

SOCCKER LEAGUE RULES

MATCH FORMAT

- Rookies: 5 vs 5 (No Goalie)
- Minors: 6 vs 6 (Goalie)
- Majors: 5 vs 5 (Goalie)
- *Rookies*: Two 15 Minute halves

Minors & Majors: Two 20 Minute halves

TIMEOUTS: Each team will be allowed two (2) timeouts in the first half; two (2) timeouts in the second half.

HALF-TIME: Five-minute half-time break.

PLAYER PARTICIPATION: Every player plays equal minutes.

CONDUCT OF PLAYERS: The head coach is responsible for the actions of their players, assistant coaches, and parents/spectators.

BENCH PERSONNEL: A maximum of two (2) coaches are allowed on the bench.

Rules:

- 1. Match**: A match is a game between two teams that are in the same Division. Each match and sudden death shall begin with a coin toss.
- 2. Coin Toss**: Captains from both teams shall meet at midfield for a coin toss. The visiting team shall call the coin toss.
- 3. Coin Toss Winner**: The winner of the coin toss may choose either to kick off or which goal to defend. The loser of the coin toss receives the one choice that the winner of the coin toss did not take.
- 4. Kickoff**: A referee will signal that a kickoff is ready upon blowing his whistle. During each kickoff, all players must be on their own half of the field. Only the teammate who is going to kick the ball and put the ball in play may be inside the center circle. After the ball has been put in play, the ball becomes live, all other players may then move anywhere on the field and attempt to control the ball. If the ball during a kickoff enters the non-kicking team's goal before being touched by any other player, the goal is voided, and the kickoff is conducted again by the kicking team.

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5. Second Half Change: At the beginning of the second half, the teams change directions on the field. The team which started the first half on Defense begins the second half by conducting a kickoff.

6. Ball Out of Play and In Play; Dead Ball: A ball that is out of play or in play is a live ball. The ball is out of play when the ball has completely crossed the goal line and not scored a goal or completely crossed the touch line. The referee will blow their whistle when the ball is out of play. The referee may blow their whistle during the match while the ball is in play. When the referee has blown the whistle while the ball was live, play is stopped, and the ball is dead. The ball is in play when it is live including rebounding from the cross bar, goal posts, corner flag, referee, or a coach and the ball does not become out of play.

7. Throw-In and Kick-In: A team which causes the ball to become out of play by completely crossing a touchline will award the opposing team a throw-in. The throw-in is awarded at the spot where the ball became out of play. The player throwing the ball back in play must throw the ball with both hands over their head starting from behind their head; however, both feet must be touching the ground and the player must stay behind the touch line while conducting the throw in. During a throw in, the player may not advance towards either goal but may move towards the touch line. The ball is in play immediately as it enters the field of play. A goal cannot be scored directly from a throw in. If the throw-in goes into the opponent's goal, the other team receives a goal kick. If the throw-in goes into their goal, the other team receives a corner kick.

A kick-in is where a player places the ball on the touch line and then kicks the ball into play. All players must be 3 yards away from the ball during a kick-in. A kick-in shall be used for the ROOKIE Division and may be used for the MINOR Division in lieu of a throw in.

8. Drop Ball: A drop ball will be conducted by the referee to restart the game anytime play was stopped due to a non-penalty situation. A drop ball is dropped at the spot where it was last live and in play. A drop ball may not be kicked until after the ball has touched the ground. The ball is live immediately upon touching the ground and a goal may be scored from a drop ball.