

# SOCCER HEAVEN & SPORTS CENTER

*N218 Stoney Brook Road  
Appleton, WI 54915-6036  
Phone 920-830-3907*

## FACILITY SOCCER RULES – 2009/10

1. Each player must turn in a properly signed, liability waiver form before being allowed to play.
2. Each team will field 5 players (small field) or 6 players (large field), one of whom must be the goalkeeper. Each team must have a responsible adult coach on the players' bench during the game.
3. Each game will consist of two (2) twenty-two (22) minute halves, and, at most, a five (5) minute halftime. Stopping the clock during the game and/or adding "stoppage time" are at the discretion of the referee.
4. Ball sizes: U8 and under - #3; U10 & U12 - #4; U13 & older - #5.
5. **SHIN GUARDS ARE MANDATORY!!** Any player not properly equipped will not be allowed to play. Socks must completely cover the shin guards.
6. All players and coaches must carry their playing shoes into the building. No street or cleated shoes, or jewelry or bandanas, will be allowed on the field. NO EXCEPTIONS!
7. **Due to insurance/liability concerns, no spectators or family members (except coaches) will be allowed on the field or in the players' boxes at any time.**
8. The kick-off is a DIRECT kick. A goal may be scored from a kick-off.
9. All goals are worth 1 point, except those made from outside the red line, which are worth 2 points. Two point shots cannot hit any player other than the goalkeeper. Attacking players are not allowed in the goal area. Any goals scored by, or because of (e.g., obstructing the keeper) an attacking player in the goal area, will be disallowed.
10. Any ball hitting the netting is considered a dead ball, and must be put back in play within 5 seconds (as a direct kick, a goal kick or a corner kick, as indicated by the referee), or it will be a turnover, also a direct kick.
11. When the ball is being put back in play, defenders are expected to be at least 3 yards from the ball. The referee will enforce the distance at the request of a member of the offensive team.
12. **Three Line Rule**, any "clearing kick" by a defender that crosses the three lines, in the air, before being touched by another player will result in a turnover to the opposing team, with a direct kick taken from the center of the defender's two-point line (**applies to games played on the large field only**).

13. **Goalkeeper** – if, during play, the ball is caught or picked up, during “save” situations, the keeper must put the ball back in play by throwing it or rolling it to a teammate. **The keeper may not put the ball down and kick or dribble it out.** No drop-kicks or punts are allowed by the keeper. Any ball put in play by the keeper must touch the floor, wall or another player before it crosses the midfield line. Any violation of the above will result in a turnover to the opposing team with a direct kick from the center line.
14. **“Outdoor Rules” apply to the goalkeeper handling the ball,** i.e., the keeper may not pick up the ball if it is passed (kicked) back to the keeper by a teammate, and the keeper may not handle the ball unless it is completely within the goal area.
15. Substitution may occur at any time, as long as the exiting player is not playing the ball and is within the painted “sub line” outside of the players box. The entering player is to remain within the painted “sub line” until the exiting player crosses the “sub line”.
16. There will be no slide-tackling or slide-kicking, and players may not hang on to the side boards **to gain leverage/advantage.** Any violation will result in a direct kick by the opponent.
17. **FREE KICKS:** All free kicks on the LARGE field resulting from fouls committed outside the penalty area will be taken from where the foul occurred, and will be DIRECT. Free kicks on the medium field that occurred outside the red line will be direct, fouls that occurred inside the redline will be indirect except those that occurred in the penalty area. All player walls set by the defensive team must be 3 yards from the spot of the ball.
18. Any team down by at least 6 points will be allowed to add an extra player until the 6 point deficit is reduced (**does not apply to adult league games played on the small field**).
19. Foul language, arguing a call or non-call, trash-talk, taunting, show-boating, etc., by any player will not be tolerated, and will result in, at least, a yellow card.
20. Any player involved in fighting will be suspended for, at least, 3 games. NO EXCEPTIONS.
21. ALL REFEREE CALLS ARE FINAL. There will be no contesting/appealing any referee calls or non-calls, by players, coaches or parents. **Coaches are responsible for the conduct of players and players’ parents.** Any coach or parent who repeatedly questions referee calls or non-calls, shows disrespect for the referee and/or exhibits poor sportsmanship, will be required to leave the field, and, if necessary, the building.

### CARDS

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| <b><u>BLUE</u></b>   | Player out for 5 minutes. Team can substitute for the player.   |
| <b><u>YELLOW</u></b> | Player out for 5 minutes. Team plays short for those 5 minutes.<br>If the opposing team scores the penalized team may bring in a player but NOT the yellow carded player. |
| <b><u>RED</u></b>    | Player ejected from game and playing area, and may not play in next game. Team plays short for 10 minutes.  |

**PLEASE REMEMBER: WE ARE HERE TO HAVE FUN –  
PLAYING, COACHING AND WATCHING THE GAME OF  
SOCCER!**