

FORT CAMPBELL KENTUCKY SOCCER RULE BOOK

This Rulebook is for Fort Campbell MWR Intramural Sports use only.

Sportsmanship

The primary goal of the rules is to maximize the safety and enjoyment of the Soldier-athlete. Sportsmanship is a key part of that goal. Sportsmanship should be a core value in behavior of players and bench personnel, in crowd control by game management and in the officials' proper enforcement of the rules governing related actions.

Law 1: The Field of Play

Art. 1. Soccer can be played on either grass or artificial turf, but the surface must be green in color. The field must be rectangular in shape, and distinctly marked by two short goal lines and two long-touch lines.

Art. 2. The field is divided into halves, separated by the halfway line, which runs from the midpoints of each touchline. At the midpoint of the halfway line is a marked center point surrounded by a lined center circle with a radius of 10 yards.

Art. 3. Opposing players are not allowed to enter this circle during the possessing team's kick-off. The length of the touch line must be greater than the length of the goal line.

Art. 2. Regulation lengths are:

- a. Touch line: Minimum 74 meters (90 yards), maximum 120 meters (130 yards)
- b. Width (goal line): Minimum 37 m (40 yards), maximum 90 m (100 yards).
- c. At each end of the field is an eight-yard-wide goal centered along the goal line.
- d. Six (6) yards from each goal post along the goal line and six (6) yards out into the field (perpendicular to the goal line) is the goal box.
- e. Extending 18 yards from each goal post along the goal line and 18 yards out into the field (perpendicular to the goal line) is the penalty box.
- f. In each of the four corners of the field is a five (5) -foot-high corner flag.

Law 2: The Ball

Art. 1. A soccer ball must be spherical in shape and made of leather or another comparable medium. Its circumference must be in the range of 27 to 28 inches.

Law 3: The Number of Players

Art. 1. Matches are generally played by two teams with a minimum of five (5) to eleven (11) players to a side. The goalkeeper is included in the five (5) or eleven (11) player total. If a team cannot field at least five (5) players at match time, the game is a forfeit.

Art. 2. Teams are allowed unlimited number of substitutions, which players must also be listed on the Team Alpha Roster prior to the beginning of the match, otherwise those players are ineligible.

Art. 3. Substitutions may only enter at the halfway line, upon the referee's approval, and after the player being subbed out has left the pitch.

Art. 4. The goalkeeper may be substituted with anyone on the pitch or any eligible substitute on the bench during a game stoppage.

Law 4: The Players' Equipment

Art. 1. All teams are required to wear the same color shirt/jersey, along with shorts/pants, shin guards, socks and cleats/shoes.

Art. 2. Socks must cover the shin guards entirely.

Art. 3. Shoes with cleats must be made of soft pliable plastic or rubber. No exposed metal cleats or removable cleats are permitted.

Art. 4. If the referee deems a player's equipment unsatisfactory, the player can be sent off until the issue is remedied.

Art. 5. Opposing team uniforms shall be of contrasting colors. The home team shall wear light game jerseys and the away team shall wear dark game jerseys and game shorts/pants.

Law 5: The Referee

Art. 1. The referee is the authority on the field, and his/her word is law. If you question a referee's decision, you can be disciplined further simply for dissent.

Law 6: The Assistant Referees

Art. 1. The assistant referees are primarily responsible for assisting the referee in performing his/her duties – this includes signaling with a flag when a ball goes out of play, when a player is fouled, or when a player is in an offside position.

Law 7: The Duration of the Match

Art. 1. Games will be start at 1800, 1900, and 2000. Game time is forfeit time (1805 is the forfeit time for the first game only).

Art. 2. A soccer match is comprised of two (2) 20-minute halves, with extra time added for each at the referee's discretion. The halves are separated by a half-time period not to exceed five (5) minutes.

Art. 3. Continuous Clock. The Clock will start when the ball is touched by the offensive team during the kickoff. It will run continuously unless it is stopped for:

- a. Team time-out (clock resumes on snap of next play)
- b. Referee's time-out (clock resumes on official's ready to play whistle)

Art. 4. The extra time generally corresponds with the referee's determination of how much time was taken up due to substitutions and injuries. The amount of extra time is announced and displayed at the half line at the end of each 20-minute period.

Art. 5. Although soccer does have an allotted time limit, it is ultimately up to the referee's as to when to end a match.

Law 8: The Start and Restart of Play

Art. 1. Kick-off is generally determined by a coin toss, whereby the winning team can either choose to start with the ball or choose which goal they would like to attack.

Art. 2. The losing team is then afforded whatever choice the winner does not elect to take.

Art. 3. Kick-off occurs at the start of each half, and after each goal scored, and is taken at the center of the halfway line. If a team scores a goal, the opposing team is given the kick-off to restart the match.

Law 9: The Ball In and Out of Play

Art. 1. The ball is out of play when it fully crosses either the goal line or the touch line.

Art. 2. It is also out of play if the referee stops play for any reason.

Art. 3. If, for any reason, the ball strikes the frame of the goal or the referee and remains within the goal and touch lines, it is still in play.

Law 10: The Method of Scoring

Art. 1. A goal is scored when the entire ball has crossed the goal line within the frame of the goal.

Art. 2. At the end of the match, the team with the most goals is the winner, barring the circumstantial necessity for extra time.

Law 11: Offside

Art. 1. When an attacking player receives the ball while on his opponents half, he must be level or behind the second to last defender (the last typically being the goalkeeper). However, this rule only applies if he is involved with the play.

Law 12: Fouls and Misconduct

Art. 1. Yellow cards are awarded as a caution or warning to a player and can be issued for the following offenses:

- a. Unsporting behavior
- b. Dissent by word or action
- c. Persistent infringement of the Laws of the Game
- d. Delaying the restart of play
- e. Failure to respect the required distance when play is restarted with a corner kick, free kick, or throw-in
- f. Entering or re-entering the field of play without the referee's permission
- g. deliberately leaving the field of play without the referee's permission

Art. 2. Red cards are used to send a player off the field, and can be issued for the following offenses:

- a. Serious foul play
- b. Violent conduct
- c. Spitting at an opponent or any other person
- d. Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (the goalkeeper being an exception)
- e. Denying 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

- f. Using offensive or abusive language and/or gestures
- g. Receiving a second caution (yellow card) in the same match

Art. 3. Ejection is the act of immediate dismissal of an individual from participation in a game because of a specific infraction of the rules.

- a. An individual who is ejected shall leave the playing field and facility as well.

Art. 4. The following shall result in automatic ejection:

- a. Participating in a fight;
- b. Leaving the bench area during a fight situation as bench personnel but not participating in the fight; or
- c. Participating after having been disqualified for a reason other than ejection.
- d. Receiving a red card.

Art. 5. All ejected personnel will serve a minimum one (1) game suspension.

Art. 6. A team will replace an ejected player within 60 seconds of the coach/captain being notified of the ejection. If no replacement is available, the team will play down a player.

Law 13: Free Kicks

Art. 1. Free Kick is broken into two categories, direct and indirect. A direct kick can be shot directly into the opponent's goal without touching another player. An indirect free kick is indicated by the referee raising his hand during the kick. An indirect kick can only go into the goal if it has subsequently been touched by another player before it enters the goal. The ball must be stationary for both types of kicks.

Art. 2. A direct free kick is awarded when a player:

- a. Kicks or attempts to kick an opponent
- b. Trips or attempts to trip an opponent
- c. Jumps at an opponent
- d. Charges an opponent
- e. Strikes or attempts to strike an opponent
- f. Pushes an opponent
- g. Tackles an opponent
- h. Holds an opponent
- i. Spits at an opponent
- j. Handles the ball deliberately

Art. 3. If any of these are fouls are committed by a player in their team's penalty area, the opposing team is awarded a penalty kick.

Art. 4. Indirect free kicks are awarded if a player:

- a. Plays in a dangerous manner
- b. Impedes the progress of an opponent
- c. Prevents the goalkeeper from releasing the ball from his/her hands
- d. Commits any other unmentioned offense

Law 14: The Penalty Kick

Art. 1. A penalty kick is awarded either when a defensive player fouls an attacking player or commits a handball in his/her team's penalty area.

Art. 2. The penalty kick is placed at the penalty spot, and all players on both teams must remain outside the penalty box during the shot. They may enter the box immediately after the shot is taken.

Art. 3. The goalkeeper may move horizontally along the goal line before the shot is taken, but he may not come off the line until the ball is struck.

Law 15: The Throw-In

Art. 1. A throw-in is awarded when the possessing team plays the ball out of bounds over the touchline.

Art. 2. While taking a throw-in, a player must release the ball with both hands simultaneously and keep both feet firmly planted on the ground. If these conditions are not met, play is stopped and the throw-in is given to the opposing team.

Art. 3. Players are not allowed to score directly off a throw-in.

Law 16: The Goal Kick

Art. 1. A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line. After the ball is out of play, the defender or goalkeeper may place the ball anywhere within the six-yard goal box and kick the ball back into play.

Law 17: The Corner Kick

Art. 1. A corner kick is awarded to the offensive team when the defensive team plays the ball out of bounds over its goal line.

Art. 2. The ball is placed within the corner area and is kicked back into play by the offensive team.

Art. 3. Players can score directly off a corner kick.