



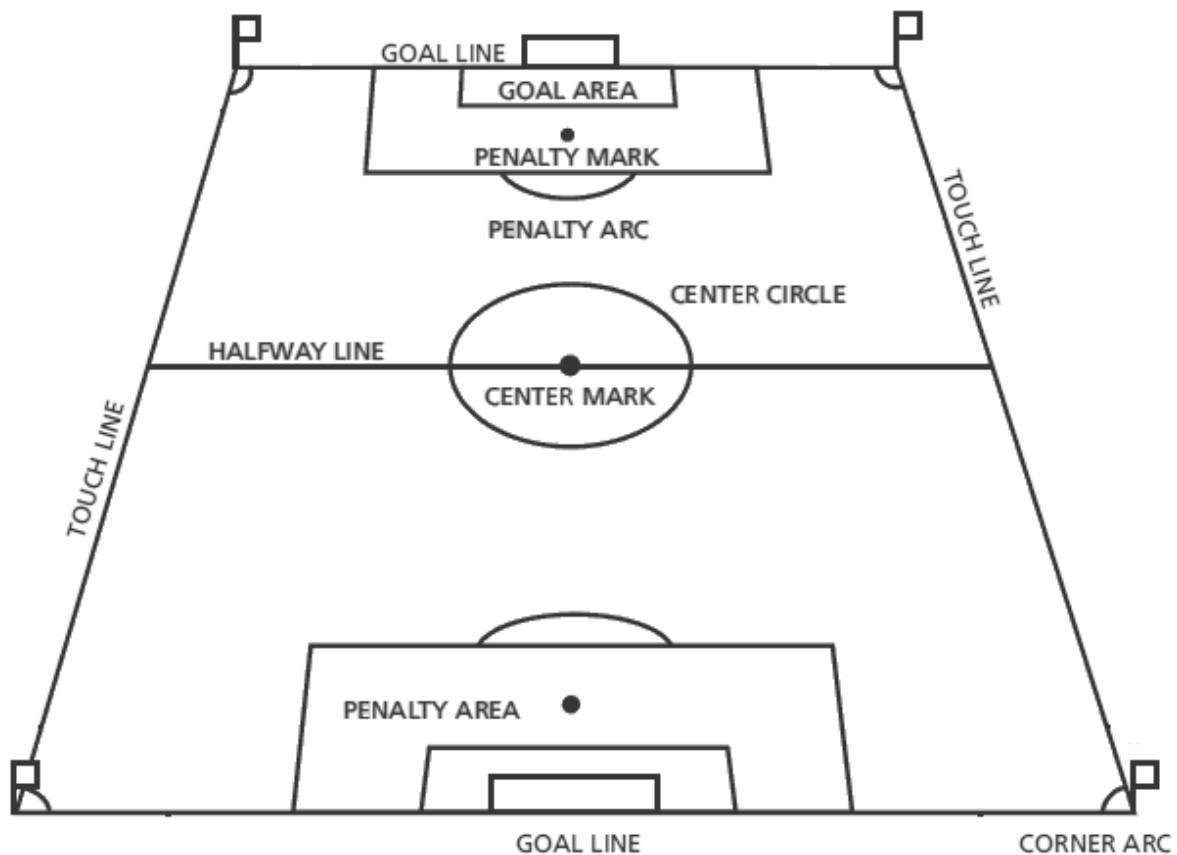
2011 EAA In-house Soccer Rules

[Updated 08.28.11]

GAME LAWS

- | | | |
|-------------------------|------------------------------------|--------------------------------|
| 1. Field of Play | 9. Ball In and Out of Play | 17. Corner Kick |
| 2. Ball | 10. Method of Scoring | 18. Goal Keepers |
| 3. Number of Players | 11. Off-side | 19. Referee Cards & Suspension |
| 4. Players' Equipment | 12. Fouls and Misconduct | 20. Sportsmanship |
| 5. Referees | 13. Free Kick (direct or indirect) | APPENDIX: Special Rules |
| 6. Assistant Referee | 14. Penalty Kick | K-2 nd Game Formats |
| 7. Duration of the Game | 15. Throw-in | Game Restarts |
| 8. Start of Play | 16. Goal Kick | |

DIAGRAM OF THE FIELD OF PLAY



LAW 1. FIELD OF PLAY

The In-house Soccer Director and the Eagan Parks & Recreation Department determine the field size based on available space at the location. For the in-house soccer program, there are three field sizes.

Size	Lines	Goalposts	Referees	Ages
Small (U6)	Touchlines, halfway line	None	Coach	Grades K-2
Medium (U8)	Touchlines, halfway line, penalty area, goal area	6' x 12'	Referees	Grades 3-4
Full (U10)	All	7' x 21'	Referees	Grades 5-8

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 to make a determination unless the situation is obvious. If the game is postponed at the field, the referees are still paid for the game. Rain is not necessarily a reason to postpone a soccer game, however lightning is. Games need not be made up.

Once the game has started, the referee is in complete charge of the game and is the sole judge as to the suitability of the field for play. **If the game is postponed for any reason, the coaches have the responsibility to notify the Referee Coordinator.** You must adhere to field policies of Eagan Parks & Recreation Department and ISD #196.

LAW 2. BALL

The soccer balls used are size 3 for grades K-2, size 4 for grades 3-6, size 5 for grades 7-8. 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 a game. The ball cannot be changed during the game unless authorized by the referee.

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:

Grades & Leagues	Players: Maximum	Minimum	Notes
Grade K-1	5 v 5 with no Goalkeeper	3	ALL Play on half a field*
Grade 2	5v5 with no Goalkeeper	3	Full field game play with subs
Grade 3-4 Girls	5v5 plus Goalkeeper	4	6v6 total players on field
Grade 3-4 Boys	6v6 plus Goalkeeper	4	7v7 total players on field
Grade 5-6 Girls	8 v 8 plus Goalkeeper	5	9v9 total players on field
Grade 5-6 Boys	7v7 plus Goalkeeper	5	8v8 total players on field

*K & 1: These depend on how many players are on your team. Everyone plays all the time.

The Director may vary the maximum and minimum number of players at the beginning of the season, depending on the team size. Grades K-2 play without a goalkeeper; Grades 3-8 are required to play with a goalkeeper.

SUBSTITUTIONS:

Substitutions are not necessary in grades K-1, since all players are on the field for the entire game.

Grades 2-8 can substitute on any stoppage of play with the referee's prior permission. (Coaches for 2nd grade.)

An unlimited number of substitutions may be made. A player leaving the field must exit by the halfway line. You cannot substitute for a player ordered off (red card situation).

Equal time rule: Even playing time must be assured over a number of games. No player can play the entire game unless there are no extra players. Coaches must also rotate players into different positions throughout the season. This includes grade 5-8 teams. Coaches violating this rule forfeit the right to coach.

Players and coaches occupy one side of the field, while spectators occupy the other side. Each team will use one half of that side. Coaches must stay on their half of the touchline; avoid going to the other half of the touchline to coach.

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 may support their team from the touchline (at least two yards back). Coaches, spectators, or players cannot be behind the goal lines as this distracts the goalkeepers.

LAW 4. PLAYERS' EQUIPMENT

The required equipment of a player is the EAA provided soccer jersey and shorts plus shin guards fully covered by stockings, and footwear. No player is allowed onto the field without shin guards.

All players may wear sports shoes or soccer shoes (no metal cleats, **no baseball cleats allowed**).

A player must not wear anything that could cause an injury or is dangerous to another player, such as any jewelry, watches, rings, necklaces, bracelets, ear rings, sunglasses, etc. A safety strap must be worn if the player is wearing eyeglasses.

A goalkeeper must wear a colored jersey that distinguishes the goalkeeper from the other players and the referee. A goalkeeper can wear gloves and soft headwear (protection from sun glare) at any time. Other players cannot wear headwear (no hats, scarves). In cold weather, sweat pants or shirts underneath the uniform shall be allowed.

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 and the cast must be padded to protect other players.

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 of 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 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 only the players and the assistant referees on the playing field. Except in the case of injury and the referee calls for the injured player's coach, and if necessary, the player's parents. If a player is bleeding, the play must be stopped immediately, and the player removed from the field and cannot return until the bleeding has stopped and the blood area has been cleaned or covered.

The referee can disallow a goal or reverse a decision provided the game has not been restarted.

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

The referee uniform is normally as follows: A black, gold, blue, green, or red shirt, black shorts, black socks with white hoops, and black soccer shoes. The referee must have a pencil, small writing card, yellow and red warning cards, whistle, coin for toss, and watch with a second display capability.

In the K-2 grade games, the coaches referee the games. Each coach should referee his/her own defensive half of the field. Please take the time to explain your refereeing decisions to the younger players so that they know what was done incorrectly.

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 15 minutes of the scheduled kick-off time, a person mutually agreed upon by both coaches may referee.

LAW 6. ASSISTANT REFEREES (Grades 3-6)

The referee may request each team to supply an unofficial referee assistant if three officials are not provided for a game. Three officials are only supplied during the play-off games.

Unofficial assistant referees help the referee as follows:

1. Ball out of play, side entitled to throw-in, and goal kick or corner kick.

The referee can dismiss an unofficial assistant referee and request a substitute. Unofficial assistant referees only indicate while the center referees make the actual decisions. An unofficial assistant referee may not coach while the ball is in play.

LAW 7. DURATION OF THE GAME

The duration of the game is as follows:

Grades K-1	If designated as a “practice”, the first 40 minutes are an organized practice, while the final 20 minutes are an INTRASQUAD scrimmage, emphasizing skills learned in practice. If designated as a “game”, the first 20 minutes are an organized practice, while the final 40 minutes are a game vs. the team sharing the field, emphasizing skills learned in practice.
Grade 2	4 quarters (12 minutes each) If designated as a practice, it is highly encouraged to incorporate the provided practice plans for 40 minutes followed by 15-20 minute of an INTRASQUAD scrimmage.
Grades 3-8	2 halves (25 minutes each)

The half-time break interval is 5 minutes and the quarter break interval is 2 minutes.

The referee does not normally make allowances for all lost time through injury stoppages and time wasting by any team because of the tight scheduling of games. This includes abnormal kicking of the ball away, and delaying taking of kicks or throw-ins to use up time. Time is extended to permit a penalty kick to be taken at or after the expiration of normal time.

If the ball has been kicked off to start the second half, the game is considered complete and the score stands. If a game is postponed or stopped before the start of the second half, it can be rescheduled and replayed in its entirety.

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 an end to defend; the team losing the coin toss is awarded 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. (For games on small and medium fields, where there is no center circle, the opponents of the kicking team should stay at least 10 “giant steps” (measured by the player) from the ball until

it is kicked.) The ball is placed on the center spot. After the referee's signal, the ball is kicked forward into the opponent's half. The ball is in play once it is kicked and moves forward. If the kicker plays the ball a second time before it is played by another player, the restart is an indirect free kick by the opposing team. A goal can be scored 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 and half the game starts in the same manner. Teams alternate the kickoffs. At halftime or after 2 quarters, the teams switch ends of the field.

After a temporary suspension (injury or other stoppage), 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. If the ball is touched before it is in play, the drop ball is re-taken. If the ball rolls out of play before being touched, the ball is dropped again.

LAW 9. BALL IN AND OUT OF PLAY

The ball is in play at all times unless:

1. The whole ball crossed the goal line or touchline, whether on the ground or in the air
2. Game 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 goal lines and the touchlines belong to the field of play.

LAW 10. METHOD OF SCORING

To score a goal, the whole ball must pass over the goal line between the goal posts and under the crossbar. A goal can be scored directly from a direct free kick, a kick-off, a corner kick, or a goal kick taken by the offensive team.

A goal is not scored if the ball is thrown, carried, or intentionally propelled by hand or arms of a player of the offensive side, or directly from a throw-in. A goal cannot be scored by the defensive team on themselves directly from any free kick, including a goal kick.

The team who scores the most goals during a game is the winner. It is acceptable for the game to end in a tie.

Grades 5-8: During tournament play if the game ends in a tie, a penalty shoot-out is played. In the shoot-out, each team selects five players to shoot. The team winning the coin toss shoots first. Then, the teams alternate shots until each has taken five or a winner is declared. If the goals are tied after 5 shooters, each team selects one extra shooter at a time to compete. If the goals are tied after these players have shot, the process continues one player at a time until one team has more goals than the other. No player may take a second kick until all players including the goalkeeper have taken one kick. Any of these players may be the goalkeeper for the shoot-out. The teams must have the same number of players to start the shoot-out and only players on the field at the end of the game may participate in the shoot-out.

LAW 11. OFFSIDE

Offside rule is not applied in grades K-4.

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

- The player is in the player's own half of the field.

- There are two opponents nearer the goal than the player (Usually the goalkeeper and one other, but not necessarily)
- The player is not directly involved in the play.
- The player receives the ball from a goal kick, corner kick, or throw-in

Re-start: Indirect free kick from the point of the infraction.

LAW 12. FOULS AND MISCONDUCT

In grades K-4, all free kicks are indirect free kicks.

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

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent

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

- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his own penalty area)

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

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.

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

- controls the ball with his hands for more than six seconds before releasing it from his possession
- touches the ball again with his hands after he has released it from his possession and before it has touched another player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands

- commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or send off a player

The indirect free kick is taken from the place where the offense occurred

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned. The red card is used to communicate that a player, substitute or substituted player has been sent off.

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

- unsporting behavior
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

A player, substitute or substituted player is sent off if he commits any of the following seven offenses:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goals coring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- 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
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

LAW 13. FREE KICK (DIRECT OR INDIRECT)

Free kicks are either direct or indirect for age groups grade 5 and higher.

On a direct free kick, a goal can be scored directly from the kick.

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

On an indirect free kick, a goal can be scored only if the ball subsequently touches another player before it enters the goal.

- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

For both direct and indirect free kicks,

- the ball must be stationary when the kick is taken
- the ball is in play when it is kicked and moves
- the kicker must not touch the ball again until it has touched another player
- all opponents must be at least 10 yards from the ball until it is in play (10 “giant steps” for grades K-4)

EXECUTING A FREE KICK INSIDE THE PLAYER'S PENALTY AREA

A free kick taken by a team from within its own penalty area is in play once it is kicked and fully exits the penalty area.

EXECUTING A FREE KICK INSIDE THE OPPONENT'S PENALTY AREA

An indirect kick may be awarded in your opponent’s penalty area. If the infringement occurred in the goal area, it is moved to the edge of the goal area nearest the point of the infringement. All opponents must be 10 yards away or standing on the goal line when the kick is taken.

LAW 14. PENALTY KICK

The penalty kick is a special type of direct free kick. It is taken from the penalty spot. All players, except the goalkeeper and the kicker, must be outside the penalty area and the semi-circle. They cannot move into the penalty area until the ball is kicked.

The goalkeeper can move laterally along the goal line but cannot move forward until the kick is taken. The kicker cannot play rebounds from the goal post or crossbar unless the goalkeeper or another player touches the ball.

PUNISHMENTS FOR FOULS DURING THE PENALTY KICK

Defensive fouls	The kick is retaken if a goal was not scored
Offensive fouls (Kicker)	Indirect free kick for defensive team
Offensive fouls (Others)	If no goal was scored, continue; otherwise re-kick

If the penalty kick is taken after time expires, the procedure is as above except for the following: All the players except the kicker and goalkeeper are cleared from the field. The game ends if the goal is scored, the goalkeeper saves the ball, or the ball rebounds from the goal. If the goalkeeper moves too soon, the kick may be retaken.

LAW 15. 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.

The player taking the throw-in 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. A portion of both feet must be on or behind the line. The delivery of the ball is with both hands on the ball, and from behind and over the player's head.

For any infringement, the throw-in is taken by a player of the opposing team.

A goal cannot be scored directly from a throw-in. A player receiving a ball from a throw-in cannot be called offside.

One ‘do-over’ is allowed for grades K-2.

LAW 16. GOAL KICK

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

On full- and medium-sized fields, the kick is taken from anywhere in the goal area. The kick must clear the penalty area before being played by either side. (If not, re-kick.) 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. A player can score directly from a goal kick.

On small-sized fields, which have no goal area, the kicker places the ball 5 “giant steps” (taken by the player) from the goal line before kicking. On medium-sized fields, which have a penalty area, the kick must clear the penalty area before being played by either side.

LAW 17. CORNER KICK

An attacker takes a corner kick after the whole ball has passed over the goal line (excluding goals) when last played by a defender. The corner kick is taken from the nearest corner. On full-sized fields, a small area (1 yd) is marked next to the corner 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 another player has touched it. A player can score a goal directly from a corner.

LAW 18. GOALKEEPERS

Grades K-2 do not have goalkeepers.

In Grades 3-8, the goalkeeper cannot pick the ball up if it is passed by the foot to him/her or thrown-in to him/her from a teammate. When carrying the ball, the goalkeeper can take as many steps as he/she likes in the penalty area before releasing the ball. However, the goalkeeper must do this in a timely manner (approximately 6 seconds) and not waste time. Once released, the goalkeeper may not pick up the ball again until another player has touched it. The penalty for these offenses is an indirect free kick from the point he picked it up.

All leagues: if the goalkeeper touches the ball with a hand outside of the penalty area, it is considered a handball; see Law 12.

LAW 19. REFEREE CARDS AND PLAYER SUSPENSIONS

Referees are strongly encouraged to refrain from giving out cards for trivial offenses during in-house games. However, cards may be awarded as follows:

Yellow Card (Caution) awarded for dissent, unsporting behavior, persistent fouls, delaying the game.

PENALTY - the coach must substitute in for the player unless there are no players able to sub. The player may return to the game after sitting out for 10 minutes.

Red Card (Sending-Off) awarded for serious foul (intent to injure), violent conduct, spitting, a foul that denies an obvious goal scoring opportunity, offensive, insulting or abusive language, a second yellow card in one game.

PENALTY - the player must leave the field and take no further part in the game. The player cannot be replaced and the team must play one player short. The coach should suspend the player for one game. The suspended player serves his/her suspension by sitting next to the coach for the whole following game and encouraged to use positive behavior to support his/her team.

LAW 20. SPORTSMANSHIP

It is the responsibility of the coaches to emphasize good sportsmanship to all their players. Each game should be completed with a traditional team handshake and cheer. Coaches, it is strongly encouraged that you participate in the handshake and cheer to demonstrate good sportsmanship to your players.

APPENDIX – SPECIAL RULES

K-1 LEAGUE GAME FORMAT

The first 20 or 40 minutes of each “practice” and “game” is dedicated to practice time to work on skills. After the practice time, a game will be played with the team sharing the field. We are trying to emphasize as much playing time as possible for these young players. They should spend no time sitting out. Pre-organized games will be established for each practice and game. If the game requires referees, the coaches will act as referees. If goalposts are needed, use cones as goalposts. Stop any pushing, tripping, and handballs by giving a kick to the other team. Always explain to them what they are doing incorrectly. The idea is for each player to have as many touches on the ball as possible.

2nd GRADE LEAGUE GAME FORMAT

- 5v5 with no goalies.
- 2nd grade plays length wise on the small field (one game per field).
- Use cones to make goals (5-10 yards apart)
- One coach from each team should be on the field during the game. One, or both, coaches can act as referee and use whistles. If two coaches, divide the field in half and call the penalties for each coaches own half of the field (still playing full field). Safety is primary concern. Using one or two coaches as referees is at the discretion of the coaches.
- Substitutions can be made at the stoppage of play.
- Game Duration: 10 minutes of warm-up followed by 4 quarters of 12 minutes each.

RESTARTS FOR GRADES K-4

At these age groups all restarts are considered indirect. That is, a second player must touch the ball before a goal can be scored. This includes throw-ins, kick-offs, free-kicks, goal kicks, corner kicks and drop balls.