

FOOTBALL (SOCCER) RULE INTERPRETATIONS

SECTION A - GENERAL RULES

- A-1. In cases not covered by these interpretations, FIFA (Federation International Football Association) rules will govern. Rules can be downloaded at www.fifa.com.
- A-2. The Games Rules Committee will make all final decisions.
- A-3. At all times athletes are expected to compete to the best of their ability to ensure a quality competition at all levels. Coaches are expected to provide accurate and honest scores of their athlete's ability.
- A-4. The following process will be used for all Special Olympics Colorado round robin tournaments:
- The team with the best record at the end of competition will receive first place.
 - If all teams have the same record (one win-one loss), places of finish will be determined by the point differential in the games played.
 - If the point differential is the same, places of finish will be determined by the total points scored by each team during the tournament (highest scoring team receives first place).
 - If the total points are the same, places of finish will be determined by the penalty kick percentage in the games played during the tournament.
- A-6. In tournament play, the game will be forfeited if a team fails to report on the field, ready to play within ten (10) minutes of the scheduled game time
- A-7. Soccer - The score of a forfeited game is 1-0 if the game has not started. If the forfeit happens before the first half is completed and the leading team is forfeited to, the score stands. If the losing team is forfeited to the score is 1-0. If the forfeit takes place in the second half the score is based on the score at half time. If the team leading at half is forfeited to, the half time score stands. If the team losing at half is awarded the forfeit, the score is 1-0.
- A-8. Athletes in team competition must qualify from a Regional event to attend the State Summer Games.
- A-9. Athletes can participate in either team competition or individual skills competition.

SECTION B - TEAM AND PLAYERS

- B-1. A Seven-a-Side soccer game is played between two seven player teams. Teams must start the game with seven players. One player on each team will be the goalkeeper. After the game has started, a team may play shorthanded. However, no fewer than five players will be on the field at one time.
- B-2. Unified teams will consist of 4 athletes and no more than 3 unified partners. During unified play, partners can have any role in the game, including playing in goal as well as shooting. Please refer to the Meaningful Involvement guidelines for more details.
- B-3. Per the referee approval, teams may substitute as many players as they wish during any stoppage of play.

- B-4. The maximum roster size allowed is 15 players and the minimum number of players is 7.
- B-5. If a player is disqualified from playing during a game, the team may substitute for the player.
- B-6. No players may be added to or replaced on the roster after the team entry form is submitted. All team members must be listed on the team roster.

SECTION C - UNIFORMS AND EQUIPMENT

- C-1. All players will wear uniforms. A uniform will consist of a shirt, (with the number on the back), shorts or sweat pants, calf high socks, stockings, and shoes. No jeans, jean shorts, or street shoes will be allowed for any athletes in Soccer events. Shoes should be comfortable, safe shoes with soles, which prevent slipping on the field. Soccer shoes having soft and yielding cleats or studs are permitted only outdoors. No metal-tipped cleats will be allowed. Sneakers or tennis type shoes are permitted indoors and out. Shin guards and calf high socks ARE REQUIRED. Calf high socks must fit completely cover the shin guards. A player will not be allowed to play unless he or she has proper socks over and covering shin guards. The goalkeeper may wear soccer goalkeeper gloves. Athletes will not be allowed to wear jewelry or awards during competition.
- C-2. Uniforms should be kept simple; opposing teams should wear different colors. All team members must wear the same color uniform with the exception of the goalkeeper. The goalkeeper's shirt must be a significantly different color and design than any player on either team.
- C-3. No advertising or sponsorship is allowed to be worn on competition uniforms or warm ups.

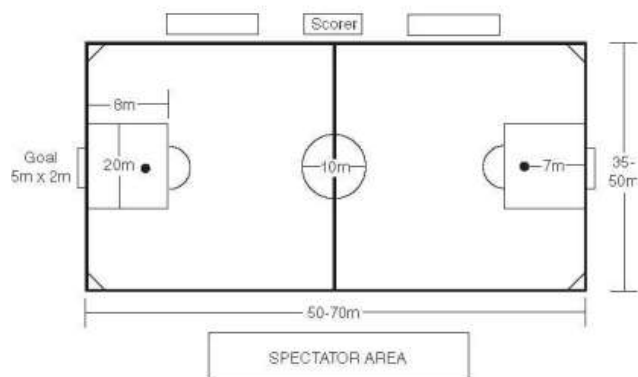
SECTION D - REFEREES

- D-1. One or two referees will be appointed to officiate in each game. Referees are charged with keeping official time on the field unless otherwise agreed upon by both coaches. Referees control the game and all the decisions associated with the game that influence the play of the game.

SECTION E - LINESMAN

- E-1. Linesmen are optional but recommended. Two per match, one along each sideline, is ideal to assist the referees in awarding kick-ins, corner kicks, and throw-outs.

SECTION F - FIELD OF PLAY



- F-1. The field of play will be rectangular and marked with distinct boundary lines. The minimum size will be 50 x 35 meters. Maximum size will be 70 x 50 meters. State will use fields with the dimension of 60 x 40 meters.
- F-2. The field will have a mid-field line equidistant from each end line.
- F-3. Both goals will be of equal size. Recommended 2 x 5 meters.
- F-4. The coach(s) for each team must remain in their respective team bench area during play.

SECTION G - THE BALL

- G-1. The ball will be a regulation size #5 soccer ball for Senior Teams (16+). Junior teams (15 and under) will use #4 soccer ball.

SECTION H - DURATION OF THE GAME

- H-1. The playing time of the game will be 40 minutes. That is, there will be 2 equal halves of 20 minutes each with a 3 minute interval between halves. A running clock will be used. Note: If conditions warrant, a referee can call a water break in each half.
- H-2. In case of a tie at the end of regulation play during a tournament, teams will play two 3-minute overtime periods. No sudden death. Ties protocol at regional events are decided by Tournament Director.
- H-3. During tournament play, if the game is still tied after the overtime periods, penalty-kicks will be used to decide the game.
 - a. Only players on the field at the end of the second period of extra time can be used.
 - b. Five players are selected from each team. Each team must select the order in which the players will take the penalty kick. If a team finishes with less than five players, the team will take the penalty kicks in the established sequence using only the remaining players on the field.
 - c. Each player takes a penalty kick, alternating teams with each shot.
 - d. The highest score after five penalty kicks is declared the winner.
 - e. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order using the same players in the same order until one team has scored a goal more than the other from the same number of kicks.

SECTION I - THE START OF PLAY

- I-1. Each team will designate a captain or co-captains who will be identified by a colored armband worn on the right sleeve (optional but recommended).
- I-2. To start play, team captains will meet with the referee for a coin toss. The visiting team will call the toss. The captain who wins the toss decides which goal his/her team will attack in the first half of the match. The other team takes the kick off to start the match. The team that wins the toss takes the kickoff to start the second half of the match.
- I-3. General kickoff procedures
 - a. The ball is placed in the center of the field.
 - b. A player kicks the ball forward to a teammate.

1. All the members of the attacking team must be on the side of the centerline, which is nearest the goal, which they are defending prior to kick off.
 2. All the members of the defending team must be on the side of the centerline which is nearest the goal which they are defending and at least 5 meters from the ball.
 3. If the ball does not go forward on the player's initial kick, the kickoff is repeated until it does. Possession does not change.
- I-4. Kickoffs also occur after goals are scored. (Team that has been scored against kicks off.)
- I-5. At the beginning of the second half, kickoff occurs as explained above. Teams switch goals and the team which did not kick off to start the game will kick off.
- I-6. Overtime Periods - Kickoff occurs exactly the same as the start of play (with a coin toss, etc.). The second overtime is started with a kickoff by the team that did not kick off the first overtime period.
- I-7. All kickoffs are direct free kicks. A ball must be kicked forward from the centerspot before being touched by another player. A goal can be scored directly from a kickoff.

SECTION J - BALL IN AND OUT OF PLAY

- J-1. The ball is out of play when the entire ball crosses the goal line, sideline, or end line whether on the ground or in the air.
- J-2. Player may be out of bounds to play ball that is in bounds.
- J-3. In the event that a ball is directed out of bounds over the touchline, the opposing team of the team who directed the ball out of bounds will be awarded possession of the ball. The ball will be put back into play by an indirect free kick by a member of the team that has been awarded possession of the ball at the location the ball went out of bounds

SECTION K - METHOD OF SCORING

- K-1. A goal is scored when the entire ball goes over the goal line between goal posts and under the cross bar.
- K-2. If a ball passes over the goal line, as stated in K-1, while in possession of the goalkeeper, a goal is still scored.

SECTION L - OFF--SIDE

- L-1. There are no off sides in seven-a-side soccer.

SECTION M - FOULS AND MISCONDUCT

- M-1. FIFA rules apply to fouls and misconduct. The following acts, for example, if attempted or committed, will be considered fouls and result in free kicks by the opposition:
- a. Kicking, tripping, pushing, striking, holding, charging, blocking, obstruction, jumping at an opponent or dissent.

- b. Player other than the goalkeeper handling ball with arm or hands. The goalkeeper may use his/her arms or hands only while in the penalty area, except when receiving a ball kicked by a teammate.
 - c. Any action by a player, coach or fan that, in the opinion of the referee, is dangerous or inappropriate to another player, coach or fan.
- M-2. Defenders will remain no closer than 5 meters from the ball in all directions during the taking of any free kick by the opponent.
- M-3. When an indirect free kick is awarded to the attacking team inside the penalty area, within 5 meters from the goal line, the referee must place the ball at five meters from the goal line.
- M-4. A player or coach that receives two yellow cards will be suspended for the remainder of that match. A player or coach that receives a red card will be suspended from the remainder of that match and for the following match.

SECTION N - PENALTY KICK

- N-1. A penalty kick is awarded to a team when a defender intentionally commits a major offense against an opponent in the penalty area. The penalty kick is taken from the penalty spot 7 meters directly in front of the goal. All players except the designated kicker and goalkeeper must stay outside the penalty area and restraining area.

SECTION O - CORNER KICK

- O-1. A corner kick occurs when the entire ball goes over the goal line when a goal is not scored and was last touched by a member of the defending team.
- O-2. A member of the offensive team takes the corner kick from the corner flag nearest to spot ball crossed goal line. Defenders must retreat at least 5 meters from the ball.
- O-3. A goal may be scored directly from a corner kick.

SECTION P – GOALKEEPER CLEARANCE (THROW-OUT)

- P-1. When the ball passes over the goal-line (not in the goal), having last been played by an attacking player, the goalkeeper, standing within his own penalty area, will throw the ball back into play, beyond his own penalty area but not further than the halfway line (i.e. the ball must touch the ground or another player before crossing the halfway line). The ball will be deemed in play as soon as it has passed outside the penalty area. A goal may be scored directly from a goal throw out.
- P-2. On gathering a ball still in play, the goalkeeper will distribute the ball using a throw rather than a punt, the goalie may settle the ball and become a field player and play the ball with their feet. They cannot pick up the ball until an opposing player has gained possession. As soon as the ball is settled by the goalie, the ball is in play.
- P-3. Under no circumstance is a goalkeeper to throw the ball over the mid-field line without first having been touched by a player or without having touched the ground, the referee will award an indirect free-kick for the opposing team from the center circle.
- P-4. If the goalkeeper punts the ball, the penalty of an indirect free-kick will be awarded. The restart location for the indirect free kick will be at the top of the restraining arc.