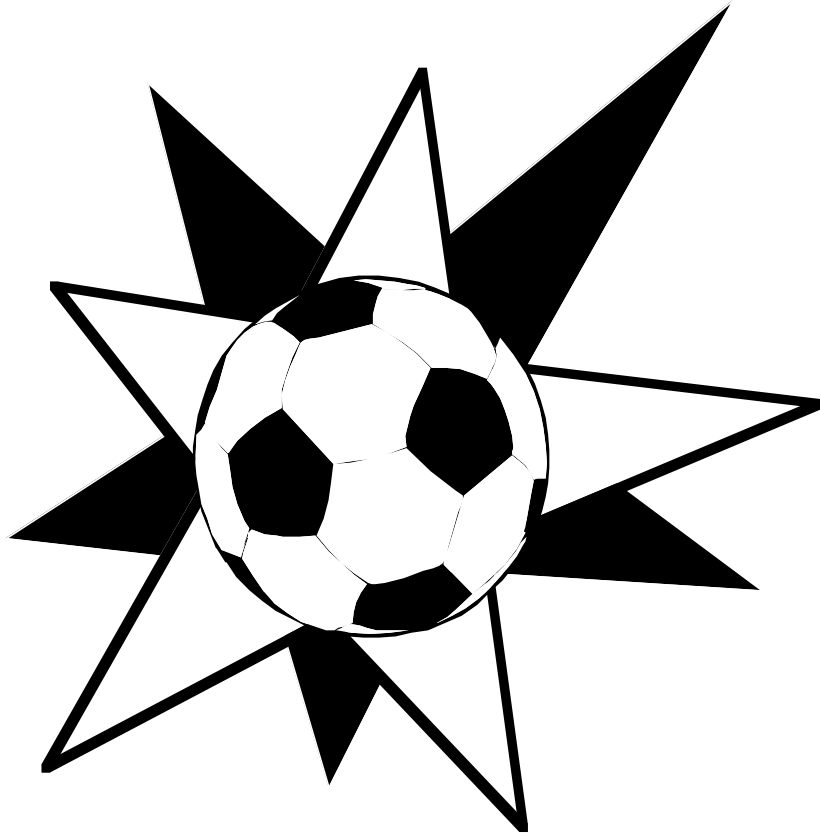


RAAA



IN-HOUSE

SOCCER

RAAA IN-HOUSE SOCCER RULES OF THE GAME

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RAAA IN-HOUSE SOCCER RULES OF THE GAME

Administrative Laws

Law 1: Field of Play

The field size will be determined by the In-House Soccer Director, based on the available space at the location.

Coaches have the right to postpone a game due to the current weather or state of the playing field by mutual agreement prior to the game. Both teams must report to the playing field by mutual agreement prior to the game to make a determination unless the situation is obvious. Rain is not necessarily a reason to postpone a soccer game, however, thunder and lightning are.

Once the game has started, the referee is in complete charge of the game and the referee is the sole judge as to the suitability of the field of play. If the game is postponed for any reason, the coaches have the responsibility to notify the In-House Soccer Director of the postponement and the new game time. Field Policies of Rosemount Parks Department, Apple Valley Parks Department and ISD #196 must be adhered to.

Law 2: Ball

The balls used are size 4, circumference 24-26 inches and weight 11-13 ounces. Grades 6-9 use a size 5 ball. Grades K-1 will use a size 3 ball. The ball must be spherical and the outer casing made of leather or other approved material. The referee must confirm that a reserve ball is available before the start of the game. The ball cannot be changed during the game unless authorized by the referees.

If the ball bursts or becomes deflated during the course of the game, the game is stopped and restarted by dropping a new ball at the place where the first ball became defective. If this happens during a stoppage of the game (free kick, goal-kick, corner-kick, penalty-kick, or throw-in), the game is restarted accordingly.

Law 3: Number of Players

The in-house soccer leagues are as follows:

Mini	Grades K and 1	Boys & Girls	4 Players + Goalie
Junior	Grades 2 and 3	Boys & Girls	6 Players + Goalie
Intermediate	Grades 4 and 5	Boys & Girls	7 Players + Goalie
Senior	Grades 6, 7, 8 & 9	Boys & Girls	10 Players + Goalie

The In-House Soccer Director may vary the maximum and minimum number of players at the beginning of the season, depending on the team size.

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Either team may substitute on throw-in and goal kicks. You may substitute for an injured player at any time. You must obtain the referee's approval prior to any substitution. A player substituting for another player must enter the field of play from the halfway line. A player leaving the field must exit by the halfway line. You cannot substitute a player ordered off (red card). Coaches must attempt to plan rotations so that each player on the roster receives equal playing time.

A JUNIOR league goalkeeper may carry the ball off the penalty area for a clearing kick or throw. They may not waste time.

Coaches must also rotate players into different positions during every game.

All players, when not on the field of play, must sit next to their coach in a fixed place at least two yards back from the touchline.

Spectators should support from the touchline (at least two yards back). Spectators or players should not be behind the end lines as this distracts the goalkeepers. Coaches also may not stand by the goal nor roam the length of the field. They must remain in the general bench area.

One coach per team may be on the field or Grades K-3.

Law 4: Players' Equipment

The required equipment of a player is the RAAA shirt, shorts, shin guards, stocking and footwear. Shorts must be nylon or cotton athletic shorts. No denim or other dress shorts, and nothing with buttons or metal fasteners. Shin guards must go under the stockings, with the stockings long enough to fully cover the shin guards. No player is allowed on the field unless in full uniform; it is the responsibility of the coaches to fully enforce this rule before a referee performs a uniform inspection.

All players may wear sports shoes or cleated shoes (no metal – no baseball cleats).

A player must not wear anything that causes an injury or is dangerous to another player, such as jewelry, watches, rings, necklaces, bracelets, earrings, sunglasses, etc.

A goalkeeper must wear a color jersey that distinguishes the goalkeeper from the other players and the referee.

A goalkeeper can wear gloves, kneepads and head wear (protection from sun glare) at any time. Other players cannot wear head wear (no hats).

The referee examines all players' equipment before the game. Casts must be inspected prior to the start of the game for referee approval. Players with casts play at their own risk.

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For an infringement of this law, the player at fault is sent off the field to adjust the equipment and the player cannot return without reporting to the referee. The player can only re-enter the game during a stoppage in the game.

Law 5: Referees

The referee's decision on points in play is final. The referee enforces the laws of the game. The referee is the official scorer and timekeeper. The referee can designate an alternate timekeeper.

The referee should not penalize and stop play when the offended team gains an immediate advantage (advantage rule). After advantage is given, the decision cannot be recalled.

The referee has the power to suspend or terminate the game for weather, interference by spectators or other cause. The referee does not have the power to declare a winner in this event.

The referee cautions (yellow card) any player guilty of misconduct or bad behavior, and if the player persists, sent off the field (red card).

The referee stops the game if a player is seriously injured. The game continues if a player is only slightly injured, until there is a stoppage of play. The referee allows nobody on the field of play except the players and the line judges. Except in the case of injury, when the referee will call for the injured player's coach, and then if necessary, the player's parents.

The laws are intended to cause as little interference with the game as possible. The referee should penalize only deliberate breaches of the law. If the official referee does not appear within fifteen minutes of the scheduled kick-off time, a person mutually agreed upon by both coaches may referee.

The referee can disallow a goal if restart of the game had not been signaled.

If a player commits two infringements at the same time, the player is punished for the most serious offense.

The referee uniforms are as follows: A black shirt or black and white striped shirt. If the referee does not wear an official soccer referee uniform, the referee's uniform must not be the same color as either team on the field. The referee must have a pencil, small writing card, yellow and red warning cards, RAAA time card, whistle, coin for the toss, and time piece with a second display capability.

Law 6: Line Judges

If two referees are present at a game, they each patrol one half of the field and no line judges are required. If there is only one referee, each team must supply a line judge.

When line judges are used (one on each touch line), they assist the referees as follows:

RAAA IN-HOUSE SOCCER RULES OF THE GAME

1. Indicate offside, ball out of play, side entitled to throw-in and goal kick or corner kick.
2. Assist referee to control the game.

The line judges can draw the referee's attention to any breach of the laws that the referee may not have seen. The referee can dismiss a line judge and request a substitute. Line judges only indicate, while the referees make the actual decision. A line judge may not coach while the ball is in play.

Law 7: Duration of the Game

The duration of the game is as follows:

MINI LEAGUE (Grades K-1)	Four—8 minute quarters
MINOR LEAGUE (Grades 2-3)	Four—12 minute quarters
INTERMEDIATE LEAGUE (Grades 4-5)	Two—25 minute halves
SENIOR LEAGUE (Grades 6-9)	Two—30-minute halves

Law 8: Start of Play

The referee calls team captains to the center of the field for the coin toss before the start of the game. The team winning the coin toss has the option of selecting ends, or taking the kick-off.

Before the kick-off, players must remain in their own half and the opponents of the team kicking-off cannot enter the center circle until the ball is kicked. The ball is placed on the center spot. After the referee's signal, the ball is kicked into the opponents half.

The ball must travel its own circumstances before being touched by another player. The kicker cannot play the ball again until touched by another player. A player cannot score a goal directly from a kick-off.

When a goal is scored, the game restarts in the same manner by a player from the team that was scored upon.

At the beginning of each quarter/half the game starts in the same manner. Teams alternate the kick-offs. At half time the teams switch ends of the field.

After a temporary suspension, the referee starts the game by dropping the ball at the place where it was when play was suspended.

The ball is in play when it touches the ground. One player from each team participates in the drop ball. If the ball rolls out of play before being touched, the ball is dropped again.

INFRINGEMENTS KICK-OFF	PENALTIES
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RAAA IN-HOUSE SOCCER RULES OF THE GAME

Kick too short or incorrect	Re-kick
Kicked twice by the player taking kick-off before being touched by another player	In-direct free kick

INFRINGEMENTS DROP BALL	PENALTIES
Ball is played before touching the ground	Drop ball again

Law 9: Ball in and out of Play

The ball is in play at all times unless:

1. The whole of the ball crossed the goal line or touchline, whether on the ground or in the air.
2. Games stopped by referee.

The ball is in play when it rebounds from goals (front frame only), flags, pylons, or official. It is in play until the referee blows the whistle, even if an infringement has occurred.

The end lines and the touchlines belong to the field of play.

Game Laws

Law 10: Method of Scoring

To score a goal the whole of the ball must pass over the goal line between the goal posts and under the crossbar.

A goal is not scored if the ball is thrown, carried, or intentionally propelled by hand or arm of a player of the offensive side, or directly from one of the following:

Indirect free kick, goal kick, kick off, throw-ins, direct free kick into own goal.

A goal can be scored directly, from a corner kick or direct free kick.

Law 11: Offside

A player is offside if the player is nearer the opponent's goal line than the ball at THE MOMENT THE BALL IS PLAYED FORWARD (NOT WHEN THE PLAYER RECEIVES THE BALL) unless:

RAAA IN-HOUSE SOCCER RULES OF THE GAME

1. The player is in the player's own half of the field.
2. There are two opponents nearer the goal than the player (usually the goalkeeper and one other, but not necessarily).
3. The player is not directly involved in the play.
4. The player receives the ball from: Goal kick, Corner kick, Throw-in, or Drop-in ball.
5. The ball is played back to the player.

PENALTY: Indirect free kick, from the point of the infraction (the offside line level with the second defensive player and parallel to the offending player).

Law 12: Fouls and Misconduct

FOUL	PENALTY
1. Kicks or attempts to kick opponent	Direct free kick
2. Trips or attempts to trip an opponent	Direct free kick
3. Jumps at an opponent	Direct free kick
4. Charges in a violent or dangerous manner	Direct free kick
5. Charges or tackles from behind	Direct free kick
6. Holds opponent with hand or arm	Direct free kick
7. Pushes opponent with hand or arm	Direct free kick
8. Handles the ball (up to the elbow is counted as a hand for this rule), includes the goalkeeper when not in the penalty area.	Direct free kick

If the player commits any fouls 1-8 inside the player's penalty area a PENALTY KICK is called.

(Exception: K-3 Direct-kick in lieu of penalty kick).

9. Dangerous play (kicking the ball when held by the goalkeeper, high kicking above the waist or heading below the chest area, when a player is within range)	Indirect free kick
10. Charging fairly but not playing the ball	Indirect free kick
11. Obstructing (preventing opponent from reaching the ball when	Indirect free kick

RAAA IN-HOUSE SOCCER RULES OF THE GAME

11. Obstructing (preventing opponent from reaching the ball when not playing the ball).	Indirect free kick
12. Charging or molesting the goalkeeper when the goalkeeper has possession of the ball (having a hand on the ball or in control).	Indirect free kick
13. A player holds up game by wasting time.	Indirect free kick
14. Playing the ball twice in succession at a throw-in, free kick, kick-off or penalty kick.	Indirect free kick
15. Goalkeeper picking up the ball when passed (with the foot)	Indirect free kick

Law 13: Free kick (Direct or Indirect)

There are two types of free kick; direct and indirect. A player can score directly from a direct free kick, but with an indirect free kick another player must touch the ball before it enters the goal. In either case, the player taking the free kick can only kick the ball once until touched by another player.

EXECUTING A FREE KICK INSIDE THE PLAYER'S PENALTY AREA

All opponents must be 10 yards away, the ball must be kicked outside the penalty area before being touched by another player (if not, re-kick). The goalkeeper may not pick up the ball.

EXECUTING A FREE KICK OUTSIDE THE PLAYER'S PENALTY AREA

All opponents must be 10 yards away (unless they are standing on their goal line between the posts).

The referee can order the kick retaken if the opponents are not 10 yards from the ball.

Law 14: Throw-In

A throw-in is taken from the spot at which the ball crossed the touchline. A player from the team opposite to that of the player who last touched the ball takes the throw-in.

EXECUTION OF THROW-IN

The player must be facing the field of play, with both feet on the ground. The feet must remain in contact with the ground during the delivery. Neither of the player's feet can cross the touchline in any way, although they may be on the line. The delivery of the ball is with both hands equally on the ball (no spinning), and from behind and over the player's head.

A player cannot score a goal directly from a throw-in.

RAAA IN-HOUSE SOCCER RULES OF THE GAME

The throw-in rule is liberally interpreted in the MINI and JUNIOR league play.

PENALTY

For an improper throw-in, throw-in is retaken by the opposing team (one retry is allowed in MINI and JUNIOR league).

When the player throwing in plays; indirect free kick the ball again before anybody else.

Law 15: Goal Kick

A goal kick is taken by a defender after the whole of the ball has passed over the end line (excluding goals) when last played by an attacker.

The kick is then taken from anywhere in the half of the goal area nearest the point that the ball crossed the end line. The kick must clear the penalty area before being played by either side (if not re-take). All the opponents must be outside the penalty area before the kick is taken. The kicker cannot play the ball again until it has touched another player.

The goalkeeper cannot pick the ball up. The MINI league is an exception to this rule. Here the kicker may kick the ball to the goalkeeper, who then can walk to the edge of the penalty area for a punt or a throw.

Law 16: Corner Kick

A corner kick is taken by an attacker after the whole of the ball has passed over the end line (excluding goals) when last played by a defender.

The corner-kick is taken from the nearest corner flag post (pylon) area. A small area marked next to the corner is for placing of the ball. The flag (or pylon) may not be moved to take the kick. All the opposition players must be at least 10 yards away or at the nearest goal post. The kicker cannot play the ball again until some other player has touched it. A player can score a goal directly from a corner.

In the MINI league, corner kicks may be taken from the appropriate corner of the penalty area on the end line instead of the corner flag, at the coach's discretion.