

Beavercreek Soccer Association Recreation League**Appendix A: LEAGUE SPECIFIC RULES****A & E Leagues**

- In the event of an improper throw-in, the same player will be given a second throw in. A second improper throw-in will result in the ball being given to the opposition for a throw-in from the same place.
- Cannot score directly from a kickoff.
- All free kicks are indirect. If a foul occurs inside the penalty area, the ball will be moved to a spot directly outside the area.
- No slide tackling - Award an indirect kick
- Goalkeeper's hand on the ball is possession.
- Offsides will not be called; if a player is "camped out" in front of the goal the referee/coach should reposition the player.

B & F leagues

- Cannot score directly from the kickoff.
- No penalty kicks, however there are direct kicks
- For all fouls inside the penalty area, the ball will be moved to a spot directly outside the penalty area.
- Goalkeeper's hand on the ball is possession
- No slide tackling - Award an indirect kick

C & G Leagues

- No slide tackling - award indirect free kick

D & H Leagues

- No slide tackling - award indirect free kick

KINDERGARTEN-LEAGUE SPECIFIC RULES

- The field is divided into 6 zones. (See diagram on page 3) Each zone will be occupied by only 1 player from each team who will not be able to leave that zone. EXCEPTION: When the player goes out of his zone, the ball has to still be in the assigned zone. When the ball is kicked out of that zone, then the player must return to his zone.
- Every player on a roster and present at the game will play in at least 5 rotation periods of the game.
- Persons not on the playing field--coaches(the head coach can be on the field, especially in the fall, if they feel the players will learn more), extra players and spectators--should remain at least 3 feet behind the sidelines during the game. Only coaches should be by the goal lines.
- The game consists of 2 halves with a 5-minute break at half. A half consists of five, 5-minute rotation periods. Time will be based on a continuously running clock, but does not run while coaches are rotating players. The referee will call rotation of players approximately every 5 minutes. The referee does not stop play for rotation, but waits for a natural stoppage point: penalty, out of bounds, etc. EXAMPLE: if after 4 minutes and 30 seconds the ball goes out of bounds, the referee should call rotation.

- The referee blows the whistle to signal kickoff. Game starts by taking a place kick from center of the field. All players are to be in their respective zones and opposing players must be at least 10 feet away from the ball. Kicker cannot touch the ball again until another player touches it. Kickoffs occur after goals are scored and at the beginning of halves. When a goal is scored, the scored-on team kicks off from the center square. If the kicker misses the ball while kicking or fails to kick it out of the zone, the referee will allow the kick to be retaken.
- If play is temporarily suspended and the ball is still on the field, referees must drop the ball in front of one player from each team at the place where play was suspended. Players cannot kick the ball until it touches the ground.
- Time outs are called only by the referees. If the referee sees something that must be corrected, he should call time out and straighten out the problem. No substitutions are permitted (except for injury) during the game. Of course, the extra players will be rotated in as per diagram. Too much time and confusion can result if the regular flow is disrupted.
- The player throwing the ball in should move to the next closest square to throw the ball into. This way an equal opportunity is given to both teams to possess the ball.
- GOAL KICK: If an offensive player kicked the ball out of bounds, over the goal line, the defending goalie has the option of place kicking or punting the ball from about 1/3 of square. Players should be at least 10 feet back. When punting, the goalie may take up to 3 steps before kicking the ball. More than 3 steps should be redone.
- CORNER KICK: If a defensive player kicked the ball out of bounds, the offensive player in the square directly behind where the ball went out of play, puts the ball in play with a place kick from the corner of the field. A goal may be scored on a corner kick. Players should be at least 10 feet back.
- All fouls will result in an indirect kick. There will be no direct or penalty kicks. The goalies are the only players allowed to touch the ball with their hands while the ball is in play. They may reach over the line if they remain in contact with their zone. The goalies, however, should not come out any further than about 1/4 of the zone to get the ball. Any further may be confusing to the other players in the zone.

