An offensive player who is not offside during the kick, may be put into an offside position during a subsequent play.

SEC 1 – ART 5 After the corner kick, the ball may be played by any player except the one who executed the kick. The kicker may not play the ball until it has been touched or played by another player.

RULE 14 DROP BALL

SEC 1- ART 1 Drop balls are no longer allowed. The referee will award the team who had last known possession at the time of stopped play.

RULE 15 HEADERS

SEC 1- ART 1 No headers will be allowed intentionally until the 5th - 8th grade age group.

RULE 16 SLIDE TACKLES

SEC 1- ART 1 slide TACKLES will **NOT** be allowed at any age!

“All rules not specifically defined in this rule set will fall back to **FIFA** laws of the Game.”