

# SMITH IMS SOCCER RULES

Many of you will already know the basic rules to the game; these are the guidelines Athletic Association IMS referees will be using for the Fall 2007 season.

- There will be two 20-minute halves, with a 10-minute half time. After the first half, the teams will switch sides of the field.
- Each team may have up to **EIGHT** (8) players on the field at one time. This number allocates for 7 players and 1 goalie or 8 players and no goalie. If a team is unable to produce 8 players, their opposing team must match their numbers on the field.
- To begin the game, a coin will be flipped to determine who kicks off. The kickoff is a free forward kick, where the opposing team must be 10 feet away. Kickoffs will occur at the beginning of each half and after goals are scored.
- A goal can **ONLY** be scored during play when the attacking team is not offside\* and puts the ball into the net of the protecting team. If a protecting team puts the ball in their own net, it does NOT count as a goal, but gives the attacking team a corner kick. The attacking team can NOT throw the ball in to the goal from the sidelines to score a goal.
- \* OFFSIDES is when an attacking player is positioned between all of the opposing team's players and goal, and is **PASSED** the ball. This leaves only the goalie between the attacker and the goal. If a player is offside play will stop and the opposing team will have a free kick at the location the offside occurred.
- Soccer is otherwise known as **football** – ONLY use your feet unless you are the goalie. The goalie is the only player allowed to touch the ball with their hands while on the field, when directly in front of the goal. Any other player to touch the ball with their hands will be called for a Handball – giving the other team a free kick from the location of the Handball incident.
- Handballs WILL be called. A handball is defined as intentional contact between your hands and/or arms with the ball. This includes grabbing, reaching, blocking and/or picking the ball up while in play. The only hand-to-ball contact that will not be called is if you are clearly protecting your face/body from the ball or are hit by the ball during play.
- When a ball goes out (this is the only time play is stopped):
  - 1) On the length side of the field: the team who did not kick the ball out gets a throw in. This will be determined by the referee.
  - 2) On the width end of the field:
    - a. If the protecting team puts the ball out, the attacking team gets a corner kick.
    - b. If the attacking team puts the ball out, the protecting team gets a goal kick
- **ONLY** when play is stopped, and the ball is in your team's possession may your team substitute its players. Teams must announce to the referee that they are substituting players.