



TOPSoccer Competition Rules

FOOTBALL (SOCCER)

The Official TOPSoccer Rules shall govern all TOPSoccer football (soccer) competitions. As the state affiliate of US Youth Soccer, Washington Youth Soccer has created these rules based upon Federation Internationale de Football Association (FIFA) rules for football (soccer). FIFA rules shall be employed except when they are in conflict with the Official TOPSoccer Sports Rules. In such cases, the Official TOPSoccer Sports Rules shall apply.

REGISTRATION

- A) All players must be registered to a Washington Youth Soccer TOPSoccer program.
- B) A player with Down Syndrome must have turned in a signed Assumption of Liability.
- C) A player with Down Syndrome who has been diagnosed with Atlanto-Axial Instability may not participate in football (soccer) competition events.
- D) All coaches and buddies must be registered with Washington Youth Soccer and be Risk Management cleared to participate.

ROSTER

- A) The roster shall contain a proportionate number of players and buddies.
- B) During competition, the lineup shall never exceed three players and two buddies for 5-a-side. Failure to adhere to the required ratio results in a forfeit.
- C) Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.

RULES OF PLAY: 5-A-SIDE

- A) Field of play
 - 1) The 5-a-side field shall be a rectangle maximum dimensions of 55 yards by 80 yards, minimum dimensions of 30 yards by 45 yards. The smaller field is recommended for lower ability teams.
 - 2) The field shall be marked.
 - 3) The goal size shall be approximately 6 ft x 12 ft or 8 ft x 24 ft.
 - 4) The recommended playing surface is grass.
- B) The ball
 - 1) Size four for U11 and below
 - 2) Size five U12 and above
 - a. The ball size will be determined by the team coaches if team age is mixed.
- C) Number of players

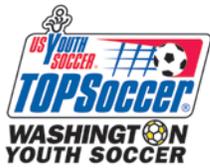


TOPSoccer Competition Rules

- 1) The roster size may not exceed 7 players and 5 buddies.
 - 2) The game is played between two teams, each consisting of five players, one of whom shall be the goalkeeper. A minimum of three players shall be on the field at any one time.
 - 3) Substitutions are unlimited in number (players may return to the field after being substituted). Substitutions can be made any time the ball is out of bounds, between periods, after a goal is scored or during a timeout for an injury. The coach must signal the referee or linesman in order to make a substitution. A substituted player can only come on to the field when given a signal by the referee.
- D) Players' equipment
- 1) Shirts must be alike with the goal keeper being distinguishable.
 - 2) Shoes, socks and shin pads are required.
- E) Officials
- 1) One Referee and two linesmen will officiate each match.
- G) Duration of the game
- 1) The duration of the game shall be two equal periods of fifteen minutes with a halftime interval of five minutes. The referee should be responsible for keeping the playing time.
 - 2) If overtime is used to break a tie, two five-minute "golden goal" overtime periods are used (first goal scored wins). If the game is still tied, penalty kicks will be used to break the tie.
- H) Start of play
- 1) A ball must be kicked at least one full revolution forward from the center spot before being touched by another player.
- I) Ball in and out of play
- 1) Ball over the sideline results in a kick in or thrown in.
 - 2) Ball over the end line results in a goal clearance or a corner kick.
 - 3) The ball must be completely over the line to be considered out of play.
- J) Goal Clearance
- 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, shall 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 shall be deemed in play as soon as it passes outside the penalty area.

- 2) The above rules of goal clearance also apply when a goalkeeper gains possession, with his hands, of a ball that is still in play.
- 3) Infringement penalties:
 - a) If the ball thrown by the goalkeeper passes beyond the goalkeeper's half of the field without first having been touched by a player or without having touched the ground, the referee shall award an indirect free kick for the opposing team from any point on the halfway line.
 - b) From the goalkeeper's throw, if the ball is touched by an opposing player inside the penalty area, the throw shall be retaken.
- K) Method of scoring: The whole of the ball must have completely crossed the line inside the goal to count as a goal.
- L) Fouls and misconduct (no offside): Tripping, pushing, handball or charging result in a direct free kick. Obstruction or dangerous play results in an indirect.
 - 1) If a player is expelled from the game (receives two yellow cards or a red card), this player may not re-enter the game. His team will not play a man-down.
- M) Restart exception
 - 1) Any free kick that is awarded to the defending team inside their own penalty area will be restarted with a throw from the goalkeeper.
- N) Free Kick
 - 1) Opposing players must retire at least 10 yards from the ball for all free kicks.
- O) Penalty Kick
 - 1) A penalty kick is taken from the 16 ft mark (on a 30 yds x 45 yards field). All players except the kicker and the goalkeeper must retire outside the penalty area and arc. The goalkeeper must stand on his/her goal line until the penalty kick is taken.
- P) Kick-Ins and Throw-Ins
 - 1) When the whole of the ball passes over a sideline, it shall be kicked or thrown into the game, from the place where it crossed the line (on the sideline), by a player from the opposing team to that of the player who last touched it. The ball must be stationary before being kicked/thrown. It shall be deemed in play immediately after it has traveled the distance of its own circumference. The ball cannot be played again by the player until it has been touched by another player. The players from the opposing team must retire at least 5 meters from the spot where the kick/throw is being taken.



TOPSoccer Competition Rules

- 2) A goal cannot be scored directly from a kick-in.
 - 3) A goalkeeper may not pick up a ball passed back to him from a kick-in.
 - 4) Players are allowed more than one chance to accomplish a kick-in or throw-in. The ball may be kicked in depending on the abilities of the players involved.
- Q) Infringement penalties
- 1) If the player taking the kick in plays the ball for a second time before it has been touched by another player, an indirect free kick is awarded to the opposing team from the point where the infringement occurred.
- R) Corner-Kick
- 1) Awarded to the attacking team when a player from the defending team kicks the ball over his/her own end line.
 - 2) Opposing players must retire at least 10 yards from the ball.