



COMPETITIVE LEAGUE

# SOCCER RULES

CCV STARS

***MORE THAN A GAME***

# / GENERAL RULES



## PLAY TIME

- All players must play 10 minutes each half.



## COACH BOX / SEATING



All teams will sit at midfield in a designated seating area.



Only players and coaches may be in the team box area.



On-field coach allowance is determined by the rules of each sport and division.



## COACH SHIRT



### 1. CLEARED

Coaches must be cleared through the CCV Volunteer Security process prior to participating in any game/practice.



### 2. WEAR OFFICIAL COACH SHIRT

Coaches must wear their appropriate cleared coaching shirt at all games and practices.



### 3. NOT CLEARED = MAY NOT COACH

Any non-cleared coach will be immediately removed.



## CASTS & BRACES



No casts or braces allowed in flag football.



Casts or braces may be worn in soccer but must be taped.



## BORROWING PLAYERS

For a game to be official, by 5 minutes after scheduled start, a team must have from their own roster no fewer than 2 players less than standard:

|     |   |        |
|-----|---|--------|
| 5v5 | → | min. 3 |
| 7v7 | → | min. 5 |
| 9v9 | → | min. 7 |



If below minimum, game is scored as 1-0 forfeit win.



Once forfeited, coaches should work together to create the best gameday experience.

# ALL DIVISIONS

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## FIELD AND SIDELINE SETUP

- The first team listed warms up at the north or east goal.
  - That team sits at midfield on the north or east sideline, with its spectators seated on both sides.
  - The first team listed starts with the ball and defends the north or east goal.
  - No coaches or spectators are permitted behind either goal.
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## OFFICIAL GAME REQUIREMENTS

- Within five minutes of the scheduled start, each team must have at least the standard number of players minus two, all from its own roster.
  - If a team does not meet the minimum, the game is recorded as a forfeit. See Borrowing Players Policy.
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## GAME MANAGEMENT

- All tie games will go to a shootout.
  - Coaches or referees may decide before the game whether in-game water breaks are needed.
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## PLAYER EQUIPMENT

- Players must wear the provided uniform kit without modifications.
  - Shin guards must be worn underneath the socks.
  - Jewelry is not permitted.
  - Goalkeepers must wear a color that is different from both teams.
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## POSTGAME GRATITUDE

- Thank the opponent with a handshake line.
  - Thank the referee with a high five or knuckles.
  - Thank God by joining the opponent for a postgame prayer.
  - Thank spectators with applause.
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## PLAYING TIME

- Each player must play 10 minutes per half.
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THESE GUIDELINES APPLY TO ALL SOCCER DIVISIONS.

# COMPETITIVE SOCCER RULES

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## KICKOFFS

- Kickoffs start each half and restart play after every goal.
  - The ball starts at midfield.
    - The ball may be kicked in any direction.
    - A goal may be scored directly from the kickoff.
  - Players must start on their own half of the field.
  - Defenders must remain outside the midfield circle.

## GOAL KICKS

- The defending team takes a goal kick when the opponent last touches the ball before it crosses the end line.
  - Any player on the defending team may take the kick.
  - Place the ball inside the small goal box. Defenders must remain outside the large penalty box.
  - A goal may be scored directly from a goal kick.

## CORNER KICKS

- The attacking team takes a corner kick when the opponent last touches the ball before it crosses the end line.
  - Place the ball in the nearest corner.
  - Any player on the attacking team may take the kick.
  - A goal may be scored directly from a corner kick.

## THROW INS

- Take the throw-in from the spot on the sideline where the ball went out of bounds.
- A goal cannot be scored directly from a throw-in.
- Offside is not called directly from a throw-in.
- Legal technique:
  - Keep both feet on the ground.
  - Use two hands on the ball.
  - Bring the ball directly over the head.
- Illegal technique results in the opponent's throw-in. If the ball never enters the field, retake the throw.

# GENERAL SOCCER RULES CONTINUED

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## OFFSIDE

- An attacking player cannot be between the goalkeeper and last defender when the ball is played.
    - The player must be potentially involved in the play for offside to be called.
    - A player may be in an offside position without an offside violation being called.
  - A player cannot be offside on their own half or directly from a throw-in, goal kick, or corner kick.
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## FOULS

- Fouls result in a direct kick. Defenders must retreat 10 yards, or 8 yards in 1st and 2nd Grade.
  - An intentional pass back to the goalkeeper's hands and obstruction result in indirect kicks.
    - The ball may be moved to the nearest point on the penalty box.
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## PENALTY KICKS

- Awarded after a handball or foul inside the goalkeeper box.
  - The goalkeeper must remain on the goal line but may move laterally.
  - All other players must remain outside the box and at least 10 yards from the shooter.
  - The referee must blow the whistle before the kick is taken.
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## IN OR OUT

- The ball must be 100% over the line to be called a goal or out of bounds.
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## HANDBALL

- Did the ball hit the hand, or did the hand hit the ball? Did the team gain an advantage?
  - A handball results in a direct kick. Defenders retreat 10 yards, or 8 yards in 1st and 2nd Grade.
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## SUBSTITUTIONS

- A coach entering the field without referee permission receives a yellow card.
  - Substitutions require the referee's attention and approval.
  - A substitution may be requested during any dead-ball situation.
    - Examples: goal kick, corner kick, throw-in, after a goal, foul, or offside.
  - The referee may refuse a substitution used as a perceived stalling tactic.
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## DROP BALL

- Used when the referee stops play for an injury while the ball is still in play.
  - The referee drops the ball at the feet of the team that last touched it.
  - The drop ball is uncontested. Defenders must retreat 10 yards.
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# LEAGUE TIEBREAKERS & POINTS

## LEAGUE TIEBREAKERS

ORDER

1

HEAD-TO-HEAD

2

GOALS AGAINST

3

PK SHOOTOUT

Use each tiebreaker in order until the tie is resolved.

## POINTS SYSTEM

3

WIN

1

TIE

+1

PK SHOOTOUT WIN

THE +1 PK POINT IS ADDED TO THE TIE POINT

# DIVISION GUIDELINES

## U10-U14 DIVISION

- Nine players on the field: eight field players and one goalkeeper.
- U10 and U12: two 25-minute halves. U14: two 30-minute halves. Halftime is 5 minutes.
- U10 and U12 use a size 4 ball. U14 uses a size 5 ball.
- Headers are allowed only in U14.
  - Intentional headers in U10 and U12 result in an indirect kick for the opponent.
  - A header inside the penalty box remains an indirect kick.
    - The ball may be moved to the nearest point on the box.
- Defenders retreat 10 yards for goal kicks, corner kicks, handballs, and fouls.
- Goal kicks:
  - REC: taken from the top of the large box with defenders 10 yards back.
  - COMP: taken from the small box with defenders outside the large box.
- Offside and penalty kicks are in effect.
  - Penalty kicks are taken from 10 yards.
- All tied COMP games go to a five-player penalty-kick shootout from 10 yards. The away team shoots first.

*\* Number of players on the field may be modified based on campus participation numbers. Stars Pastors will notify coaches.*