

A-AA SOCCER RULES

Players/Lettering Requirements

1. A & AA divisions must have 7 players at game time. Less than 7 is considered a forfeit. There is no "loss" rule in soccer (if you don't have a substitute).
2. The attendance requirements are similar to other KYL sports. However, an extended vacation taken during the summer counts as only one missed game.
3. It is up to the coaches discretion as to what award each eligible player receives. A guideline for the percentage of players getting a letter is as follows:

Championship team -	75%+
Runner-up	65%
3rd place	55%
4th place	40%
5th place	30%
6th & 7th	25%

Game Information

	Ball Size	Time of halves	# of players	Field Size	Penalty Kick distance
A Division	#4	20 minutes*	9	80 x 35	10 yards
AA Division	#4	20 minutes*	9	80 x 35	10 yards

* Halves may be shortened if time is not available

Substituting

1. Free substitution is allowed, however, substitution is only allowed when play is stopped (because of out of bounds, penalty or goalie ball) **and** your team is in control of the ball. (Exception: After a goal is scored). General KYL substitution rules apply.
2. A team must have a minimum of 7 players on the field – less than 7 is a forfeit. If a team has less than 9 players they will play short-handed against the opponent (who is playing with 9).

Kickoff

Ball must roll forward on initial kickoff, and cannot be touched by the player who kicked off until it is touched by someone else. Penalty: indirect kick for opposing team.

Fouls/Infractions and Direct/Indirect Kicks

A foul is called and a **direct kick** is awarded for the following infractions: (Ref signal-Arm pointed outward)

- A. Trips an opponent to gain possession of the ball, making contact with the player before the ball.
- B. Holds an opponent.
- C. Handles the ball deliberately.
- D. Pushes, kicks, trips, jumps at, charges or strikes an opponent in a careless, reckless or excessive manner.
- E. The goalie touches the ball with his hands after he has received it from a deliberate kick or throw-in from a teammate (indirect kick regardless of location).
- F. Any tackle from behind a player.

A foul is called and an indirect kick is awarded at the spot of the foul for the following infractions: (Ref signal-Arm up)

1. Any foul in the penalty box involving the goalie who
 - a. Handles the ball from a intentional pass or throw-in from a teammate.
 - b. Handles the ball after releasing the ball before being touched by another player.
 2. Any foul by a player who
 - a. impedes the progress of an opponent.
 - b. Prevents the goalkeeper from releasing the ball.
 - c. Unsportsmanlike behavior
 3. Offsides call
- Any penalty in the penalty box (includes both boxes) is a penalty kick from the penalty kick distance.

Throw-ins

1. For a proper throw-in to occur, the player must:
 - A. Has part of each foot touching the ground on or behind the line when the ball is thrown.
 - B. Uses both hands

- C. Delivers the ball from behind or over his head.
(Please note, there is nothing about following through or dragging a foot).
- 2. An opposing player may not distract or impede the throw. (Penalty: Indirect kick).
- 3. Throw-ins that never enter the field of play are re-thrown by the throw-in team at the original spot.

The Goal Kick

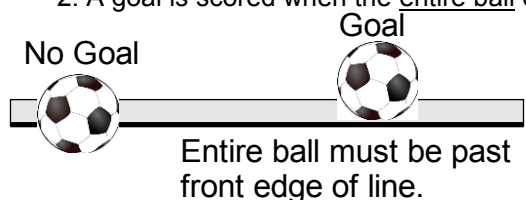
- 1. The ball is kicked from any point in the goal area (small box) by any member of the team
- 2. Opponents must be outside the penalty area until the ball is kicked
- 3. The ball is in play when it has left the penalty area (large box) (Penalty: Rekick)

Corner Kick

- 1. Must be placed within the corner arc.
- 2. It is a direct kick

Out of bounds, Scoring

- 1. The ball is out of bounds when no part of the ball is on or inside the vertical plane of the out of bounds lines.
- 2. A goal is scored when the entire ball crosses the vertical plane of the goal line.



Offsides

Offsides will be called. Make sure to read the “Calling offsides guide” for details.

Officiating

- 1. When official(s) are not available for the game, **both** coaches will officiate, each on an opposing sideline. You cannot officiate the entire game from midfield. Follow the ball as much as possible to avoid being out of position to call a goal or out of bounds.
- 2. Hands will be called when a player **intentionally** extends his arm outward away from the body, and the ball makes contact with the arm which causes a change in direction in the ball’s flight **and** the player gains an advantage because of the contact. Hands should not be called if a player’s arm is hit with the ball if his arm is against his chest (as to protect himself from a kick), or straight down or in a natural running position.
- 3. A goalie has control of the ball when both hands are on the ball and the ball is off the ground. A player may not kick the ball out of the goalie’s hands when he has control of the ball.

Timing

Timing should be handled by the official on the field, **not on a scoreboard**. A half should be extended during a scoring chance (you would never disallow a goal if time runs out while it is in the air).. A scoring chance is occurring when a team has control of the ball and a shot is possibly imminent. This would include throw ins and free kicks near the goal. The official may also add time to a period due to injury or other delays (kicking the ball into the stands or out of the playing area). Since the time is kept on the field and not on the scoreboard, this eliminates controversy.

MISC

- 1. Goalies **must** wear a different color shirt than the other players on his team.

Playoffs

- 1. If the first place has a perfect record, it qualifies for championship. The playoff will be between the 2nd and 3rd place teams; otherwise playoffs are 1st vs. 4th and 2nd vs. 3rd.
- 2. Tie breakers to determine seed: 1) Winning percentage. 2) # of eligible players. 3) Head to head. 4) Last meeting result. 5) Coin Flip.

Playoff/Championship – In case of tie

Regular season games will end in a tie unless it is the last game of the season and a standings tie needs to be broken.

If a playoff or championship game ends in a tie, a 3 minute intermission will be followed by a 10-minute sudden death period (game is over when a team scores). If it is still tied, a shootout will take place. Each team will pick 5 players to

shoot penalty kicks. If it is still tied after the 5 players, each team will send up 1 kicker at a time – if one team makes their shot and the other misses, the game is over. No player may take a penalty shot twice before everyone on the team has shot once. If one team has gone through their roster, they may not use players from the first five until the other team has gone through their roster.