

# SOCCKER

## GRADE 9

07/00

Soccer is played by two teams of 11 players each. The object of the game is to put the ball into the opponent's goal, and the winning team is the one that scores the most goals.

### **THE OFFICIALS**

The game is controlled by a referee and assisted by two assistant referees (formerly called linesmen). The referee enforces all laws of the game and acts as the timekeeper.

The assistant referees, one on each touch line, indicate when the ball is out of play, and raise their flags to indicate any infringement of the laws, including fouls and offside. The referee then may choose whether or not to act on this signal

### **DURATION of the GAME**

The game is played in two halves of 45 minutes each for a total of 90 minutes.

The teams change ends at half time.

### **SCORING**

A goal is scored when the whole of the ball has crossed the goal line under the crossbar and between the goal posts. The entire ball must cross the entire line for a goal to be awarded. Similarly, the ball is out of play when it completely crosses any boundary line of the field.

### **START of PLAY**

The team which wins a coin toss has the choice either to kick-off or start on a particular side of the field.

At the kick-off all players must be in their own half of the field and no opponent may come into the center circle until the ball is touched.

The ball must be kicked forward and the player kicking off may not touch it again until another player has touched it.

After a goal is scored play is restarted the same way by the team that has conceded the goal. The second half begins with a kick-off by the team that did not start with the ball in the first half.

### **THROW-IN**

A throw-in is taken along the touch line at the point where the ball went out of play. The throw-in is taken by the opposite team to the one who touched it last. On a throw-in the ball must be thrown equally with both hands, starting from behind the head. The thrower must face the direction of their throw. A part of each foot must be on the ground, behind the line for the throw to be legal. A goal cannot be scored directly from a throw-in.

### **GOAL KICK**

A goal kick is awarded to the defending team when the ball crosses their goal line after having been last touched by an opponent. The kick may be taken from anywhere inside the goal area (6 yard box), by any defending player. It must be kicked outside of the penalty area (18 yard box) before it can be touched by another player. The kick is taken over if it is touched prior to leaving the penalty area.

### **CORNER KICK**

A corner kick is awarded to the attacking team if the ball crosses the goal line after having last been touched by the defending team.

It is taken from the quarter circle at the corner of the field nearest to where the ball went out. A goal can be scored directly from a corner kick.

### **FREE KICK**

A free kick is either "direct" or "indirect" and is taken from where the offense occurred.

A **direct free kick** is one from which a goal can be scored directly from the kick without anyone else touching the ball.

An **indirect free kick** is one from which a goal cannot be scored until a second person has touched the ball.

At any free kick all opponents must be 10 yards from the ball when it is kicked. The ball must be stationary.

### **OFFSIDE**

An attacking player is offside, if when the ball is played the player is nearer to the opponents goal than two defending players. A player cannot be offside in their own half of the field or when receiving the ball from a throw-in, corner kick or opponents goal kick.

### **FOULS**

A **direct free kick** (taken from where the foul occurs) is awarded if a player commits any of the following intentional fouls:

- 1) trips or attempts to trip an opponent
- 2) holds an opponent (or their shirt)
- 3) handles the ball deliberately (except for the goalkeeper in his/her own penalty area)
- 4) kicks or attempts to kick an opponent
- 5) jumps at an opponent
- 6) strikes or attempts to strike an opponent
- 7) charges an opponent in a dangerous manner
- 8) spits at an opponent
- 9) pushes or attempts to push an opponent
- 10) tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

An **indirect free kick** is awarded for the following fouls:

- 1) obstruction
- 2) ungentlemanly conduct
- 3) goalkeeper takes more than 6 seconds to release the ball when holding it.
- 4) goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate
- 5) offside
- 6) dangerous play
- 7) when a player taking a kick-off, throw-in, corner kick, free kick or penalty kick plays the ball a second time before another player has touched it.
- 8) dissent - arguing with the referee's decision.

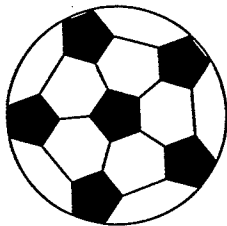
A **penalty kick** is a direct free kick awarded for any intentional foul that occurs in the defending teams own penalty area (18 yard box).

The kick is taken from the penalty spot which is 12 yards from the goal line.

**CAUTIONS & EJECTIONS**

A yellow card caution may be given if a player continually breaks the laws of the game, argues with the referee or is guilty of ungentlemanly conduct.

A red card ejection is given to a player who receives two yellow cards in a game, commits an act of violent or serious foul play, uses foul or abusive language or gestures or continues to break the laws after a yellow card caution. This results in the player being ejected from the game. The ejected player's team is not permitted to replace the ejected player and must play short-handed for the remainder of the game.



**POSITIONS**

There are as many styles and systems of play as there are nations playing the game. However every team has players occupying the following positions on the field:

**Goalkeeper** - the only player on the field who is allowed to use their hands and who wears a different colored jersey from the rest of the team.

**Defenders** - those players who play closed to their goalkeeper. Their main job is to stop their opponents from scoring.

**Midfielders** - are the link between the defenders and forwards.

**Forwards** - play closest to their opponents goal. Their primary role is to score goals.

**THE FIELD**

The field is rectangular and must be between 50 - 100 yards wide and 100 - 130 yards long. It must be longer than it is wide. The touch lines and goal lines are part of the playing area and are "in bounds".

The goal measures 8 feet high by 24 feet (8 yards) wide.

