

*The rules covered below are based on the new International Football Association Board (FIFA) 2016/2017 Laws of the Game (in accordance with local South Eastern Idaho soccer leagues). Any rule not specifically covered will be governed in accordance with the FIFA Laws of the Game.*

## Rule 1: Players

### 1.1 Teams

Each team shall consist of five (5) players on the field. A team may begin with a minimum of four (4) players, but if more than four are present then five must be on the field. If during the game there are less than four players due to injury or ejection, the referee will decide if the match should continue based upon competitiveness, safety, and timing. Coaches are not allowed on the field during play.

### 1.2 Equipment

Players must wear a team shirt and shin guards.

Goalies must be in a distinguishable color from their team.

A size 3 ball will be used for Grades 1 – 2; a size 4 ball will be used for Grade 3 and up.

### 1.3 Rosters

Rosters can only be up to the league specified amount. All players must be on the official roster before they can play. All players who are on the roster and attend practices and games must get an equal amount of playing time.

## Rule 2: Gameplay

### 2.1 Start of Game

Before play begins, a coin is tossed and the team that wins the toss will have the choice of which goal to attack. The game will start with a kickoff from the center circle. After the half, the team that did not kickoff the first time will kick off at the beginning of the second half. The player that makes the first touch on the kickoff cannot touch the ball until another player has touched it.

### 2.2 Time and Forfeits

The duration of the game shall be two (2) equal halves of 15 minutes with a 5 minute half time. Time will not stop unless an extended delay of play occurs (injury, ball leaving area of play, etc.)

Games will begin on time. If a team does not have enough players to start by 5 minutes past the scheduled start time the game will be forfeited.

### 2.3 Substitutions

Substitutions may occur anytime during the match on the fly. Players must leave the field before the new player can come on. If a team has more than 5 players on the field or a new player comes on and interferes with the play before the old player comes off the referee can call an indirect free kick. Referees will stop play if any injuries require substitution. Goalkeepers may be substituted during dead balls by letting the referee know.

## 2.4 Scoring

A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. If the official's whistle sounds before the ball passes fully into the goal, the goal shall not be allowed. A goal cannot be scored directly from the kick-off.

## 2.5 The Field of Play

The ball shall be in play at all times unless the referee blows their whistle. Balls can be kicked off the walls on all sides but not the netting. If the ball contacts the netting, gets lodged on top of the wall, or goes over the netting, an indirect free kick will be awarded at the spot of contact for the team who did not touch the ball last. In the case of the ball going out of play the referee will blow their whistle indicating the ball is dead and will signal which team restarts with the ball. Restarts can be played as soon as the ball is placed on the ground and all the players are on the field.

Play can be restarted immediately without a whistle from the referee unless:

- A team asks the official for five (5) yards
- Play has been stopped to caution or eject a player
- A penalty kick
- A goal is scored

## 2.6 Fouls and Misconduct

Fouls follow the rules of FIFA. No slide tackling or **intentional** heading the ball is allowed. Players may not use their hands to touch the ball during play except for the goal keeper

When a foul is committed, the opposing team players must be 5 yards off the ball before the free kick is taken. If a direct or indirect free kick is kicked directly into a team's own goal, the goal does not count but the ball is awarded to the opposing teams at the dotted goalie line.

## 2.7 Goalkeepers

Goalkeepers can use their hands in the defined goal box. The goalkeeper is allowed to drop kick or throw the ball to clear it, but it cannot pass the second dashed line in the air without touching another player first. If the ball does clear the second dashed line in the air, the opposing team will be awarded an indirect free kick.