

B.A.A.

2008



Soccer
Rulebook

2008 BAA SOCCER RULEBOOK

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- * For additional information, check the following website from the FIFA:
http://www.fifa.com/mm/document/affederation/federation/81/42/36/lotg_en_55753.pdf

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LAW #1
THE FIELD OF PLAY

- Soccer fields will be scaled for the age level playing on the field.
- The lines belong to the field of play. A ball touching any line remains in play.
- Cub Players (3rd and 4th Graders) playing on Midget and Bantam fields may take the corner kicks from the intersection of the Penalty area and the goal line.
- For safety purposes, the goals, including those which are portable, must be anchored securely to the ground.
- Nets may be attached to the posts, crossbars and ground behind the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room.

LAW #2
THE BALL

- The home team will provide the game ball.
- If the ball deflates during play, it is declared dead where it was last played and the game is resumed by a drop ball.
- If the ball becomes deflated within the goal area, it is dropped outside the goal area nearest where the ball deflated.
- The ball shall not be changed during the game unless authorized by the referee.

• **Ball Sizes for Each Age Group**

- Mini-Mites (4 and 5 year olds) Size #3 soccer balls
- Mites (1st and 2nd graders) Size #3 soccer balls
- Cubs (3rd and 4th Graders) Size #4 soccer balls
- Midgets (5th and 6th Graders) Size #4 soccer balls
- Bantams (7th - 9th Graders) Size #5 soccer balls

LAW #3 The Number Of Players

- The maximum number of players on the Field:

Mini-Mites co-rec 6 players on the field (5 on the field and 1 goalie)

| League | Boys | Girls |
|---------------|-------------|--------------|
|---------------|-------------|--------------|

| | | |
|-------|-----------|-----------|
| Mites | 7 players | 7 players |
|-------|-----------|-----------|

| | | |
|------|-----------|-----------|
| Cubs | 9 players | 9 players |
|------|-----------|-----------|

| | | |
|---------|------------|------------|
| Midgets | 11 players | 11 players |
|---------|------------|------------|

| | | |
|---------|------------|------------|
| Bantams | 11 players | 11 players |
|---------|------------|------------|

- The minimum number of players to start the game:

Mini-Mites -----4 players

Mites ----- 4 players

Cubs ----- 6 players

Midgets ----- 7 players

Bantams -----7 players

- Late arriving players may enter the game once they have received permission from the referee.
- **All players must play at least half the game. An exception will be made for players arriving late for the game.**
- Any player, who plays goalkeeper, may only play one half of the game in goal. Any player playing in the goal for one half must also play on the field. (Exception: in the event of overtime, a player may play additional time in goal.)

Substitutions may be made with the consent of the referee at the following times:

1. Prior to a throw in by the team with possession of the ball (**See additional rule clarifications on page #13**)
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury by either team when the referee stops play
5. at the start of each period

Substitutions may not be made on corner kicks.

- ★ Any player receiving a **CAUTION** (This is the issuing of a yellow card by the game referee) must be substituted out of the game until the next team opportunity to substitute.
- ★ Any player receiving a **RED CARD** from the referee is removed from the remainder of the game. The team is not allowed to replace the player and must play short handed for the rest of the game. This also applies if a player- is issued a second **YELLOW CARD** during the same game.

LAW #4 Player Equipment

Required player soccer equipment:

1. BAA issued jersey
2. Shin Guards
3. Tie athletic shoes
4. Socks covering the shin guards

- The BAA issued team jersey must be worn on the outside of sweatshirts when the weather cools toward the end of the season.
- A player shall not wear anything which is dangerous to another player.
- If there is a color conflict, the home team shall be required to change colors.
- The goalkeeper will wear different colors from the rest of the players on the field.
- **No shin guards. No play!** Socks must cover the shin guards.
- Soccer cleats are not required. Metal cleats of any kind are not allowed. Baseball cleats are not allowed. Any other type of athletic shoe is allowed provided it can be tied.
- A player may play with a cast on the arm if it is padded for the protection of the other players. The referee will make the determination concerning the safety of a wrapped cast.
- **No jewelry is allowed while playing soccer.** This includes rings, necklaces', and earrings. Medical bracelets or bracelets may be worn but must be taped to the body.
- Hair control devices may be worn if made of soft material and not judged to be worn for adornment purposes. Sweatbands may be worn on the head or the wrist if made of soft material.
- Glasses must have a strap around the back of the head to hold them in place.
- Any Player having improper equipment will be sent from the field of play. The coach may sub another player or the player may return at the next stoppage of play provided the referee is satisfied the correction was made.

LAW #5 The Official

- The home team will provide the center referee for each game. Sidelines officials will be provided by the visiting team. If the home team does not have a referee, the visiting team will provide the center referee.
- The game ball will be provided by the home team.

Center Official Duties

- All games will be started promptly as scheduled. There shall be a ten-minute grace period only in the event of an impending forfeiture.
- The jurisdiction of the referee begins when they enter the field of play and end when they leave the field at the conclusion of the game. They shall enforce the rules and their decisions on the points of fact are final. The official can only correct a decision so long as the game has not been restarted.
- The referee is empowered to terminate a match in the event of disorder. In the case of a termination the referee should report to the appropriate district director.
- The time runs continuously. Stopping only for injury or when the referee judges to stop it.

LAW #6 Lines People

- The lines people will be provided by the visiting team. If it is not possible to get two, the center referee will ask for help from the home team, for lines people.
- Lines people will indicate when the ball is out of play. The lines person will indicate which team is entitled to a corner-kick, goal-kick, or throw-in. They shall also assist the referee to control the game in accordance with the Laws of the game.

LAW #7 Duration Of Game

Playing time for the games shall be two equal halves.

MINI-MITES-----4 x 7 MINUTES Quarters

MITES ----- 4 x 10 MINUTES Quarters

CUBS ----- 4 x 13 MINUTES Quarters

MIDGETS ----- 2 x 30 MINUTES Halves

BANTAMS ----- 2 x 35 MINUTES Halves

- Half time should be between five and seven minutes. *The break between quarters shall be a maximum 2 minutes.* Coaches may agree to make modifications in all the above times by agreement before the start of the game.
- ***Between each period teams shall exchange ends and alternate the kickoff. (Exception: Mini-Mites)***
- Allowance in each period for all time lost through substitution, injury, time wasting, or other causes, shall be a matter for the discretion of the referee.
- Time must be extended to permit a penalty kick being taken at or after the expiration of the normal period in either half.

OVERTIME

- Regular season games do not play out ties (no overtime). Play-off and championship games, where a winner is needed, will play to determine a winner. At the end of regulation play with the score tied, a coin toss will take place to decide who kicks off and which end each team defends. The teams will play two five minute periods. Teams may, substitute players under the same rules and conditions as during the fourth quarter.
- These are no sudden death periods. The complete 10 minutes will be played. After the first 5 minute overtime, teams will exchange ends and play the second 5 minute overtime period. If the game is still tied, FIFA style penalty kicks will be taken by the players on the field at the end of the overtime play.
- The penalty kicks will be alternating kicks by each team with the best of five winning.
- If the game is still tied, an additional five kicks will be taken by five additional players, alternating as before. Best of the ten kicks will win the game.
- If the game is still tied, an additional five kicks will be taken by five additional players, with the best of fifteen winning the game.
- If all players have had a penalty kick, sudden death rules will apply until a winner is decided.

LAW #8 The Start Of Play

- The referee will conduct the coin toss for the start of the game. A visiting team captain will call the tossed coin while it is in the air. The winner of the coin toss chooses which goal it will defend in the first period. The other team takes the kick-off
 - At the beginning of the game the referee will give a signal and a player from the kicking team will kick the stationary ball from the center of the field. The ball will be in play when it is kicked and moves forward. Each team will be on its own side of the field and each player from the opposing team must be at least ten yards from the ball until the ball is kicked. The kicker shall not play the ball a second time until it has been touched or played by another player.
 - After a goal is scored, the game is restarted the same as above by a player from the team losing the goal.
 - Each period will be restarted by the teams changing ends and the kick-off taken by a player of the team that did not have the kick the proceeding period.
 - If the player taking- the kick touches the ball twice, without it being touched or played by another player, an indirect kick will be awarded to the opposing- team. The kick will be taken where the infringement occurred. If another infringement of the rules happens the kick will be retaken.
 - A goal may be scored **directly from** a kick-off.
-
- ★ When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the Suspension the ball has not passed over the touch or goal-lines, the referee shall drop the ball at the place where it was when play was suspended.
 - ★ If this happens in the goal area, drop the ball on the part of the goal area line which runs parallel to the goal line, at the point nearest to where the ball was when play was stopped.
 - ★ The ball is in play when it touches the ground. A player shall not play the ball until it has touched the ground. If a player touches the ball before it reaches the ground, the referee will drop the ball again.

LAW #9 Ball In Play And Out Of Play

The ball is out of play:

1. When it has wholly crossed the goal-line or touch-line, whether on the ground or in the air.
2. When the game has been stopped by the Referee.

The ball is in play at all other times from the start of the match to the finish including:

1. if it rebounds from a goal-post, cross-bar or corner post into the field of play.
2. if it rebounds off either the Referee or Linesmen when they are in the field of play.
3. in the event of a supposed infringement of the Laws, until a decision is given.

- ★ **The lines belong to the areas of which they are the boundaries. In consequences the touch-lines and goal-lines belong to the field of play.**

LAW #10 Method Of Scoring

- A **goal** is scored when the **whole of the ball has passed over the goal-line**, between the goal-posts and under the crossbars as long as it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side.
- The team scoring- the greater number of goals during a game shall be the winner. If no goals or an equal number of goals are scored, the game shall be termed a "draw".
- A forfeited game will be scored 3 - 0.
- A goal cannot be allowed if the ball does not cross the goal line because of an outside agent. Restart with a drop ball.
- A goal may be scored during play directly from a:
 1. Direct free kick
 2. Penalty kick
 3. Corner kick
 4. Drop ball
 5. Goalkeeper's throw, punt or drop kick.
 6. Kick-off
 7. Goal kick
- A goal may not be scored during play directly from a(an):
 1. Indirect free kick
 2. Throw in
 3. Free kick into a teams own goal

LAW #11 Off - Sides (see appendix for diagram examples)

- **There will be no off-sides for the Mini-Mite and Mite players.**
- All other age groups will be subject to the following:
- **A player is in an off-side position if he is nearer to his opponents' goal-line than the ball, unless;**
 1. he is in his own half of the field of play
 2. he is not nearer to his opponents' goal-line than at least two of his opponents
- **A player shall only be declared off-sides and penalized for being in an off-side position, if, at the moment the ball touches, or is played by, one of his/her team, he/she is in the opinion of the referee**
 1. Interfering with play, or
 2. Interfering with an opponent, or
 3. Gaining an advantage by being in that position.
- **A player shall not be declared off-sides by the referee**
 1. merely because of his/her being in an off-side position
 2. if he/she receives the ball directly from a goal-kick, a corner-kick or a throw-in.

LAW #11-Cont.

- * If a player is declared off-side, the referee shall award an indirect free-kick, which shall be taken by a player of the opposing team from the place where the infringement occurred, unless the offense is committed by a player in his opponent' goal area, in which case the free-kick shall be taken from a point anywhere within that half of the goal-area in which the offense occurred.
- * Off-side shall not be judged at the moment the player in question receives the ball, but in the moment the ball is passed to him by one of his own side. A player who is not in an off-side position when one of his colleagues passes the ball to him or takes a freekick, does not therefore become off-side if he goes forward during the flight of the ball. A player who is level with the second last opponent or with the last two opponents is not in an off-side position.

LAW #12 Fouls And Misconduct

Direct Free Kick

A **direct free kick** is awarded to the opposing team if a player continues any of the following **six offenses** in a manner considered by the referee to be careless, reckless, or using excessive force:

1. kicks or attempts to kick an opponent
2. trips or attempt to trip an opponent
3. jumps at an opponent
4. charges an opponent
5. strikes or attempts to strike an opponent
6. pushes an opponent

A **direct free kick** is also awarded to the opposing team if a player commits any of the following **four offenses**:

1. tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
2. holds an opponent
3. spits at an opponent
4. handles the ball *deliberately* (except for the goalkeeper within his own penalty area)

- * **A direct free kick is taken from where the offense occurred.**

Penalty kick

A **penalty kick** is awarded if any of the above ten offenses is committed by a player inside his own penalty area irrespective of the position of the ball, provided it is in play.

LAW #12 cont.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee commits any of the following **three offenses**:

1. plays in a dangerous manner.
2. impedes the progress of an opponent
3. prevents the goalkeeper from releasing the ball from his hands

An indirect free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following **five offenses**:

1. takes longer than 6 seconds while controlling the ball with his hands, before releasing it from his possession
2. touches the ball again with his hands after it has been released from his possession and has not touched another player
3. touches the ball with his hands after it has been deliberately kicked to him by a team-mate
4. touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

* **The indirect free kick is taken from where the offense occurred.**

Yellow and Red Card Offenses

Applies to Cub, Midget and Bantam age ONLY

Cautionable Offenses – Yellow Card

A player is **cautioned** and shown the **yellow card** if he commits any of the following **seven offenses**:

1. is guilty of unsporting behavior
2. shows dissent by word or action
3. persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a corner kick or free kick
6. enters or re-enters the field of play without the permission
7. deliberately leaves the field of play without the referee's permission

Send Off Offenses – Red Card

A player is **sent off** and shown the **red card** if he commits any of the following **seven offenses**:

1. is guilty of serious foul **play**
2. is guilty of violent conduct
3. spits at an opponent or any other person
4. denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
6. uses offensive, insulting or abusive language
7. Receives a second caution in the same match

LAW # 13 **Free-kick**

- Free-kicks shall be classified under two headings: "direct" (from which a goal can be scored direct against the offending side). and "indirect" (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal).
- When a player is taking a direct or an indirect free-kick inside of his own penalty-area, all of the opposing players shall be at least ten yards from the ball and shall remain outside the penalty-area until the ball has been kicked out of the area.
- The ball must be stationary when a free-kick is taken, and the kicker shall not play the ball a second time, until it has been touched or played by another player.
- Any free-kick awarded to the defending team, within its own goal-area, may be taken from any point within the goal-area.
- Any indirect free-kick awarded to the attacking team within its opponent's goal-area shall be taken from the part of the goal-area line which runs parallel to the goal-line, at the point nearest to where the offense was committed.
- If the kicker, after taking the free-kick plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the spot where the infringement occurred, unless the offense is committed by a player in his opponent's goal-area, **in** which case, the free-kick shall be taken from a point anywhere within the goal-area. Players who do not retire to the proper distance when a free-kick is taken must be cautioned.

LAW #14 **Penalty Kick**

The Mini-Mites and Mites will have no penalty-kicks. Referees will only call indirect free-kicks at these age levels. All other age groups will be as follows.

- A penalty kick shall be taken from the penalty-mark.
- When the kick is taken, all players with the exception of the player taking the kick (player must be properly identified) and the opposing goalkeeper, shall be within the field of play.
- The player taking the penalty kick must stand behind the penalty mark.
- The opposing goalkeeper must stand on his own goal line, between the goal posts, **until** the ball has been kicked.
- The player taking the kick must kick the ball forward; he shall not play the ball a second time until it has been touched or played by another player. .
★ **A goal may be scored directly from a penalty-kick.**
- When a penalty-kick is being taken during the normal course of play, or when the time has been extended at half-time or full-time to allow a penalty-kick to be taken or retaken, a goal shall not be nullified if, before passing between the posts and under the cross-bar, the ball touches either or both of the goal-posts, or the cross-bar, or the goal keeper, or any combination of these agencies, provided no other infringement has occurred.

LAW #14 – cont.**For an infringement of this Law:**

1. by the defending team, the kick- shall be retaken if a goal has not resulted.
2. by the attacking team other than by the player taking the kick. If a goal is scored it shall be disallowed and the kick retaken.
3. by the player taking the penalty-kick, committed after the ball is in play, a play of the opposing team shall take an indirect free-kick from the spot where the infringement occurred subject to the overriding conditions imposed in Law # 13.

| Result of Penalty Kick | No Violation | Violation by attacking team | Violation by defensive team | Violation by both |
|---|---------------------|------------------------------------|------------------------------------|--------------------------|
| Enters Goal | Goal | Rekick | Goal | Rekick |
| Goes directly out of bounds | Goal Kick | Indirect Free Kick | Rekick | Rekick |
| Rebounds into play from goal/goalkeeper | Play continues | Indirect Free Kick | Rekick | Rekick |
| Saved and held by oalkeeper | Play continues | Play continues | Rekick | Rekick |
| Deflected out of bounds by goalkeeper | Corner Kick | Corner Kick | Rekick | Rekick |

LAW #15
Throw-in

- When the entire ball passes over a touch-line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the opposing team to that of the player who last touched it.
- The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touch-line or on the ground behind the touch-line.
 - The thrower shall use both hands and shall deliver the ball from behind and over his head.
 - Both feet shall be touching the ground at the time of the throw.
- The ball shall be in play immediately when it enters the field of play, but
 - the thrower shall not again play the ball until it has been touched or played by another player.
- A **goal shall not** be scored directly from a throw-in.
- If the ball is improperly thrown in, the throw-in it shall be taken by a player of the opposing team.
- If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law #13.

LAW #16 **Goal Kick**

- When the whole of the ball passes over the goal-line excluding that portion of the goal-posts, either in the air or on the ground having last been played by one of the attacking team, it shall be kicked directly into play beyond the penalty-area from any point from within the goal-area by a player of the defending team.
- If the ball is not kicked beyond the penalty-area the kick shall be retaken.
- The kicker shall not play the ball a second time until it is touched or played by another player.
- A **goal may be scored directly** from such a kick. Players of a team opposing that of a player taking the penalty-kick shall remain outside the penalty-area until the ball has been kicked out of the penalty-area.

LAW #17 **Corner Kick**

- When the ball passes over the goal line but does not go between the goal post. If it was last touched by a member of the defending team, a member of the attacking team shall take a corner-kick.
- A **goal may be scored directly**, from such a kick.
- Players of the team opposing the corner-kick shall not approach within 10 yards of the ball until it is in play.
- The player taking the corner-kick shall not play the ball a second time until it has been touched or played by another player.

Additional Rule Clarifications

1. No coaches on the field during play. (All levels except Mini-Mites)
2. Throw-ins must be 2 handed, overhead throws – no kick-ins (All levels).
3. No coaches, parents, or other players behind goal, or on goal line.
(All levels except Mini-Mite and Mite levels).
4. Recommendation only – coaches and players on one side of field – parents, family, friends, etc on the other.
5. Substitutions can be made on throw-ins by both teams if the team who has the throw-in is substituting players.
6. Goalies can be substituted as pertaining to rule #5, however, the goalie must be ready, and a delay of game infraction may be issued if the time goes over that of a “normal” substitution. An indirect free kick may be awarded to the opposing team.
7. Substituting players can only enter when signaled to do so by the referee. 1st infraction – warning, 2nd infraction – indirect free kick from spot when play was stopped.
8. Substituting players must enter from sidelines, not from behind the goal.
9. Players, coaches, parents must stay 4 feet off the lane (perimeter of the field).
10. Mini-Mites and Mites – they are allowed in goal/box/circle, as there is a goalie.

PLAYOFF/TOURNAMENT OVERTIME RULES

(No overtime in regular season games)

If the game is tie after the 4th quarter for cubs or 2nd half for Midges and Bantams, the game must go into overtime. Overtime is played the same way for all the levels. Substitutions are allowed during both halves, but not always suggested, as there is little time. There will be two 5 minute halves. Teams will exchange sides during the half, as well as alternating the kickoff. Halftime will consist of 1 ½ minutes. Overtime will be played in its entirety. Therefore if there is a score made anytime during the two halves the game continues until the time has expired for both 5 minute halves. If after the overtime the score is still tied then the teams will go into a shoot-out with Penalty shots.

An important thing to remember is that the players who are on the field, including your goalie during the second 5 min. half of the overtime period will be the ones to take the penalty shots first – AND – the goalie who is in goal during the second 5 min. half of the overtime period also HAS to be the goalie for ALL penalty shots, regardless of how many shoot-outs. The players who are on the field during the second 5 min. half need to stay on the field and go to the center circle, while players on the sidelines STAY on the sidelines. Each coach can go out to the field and pick 5 players from their own team that are out on the field to take the first round of penalty shots. **The players who are on the sidelines must still stay off the field and remain on the sidelines until all players from the center circle have been chosen to take a shot, including the goalie chosen to take a shot.** (Sideline players can obviously move down the sideline to watch the shoot-out and wait to see if the shoot-out will lead to them having to take a shot or as well as cheer on their team.)

PARENTS NEED TO STAY OFF THE FIELD & AWAY FROM GOAL LINE

The shoot out will happen at the same goal for both teams.

Teams will alternate penalty shots, on their opposing goalie.

All five players from each team will take one shot, and move to the side away from those that haven't shot yet, but not with the players on the sidelines or those that haven't been chosen yet from the center circle.

If one team has more shots at the end of all the Penalty shots of the shoot out they win.

If it is still tied, regardless of shot order, the teams will go into a 2nd shoot out, and the goalies remain the same for both teams. The coach would then pick five more players from those that haven't shot out the players from the center circle. Again all five players would take their shots. If tied again the process repeats for a 3rd round.

YOU MUST USE ALL YOUR PLAYERS FROM THE FIELD FIRST BEFORE YOU CAN START TO PICK FROM THE PLAYERS ON THE SIDELINES

Cubs have 9 players on the field, so their first round would consist of 5 players from the field, and the second round would be four players from the field and 1 from the sidelines.

Midgets and Bantams have 11 players so they can't use players from the sidelines until the 3rd round of shoot outs, if it gets to that point, and yes we have had 3rd & 4th round shootouts in past games.

Players cannot be reused for shoot out until EVERY player on your team has taken a shot.

After all players have shot, it will then go into sudden death and teams will alternate until a winner is determined.