

Dysart Unified School District
2021-2022
Soccer Rules

The Dysart Elementary Athletic Conference will use the 2021-2022 National Federation High School Rules Book as the adopted publication for the Soccer Rules and Interpretation.

Exceptions and highlights are listed below:

1. A student-athlete or coach, who is ejected from a game, will be suspended for the next game. If the same student-athlete or coach is ejected a second time during the same season, the individual will be suspended for the remainder of the season. If the ejection occurs during the last game of the season, the suspension will carry over to the next sport season.
2. Each team will consist of not more than eleven (11) players, one of who shall be the goalkeeper.
3. A game shall not be started with fewer than eight (8) properly uniformed players on each team. After the game is started, it may be continued with fewer than eleven but not fewer than eight players on a team. If a team has fewer than eight eligible players, the game shall be forfeited.
4. The maximum number of players on a roster will not exceed twenty (20).
5. Each coach shall submit a team roster, bench personnel and coach names to the officials at least five minutes prior to the start of the contest.

The field of play shall be rectangular, 80 to 100 yards long and 55 to 75 yards wide.

Either team may substitute an unlimited number of players for/during the following:

- injury
- kick-offs
- throw-ins
- goal kicks
- half time
- out of bounds stoppages
- between periods
- when a goal is scored
- when a player from either team is cautioned (yellow card)
- when a player from either team is disqualified (red card)

A player, coach or bench personnel shall be disqualified (red card) for:

- exhibiting violent behavior
- committing serious foul play
- a foul by a player against an opponent who is moving toward the offensive goal with an obvious opportunity to score
- using insulting, offensive or abusive language or gesture

- leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.

The required player equipment includes a jersey, shorts, suitable shoes (tennis shoes or soft cleated soccer shoes) and shin guards.

The length of periods shall be two equal halves of 20 minutes each. The halftime interval shall be 5 minutes. The teams shall exchange ends at the end of half time and alternate the kickoff.

It is the responsibility of each team to supply one or more official game balls of similar quality. The game ball shall be a size 5 for both boys and girls. Both teams shall provide at least one ball chaser.

The team winning the coin toss shall have the option of choosing which end of the field to defend or taking the kickoff.

The official time shall be kept by the head referee.

A game cancelled for any reason will not be rescheduled.

Tie Game Procedure

If the score remains tied during a regular season game, the coaches, officials and team captain shall assemble at the halfway line to review the procedure as outline below:

1. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
2. Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
3. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
4. Teams will alternate kickers. There is no follow-up on the kick.
5. The defending team may change the goalkeeper prior to each penalty kick.
6. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
7. Add one goal to the winning team score and credit the team with a victory.
8. If a tie still exists at the end of the first round of penalty kicks, a second round of penalty kicks shall be held. The teams will select five different players to take the kicks. The teams will alternate kickers but this will be a sudden death situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualifications, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
9. During all tiebreaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or the kicker retouches it.

Tournament Tie Game Procedure

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches and the head referee will instruct both teams as to proper procedure.

1. There shall be a full 10-minute overtime period (note – not sudden victory). The teams shall exchange ends at the end of five minutes of the overtime.
2. If, at the conclusion of the 10-minute overtime period, a tie still exists, there shall be a five-minute sudden-victory overtime period. The teams shall exchange ends at the end of five minutes of overtime.
3. If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedures as outline below:
 - a. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
 - b. Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
 - c. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
 - d. Teams will alternate kickers. There is no follow-up on the kick.
 - e. The defending team may change the goalkeeper prior to each penalty kick.
 - f. Following five kicks for each team, the team scoring the greatest number of these kicks shall be declared the winner.
4. If the score remains tied after each team has had five kicks:
 - a. Each coach will select five different players than the first five who already have kicked to take the kick in a sudden-victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
 - b. If the score remains tied, continue the sudden-victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat 4a.
5. During all tie breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds or the kicker retouches it.