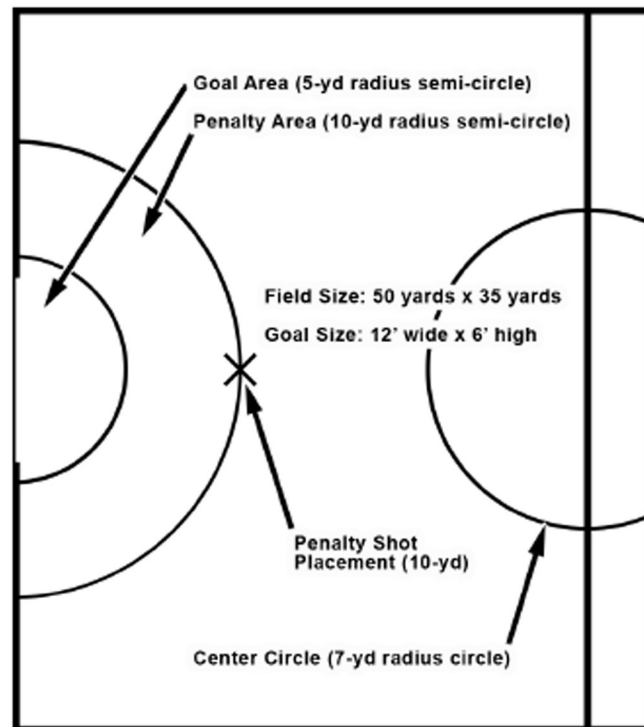


TRI-VALLEY CHRISTIAN ATHLETIC LEAGUE SOCCER RULES

These rules are for clarification or to note exceptions to CIF rules. CIF rules apply to any situation not included here.



- The dimensions of the field and equipment, and length of game:
Size 5 ball for junior high. Size 4 for elementary.
Games will consist of 20 minutes halves, with a 5-minute half-time. *See # 13 for overtime / PKs.*
- Each team has a maximum of five players. A team must have five players to begin the game. Teams without five players to begin the game will forfeit. After beginning with five players, a team can continue to play with fewer than five players.
- Players on a team must have matching uniforms, except for the goalkeeper, which must have a contrasting jersey.
- All players are required to wear shin guards.** Players not wearing shin guards may not participate. **No exceptions!**
- Unlimited substitutions are permitted. They will take place only with stoppage of play, similar to CIF rules. Substitutions will occur near the midfield line. Either team may substitute during stoppages.
- With limited exceptions (see #8), only the goalkeeper is allowed in the goal area. With limited exceptions (see #8), if a defender enters the area, it will result in a penalty kick. The goalkeeper may handle the ball anywhere within the penalty area.
- With limited exceptions (see #8), if an offensive player enters the goal area, a goal kick is the result.
- A goal area infraction by a field player must involve active play and encroachment into the goal area, which, in the judgment of the referee, leads to an advantage gained by that encroachment. A field player may enter the goal area to take a goal kick, but may not remain within the goal area to defend.
- There are no "offside" infractions.**
- Restarts must be taken from the location nearest the infraction, but a minimum of 5 yards outside the penalty area.
- All kicks are considered "direct kicks," which can result in an unassisted score.
- Corner kicks and goal kicks are according to CIF rules. However, all kicks are considered "direct kicks."
- If the game is tied at the end of regulation time, a 5-minute overtime period is played.** If the tie remains after this overtime period, penalty shots will be taken to break the tie. It is not necessary for a player to be in the game at the end of overtime. For the first round, five players from each team will be selected. If the match remains tied after five penalty shots for each team, penalty shots continue one at a time until the tie is broken.
- Headers are prohibited in all divisions.** Any deliberate (at referee's discretion) infraction will result in a direct free kick from the spot of the header, unless in the penalty area, in which case the opposing team receives the direct free kick from the top of the penalty area nearest the header.
- Jewelry may not be worn. It is **not** acceptable to place tape over jewelry. **Players wearing any jewelry (covered or not) may not participate. No exceptions!**