

AMERICAN LEGION PREMIER ILLINOIS BOYS STATE

SOCCER-RULES

National Federation (IHSA) Rules apply with the following exceptions:

PLAYERS – 8 per team. May start with 6. Maximum: 12 per roster.

LENGTH OF GAME - Two 15 minute halves with 2 minute halftime. Flip coin for possession at start of game. Change goals at halftime. No stopping of clock – except for intentional stalling.

TIMEOUTS – 3 one-minute timeouts per team per game.

SUBSTITUTIONS – Unlimited during dead ball situation.

TIE GAME – Each team takes 5 alternating free kicks.

SHOES – No cleats of any type allowed.

SCORING – Goal = 1 point; Penalty Goal = 1 point

PLAYER PRIVILEGES

Player may dribble, volley, block, trap, or pass ball. Heading is a type of volley. Arms and hands may not be used.

OFF SIDES

When on an opponent's half of field and in possession of ball, player must be behind ball before playing it. If ahead of ball, there must be 2 opponents between player and the goal, otherwise it is off sides.

A player is not off sides if:

- there are 2 opponents nearer goal than he.
- in his own half of field.
- ball last touches opponent.
- ball is received direct from referee; on a throw in, kick or goal kick.

OUT OF BOUNDS

Ball is thrown in by team not causing ball to go out. Throw in at point where ball went out.

THROW IN

Must be two-handed overhead throw, except at ends where it may be kicked. Opponents must be 10 yards from player throwing or kicking the ball in.

CORNER KICK

If defensive player last touches ball before it crosses the end line, the offensive team puts ball in play by a corner kick.

PENALTIES

A *direct free kick* from the point of infraction for:

- holding opponent
- placing hands or arms on opponent to reach ball
- pushing opponent
- striking or attempting to strike opponent
- jumping at opponent
- kicking, tripping, or kneeing opponent
- charging opponent dangerously or from behind
- charging opponent heading the ball
- carrying by goalkeeper outside of penalty area
- handling by goalkeeper who is playing position without notifying referee
- intentional ball-handling by arms or hands.

An *indirect free kick* from the point of infraction for:

- player plays ball a 2nd time before it has been touched by another player at kickoff, kick-in, free-kick, corner-kick, goal-kick, if ball is outside penalty area.
- ball not kicked forward from penalty kick.
- goalkeeper carries ball more than 4 steps in penalty area
- improper charging
- arguing, failure to heed referee
- unsportsmanlike conduct
- offside (no penalty unless player is interfering or attempting to gain advantage)
- interfering with goalie
- sliding tackle
- obstruction other than holding
- player leaving field or play during game without referee's consent

NOTE: When defensive team commits a foul resulting in a *direct kick* in its own penalty area, opponents are awarded a penalty kick. This is a free-direct kick taken directly in front of the goal and 12 yards away. All other players *except* goalie must be outside of penalty area and at least 10 yards from ball. Goalie must stand on goal line between uprights and not move feet until ball is kicked. Kicker must kick ball forward and may not kick it again until touched by another player. Successful penalty kick = 1 point. Unsuccessful penalty kick = ball in play.

IF A PLAYER IS EJECTED FROM THE GAME, THE TEAM MUST PLAY SHORT HANDED.

IN CASE OF RAIN

Games will be canceled anytime there is a steady rain beyond a drizzle, or lightning anywhere near enough to be seen. If canceled, the games will be made up the following day by playing abbreviated half games (2 halves – 10 minutes long) prior to the regularly scheduled game for that day which will also be played as a 1/2 game.

The decision to play or not to play due to rain is not made until 12 noon. If the games are still on at noon but it rains after noon, the decision is made on the field at game time. The officials, **not the coaches**, determine if games will be played.

PLAYOFF SYSTEM

2 team tie - 5 penalty kicks per team alternating kicks by Team. If still tied, repeat.

3 team tie - Flip coins, odd man gets bye. Then use 5 penalty kicks per team system. Winner kicks against team which got the bye. Winner plays other league champion for overall championship.