

AIPL CO-ED SOCCER RULES

1. Each team will play a maximum of 7 boys or 7 girls on the field at all times. You may position your 11 players in any formation. A minimum of 9 players are required to start the game. Then after the game has started and is in progress, a minimum of 7 players is needed in order to continue play.
2. Game length will be 25 minutes per half for all divisions/levels. If time permits, then 7/8 grade coaches can agree to lengthen the game to 30 minutes per half with the officials agreement. There will be a 5 minute halftime.
3. There will be Three Divisions for each level (AAA, AA, and A)(*This is, if there are enough teams to field each Division. Otherwise, it will be AA and A)
If you have two teams in one level (7/8 or 5/6), then one or both will play in the AAA or the AA Division. If you have 3 or more “club” players on a team, that team must compete in the AA Division or the AAA(* if there are 3 Divisions).

In other words:

If 2 Divisions:

AA = 3 or more Select Players and/or if you feel your team is full of very good soccer players and/or athletes.

A = Less than 3 Select Players and/or is a true Recreational Team.

If 3 Divisions:

AAA = 3 or more Select Players and/or if you feel your team is full of very good soccer players and/or athletes.

AA = Less than 3 Select Players and/or has some skill, but not at Select Level.

A = True Recreational Team and/or Beginners at the sport.

4. The 7/8th grade level will use a size 5 soccer ball. The 5/6 grade level will use a size 4 soccer ball.
5. Soccer Goalies must have a different color jersey than their teammates.
Numbers are NOT required on the uniforms.
Socks must cover the entire shin guards. Shin guards are required.
6. Substitutions: You may sub a player on the following:
A. Any Goal Kick, B. Your own Throw-In, C. Your opponents Throw-In if they make a substitution, D. Any Kick-Off following a Goal, E. Your own Corner Kick, F. Your opponents Corner Kick if they make a substitution,
G. You can substitute for a player that receives a caution (yellow card).
7. Teams should line up to shake hands after the game.
8. Direct kicks will be signaled with a hand pointing to the attacking team’s goal.
Indirect kicks will be signaled with a hand pointing in the air
9. All other rules follow FIFA Laws of the game as modified for this age group through local practice.

OFFICIALS – Notes from John Lohr

Numbers on uniforms are not required. In the event of a caution or send off record the players name and report to the team and to John Lohr and the League

It would be helpful to contact the home school in advance of the game (day of or day before) to confirm you will be there for the game.

Example: Hello Coach. I have been assigned to referee soccer games at your field on Thursday, April 2. My schedule shows two games starting at 4:15 and 5:15. Please contact me and the league Assignor if you have different schedule information, or in the event of rainout. Sincerely, John Lohr, mobile/text 512 784-8477, jllohr@yahoo.com

If you are running late please contact the school, John Lohr, or Pete Adams.

Regular Season Tie Breaker

During regular season games, we break a tie score with each team alternating 5 PK's. If the game is still tied at the end of 5PK's, it will remain a tie. Your kickers must be 2 boys and 2 girls and the last player can be either boy or girl.

During the end of season tournament, there will be 2 five minute overtimes, switch sides after the first OT. You will play all 10 minutes regardless of a score on goal. At the end of the 10 minute OT, if the game is tied, you will go to PK's. You will alternate PK's with the same coed format. If it is still a tie at the end of the 5 PK's, you will alternate PK's one for one until there is a winner. After the first 5 Pk's, any player boy or girl can be selected to shoot in the additional PK's, but it cannot be a shooter from the original 5 until you have run out of players.

Tournament Tie Breaker

In the event of a tie, we would play two - 5 minute periods to full time. In other words, after the regulation game ends in a tie, we would go 10 more minutes. If still tied we would then go to Kicks from the Mark (penalty Kicks). There would be no "golden goal" ending. The full 10 minutes would be played.

If the game went to Kicks any player on the roster would be available to take a kick. There would be an initial round of 5 kicks with each team alternating. If still tied there would be single kicks alternating until there was a winner. No player could take a second kick until at least 10 had kicked. That is shooter number 2 could not shoot again until the 11th slot. The order could be scrambled after the first 10 kicks*.

This Method follows FIFA closely and also tries to settle the game with a goal during play and not a shootout.

*1st 5 kicks alternating kicks, alternating girl, boy, girl, boy is not specified. Anyone on the roster, not necessarily on the field. NO player can kick more than once, unless it goes beyond the first 10 designated kick/kickers. (Discussed and passed at AIPL Meeting on April 11, 2012)