

FALL COED SOCCER RULES – DIV I

10 players per team play on the field at a time. Goalies will be used for this league.

The coach may arrange these 9-10 players in any configuration.

The game consists of two twenty minute halves and a 5 minute halftime.

Basic off-sides will be called by the referee.

THROW-INS WILL BE USED. Play resumes with a throw-in from the sideline by the team that did not kick the ball out of bounds. Illegal throw-ins are to be avoided. If an illegal throw-in occurs, re-do the throw-in after instruction. Allow the second throw-in to count so that play can continue. (For a legal throw the ball must start from behind the head. Both hands must throw with equal force. Both feet must be behind the sideline and on the ground when the ball leaves the thrower's hand.)

CORNER KICKS will be taken in this league. Play resumes with an offensive free kick from the marked arc in the corner, on the side of the field where the ball was kicked over the goal line by the defense.

GOAL KICKS are taken anywhere inside the **GOAL BOX**

INDIRECT FREE KICKS are taken from the point of the foul. There are no direct free kicks in this league.

PENALTY KICKS are taken after a foul, including a hand ball, is committed by a defender inside his/her own goal arc. Kicks are taken from the marked spot in front of the goal.

Each team may be responsible for providing a referee for one half of the game. Coaches may act as the referee and coach simultaneously. Coaches of both teams may be on the field, coaching the children. Fouls that should be called are: intentional hand ball, pushing, tripping (tackling), bad language, high kicking, and other obvious dangerous play. The sport of soccer is a vigorous game and undue stoppage of the match for minor or inadvertent infractions is a disservice to the game. The base-line for calling fouls should be the safety of all the players. A free direct kick is awarded, at the point of infraction, to the opposing team when a foul occurs.

