

# FOOTBALL (SOCCER)

## 2010 GENERAL RULES

The Official Special Olympics Sports Rules shall govern all Special Olympics football (soccer) competitions. As an international sports program, Special Olympics has developed 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 Special Olympics Sports Rules. In such cases, the Official Special Olympics Sports Rules shall apply. Website: [www.fifa.com](http://www.fifa.com)

### OFFICIAL EVENTS OFFERED:

1. Five-A-Side Soccer

**NOTE:** Teams must play a minimum of two (documented) games against other Special Olympics teams prior to registration for district competition (unified teams must play unified teams). The team roster must remain the same for the two qualifying games, district competition and State competition. Teams that modify their rosters will forfeit all games. Qualifying games must be played against other teams with an Intent to Play form on file. **One game must be played against a team from another agency.**

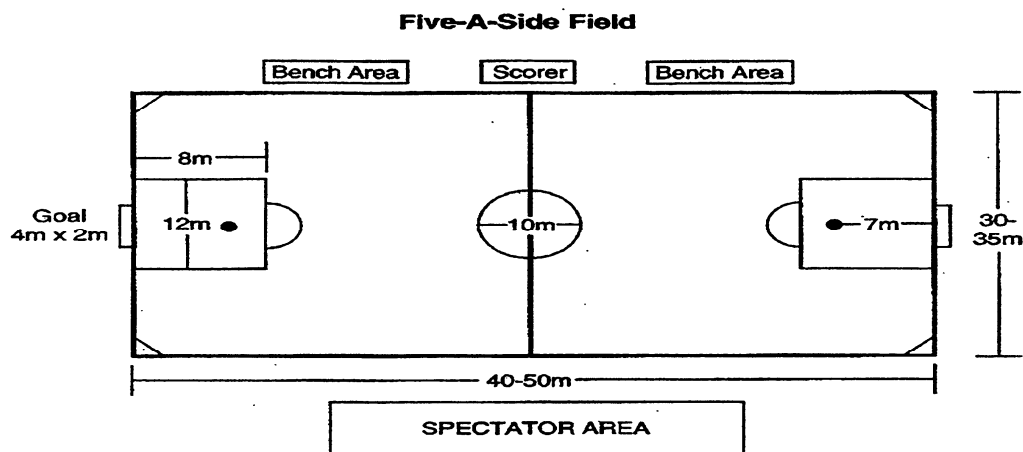
### SECTION A – RULES FOR COMPETITION

1. Team Competition
  - a. Divisioning
    - 1) Teams will be divisioned according to a "Team Score" compiled in the Football Team Skills Assessment Test (FSAT) prior to both district and state competitions, coaches' input and scores of at least two games played versus other Special Olympics teams. (See FSAT procedures in this section.)
    - 2) Coaches must submit their team's FSAT "Team Score" with registration for district and State competition. The team score is determined by adding the top seven players' scores and then dividing that total by seven.
    - 3) Teams are initially grouped in divisions according to coaches' input, their FSAT "Team Scores" and scores of at least two games played versus other Special Olympics teams. If less than seven players are on a team, the team score must be divided by the number of players on the team with a minimum of five players.
    - 4) The head coach must identify his/her seven best players in terms of their on-field playing ability by placing a star next to their names on the roster.
2. Modifications
  - a. The playing time of the game shall be 30 minutes. There shall be two equal halves of 15 minutes each with a five-minute interval between halves. Teams must be ready to field a legal team within 10 minutes of the official declaring the game started or the game will be forfeited.
  - b. Off-sides will not be called.
  - c. In tournament play, when overtime is needed, a five-minute sudden death period shall be played (first goal scored wins). No more than two five-minute overtime periods shall be played. If the score remains tied after the second sudden death overtime period, penalty kicks will determine the winner.
    - 1) Five players are selected from each team. (Can be any player that is either on the field or on the bench when play ended.)

- 2) Each player takes a penalty kick, alternating teams with each shot.
  - 3) The highest score after five penalty kicks is declared the winner.
  - 4) If the game is still tied after five penalty kicks, the penalty kicks continue on a "sudden death" basis using the remainder of the team's players (including the goalkeepers) until a winner is decided and one team has scored a goal more than the other from the same number of kicks.
  - 5) The game is recorded as a victory by one point over the team defeated.
3. Team and Players
- a. The game is played between two teams 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. A team must have five players to start a game.
  - b. The maximum squad size is 10 players. A maximum of three coaches will be allowed on the bench during games.
  - c. Substitutions are unlimited in number (players may return to the field after being substituted). Substitutions can be made anytime the ball is out of bounds, between periods, after a goal is scored, or during a time-out 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.
4. Start of Play
- a. A ball must be kicked at least one full revolution forward from the center-spot before being touched by another player. A score can occur from the initial kick-off. The ball is not required to touch a player to be counted.
5. Ball in and Out of Play
- a. Ball over the side-line results in kick-in
  - b. Ball over the end-line results in a goal-clearance or a corner kick
  - c. Ball completely over the line is considered out-of-play
6. Goal Clearance
- a. 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 half-way line (i.e. the ball must touch the ground or another player before crossing the half-way line). The ball shall be deemed in play as soon as it passes outside the penalty area.
  - b. The above rules of goal clearance also apply when a goalkeeper gains possession, with his hands, of a ball that is still in play.
  - c. Infringement penalties
    - 1) 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 half-way line.
    - 2) From the goalkeeper's throw, if the ball is touched by an opposing player inside the penalty area, the throw shall be retaken.
7. Method of Scoring: the whole ball must have completely crossed the line inside the goal to count as a goal.

8. Officials shall have full authority to interpret rules. For further questions, the tournament rules committee shall be consulted.
9. Officials shall have the power to make all decisions on any points not specifically covered in the rules.
10. Fouls and Misconducts: there is no off-side tripping, pushing, handball or charging result in a direct free-kick. Obstruction or dangerous play results in an indirect.
  - a. If a player is expelled from the game (receives two yellow cards or a red card), this player may not re-enter the game or play the following game. His team must play a player down for two minutes unless a goal is scored before the two minutes have elapsed. In this case the following shall apply:
    - 1) If there are five players against four players and the team with the larger number scores a goal, the team with four players may be completed.
    - 2) If both teams are playing with four players and a goal is scored, both teams may be completed.
    - 3) If there are five players playing against three or four and the team with the larger number scores a goal, the team with three players may be increased by one more player only.
    - 4) If both teams are playing with three players and a goal is scored, both teams may add one more player.
    - 5) If the team scoring the goal is the one with fewer players, the game shall continue without changing the number of players.
      - a) Keeping check of the two minutes shall be the task of the timer or fourth official.
      - b) The player who enters the game as a substitute after two minutes may only do so with the consent of the referee and when the ball is out of bounds.
    - 6) Restart exception:
      - a) Any free-kick that is awarded to the defending team inside their own penalty area will be restarted with a throw from the goalkeeper.
    - 7) Free-kick
      - a) Opposing players must retire at least 5m from the ball for all free-kicks.
    - 8) Penalty
      - a) Penalty is taken from the 7m line. 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.
    - 9) Kick-In (Equivalent to the throw-in)
      - a) When the whole ball passes over a side-line, it shall be kicked back into the game, from the place where it crossed the line (on the side-line) by a player from the opposing team to that of the player who last touched it. The ball must be stationary before being kicked. 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 kicker until it has been touched by another player. The players from the opposing team must retire at least 5m from the spot where the kick is being taken.
        - b) A goal cannot be scored directly from a kick-in.
        - c) A goalkeeper may not pick up a ball passed back to him from a kick-in.

- 10) Infringement penalties
  - a) 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.
- 11) Corner-Kick is awarded to the attacking team when a player from the defending team kicks the ball over his/her own end-line.
  - a) Opposing players must retire at least 5m from the ball.
- 12) Coaching from the bench area:
  - a) A team bench area will be provided for each team within each area.
  - b) Each bench area will be defined by a marked off rectangle, 15m in length, located on the sideline at least 5m away from the sideline and within 10m of the halfway line.
  - c) Substitute players and coaches are expected to remain seated within the bench area at all times except when making a substitution.
  - d) Coaches are expected to restrict their coaching to simple verbal encouragement. A maximum of three coaches will be allowed on the bench during games.
  - e) Coaches must remain within the bench area while coaching.



## SECTION B – FACILITIES AND EQUIPMENT

1. Field Dimensions
  - a. The size of a five-a-side field is 50m X 35m.
  - b. Both goals shall be of equal size. The area of the goals shall range in size from 1.5m (5') by 3m (9.8') to 2m (6'7") by 4m (13'2")..
2. Equipment - A number five size soccer ball is to be used for SOWI competitions.
3. Players with illegal uniforms will not be allowed to play. Players with non-matching uniforms will be penalized accordingly. Legality of a uniform may be determined by the referee or by the event coordinator.
4. Proper uniforms and uniform numbering will be enforced! Individuals who do not adhere to uniform regulations will not be allowed to enter a game. Uniform tops must have a number on the back a

minimum of six inches high – a front number of a minimum of four inches high is optional but numbers are to be in direct contrast to the color of the top. No taped on numbers will be allowed. If there are duplicate numbers, then one player will not be allowed to participate until the issue is rectified. Legal numbers are 1 – 99 with the goalie always number one. An individual may wear leg tights, leotards or sweat pants but they must be the same color of the team's uniform shorts. Athletes wearing improper uniforms will not be allowed to participate.

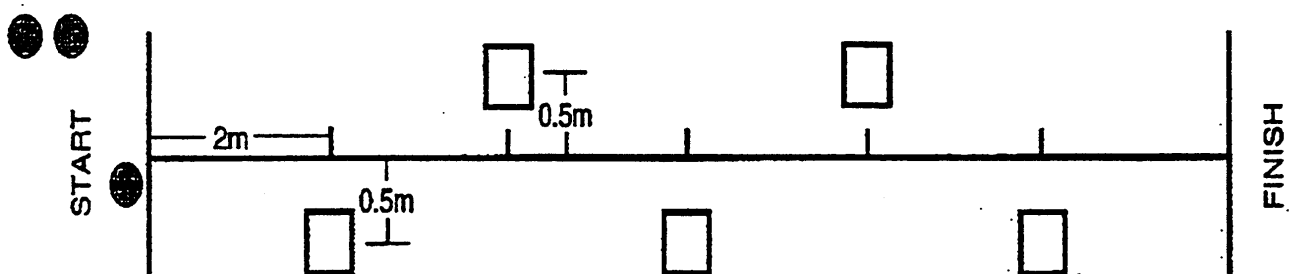
5. The basic compulsory equipment of a player shall consist of a jersey or shirt, shorts, stockings, shin-guards and footwear which consists of tennis shoes or soccer shoes with rubber cleats. A player shall not wear anything which is dangerous to another player. Undershirts, if worn, must match the sleeve color of the uniform. Under shorts, if worn, must match the shorts color of the uniform.
6. Shin-guards, which must be covered entirely by the stockings, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection.
7. The goalkeeper shall wear colors which distinguish him from the other players and from the referee.
8. Only soccer shoes or tennis shoes are allowed for competition. (For reference, a soccer shoe does not have a toe cleat and has a more limited number of cleats on the bottom.) Baseball or football shoes/cleats are not allowed and a player will not be allowed to participate with these shoes.

**PUNISHMENT – Equipment Infractions**

For any infringement of this law, the player at fault will not be allowed on the field or shall be sent off the field to adjust his equipment and he shall not return without first reporting to the referee, who shall satisfy himself that the player's equipment is in order. The player shall only re-enter the game at a moment when the ball has ceased to be in play.

**SECTION C – FOOTBALL TEAM SKILLS ASSESSMENT TEST (FSAT)**

1. Individual player scores from each of the following skills assessment tests must be entered on the registration roster by all teams entering Special Olympics Wisconsin football (soccer) district and State competition.
2. These tests are designed to help determine a preliminary idea as to the ability level of the teams entered in the tournament. These tests are critical to the success of SOWI tournaments and are to be used as an enhancement to, not a replacement for, the minimum requirement of two games played before district competitions.
  - a. Football (Soccer) Team Skills Assessment Test – Dribbling

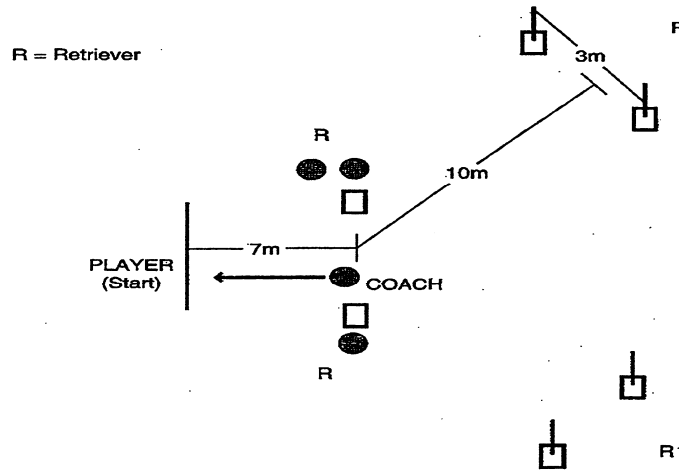


- 1) Set-up: 12m dribbling slalom: five cones (minimum 18" high), 2m apart, staggered 0.5m from central line, and three to five balls at the start line.
- 2) Test: (Time: one-minute) Player dribbles through slalom as quickly as possible, rounding all cones. Player leaves ball over the finish line (ball must be stopped) and

sprints back to the start. If there is time remaining, player starts with second ball and repeats. Player continues to repeat until one minute has elapsed to signify the end of the test. A whistle will be blown when one minute has elapsed to signify the end of the test.

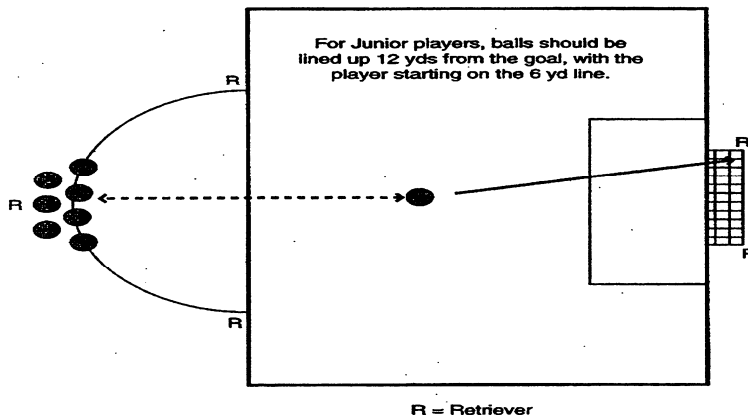
- 3) Scoring: Player scores five points for each cone passed (to the outside) (i.e. 25 points per successful run). Cones that are knocked down do not count.

b. Football (Soccer) Team Skills Assessment Test – Control and Pass



- 1) Set Up: Two cones to form a "passing gate" 5m wide, 7m from the starting line, two passing "target gates" (cones and 1m flags if possible) as shown, and four to eight soccer balls. (If balls are in short supply, use four balls but have an efficient retrieval system for returning the balls to the coach.)
- 2) Test: (Time: one minute) Coach rolls the ball at a moderate pace to the waiting player. The player may wait on the line or move towards the ball once it has been rolled. Player controls the ball and dribbles through the passing gate. Coach alternately calls and physically indicates "left" or "right" to designate target. Ball 1: Right / Ball 2: Left / Ball 3: Right, etc. Players can dribble as close as they like before passing the ball through the target. The coach will roll the next ball as soon as the player returns to the starting line. At one minute, a whistle will be blown to signify the end of the test.
- 3) Scoring: Player scores 10 points for each successful pass through a target gate. A ball that hits the cone and goes through will count.

c. Football (Soccer) Team Skills Assessment Test – Shooting



- 1) Set Up: Penalty area and full-size goal, with nets, on a regulation field, four to eight balls at the top of the penalty arc. (If balls are in short supply, the test can be run with four to five balls with a good retrieval and return system.)
- 2) Test: Player starts at the penalty spot, runs to the first ball, dribbles into the penalty area and shoots, attempting to shoot the ball in the air into the goal. Players can shoot from whatever distance they choose once they are inside the penalty area. As soon as the player has shot, he/she returns and repeats with another ball. A whistle will be blown after one minute to signify the end of the test.
- 3) Scoring: Player scores 10 points for each shot traveling from foot to goal in the air and five points for each shot that touches the ground before entering the goal.

**FINAL FSAT SCORING**: Total the final score for each of the three FSAT skill tests for each player. This score should then be entered on the roster entry form for district and State competition.

***FOOTBALL (SOCCER) SKILLS ASSESSMENT (FSAT) SCORE SHEET***

NAME		DRIBBLING	CONTROL & PASS	SHOOTING	FINAL TOTAL
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

Sum of the top seven athletes' total scores: \_\_\_\_\_ divided by 7 = \_\_\_\_\_ (Team Score)

**NOTE:** These scores must be transferred to the district and State registration rosters.

## THE COACH WILL.....

1. Appoint someone to keep this book.
2. Instruct the person on the exact procedure desired.
3. Have the "statistician" (book keeper) practice the procedures for the pre-season scrimmage.
4. Review this book with the statistician to finalize the procedure and give importance to the process.

## HOW TO SCORE A GAME

### 1. BEFORE THE GAME

- a. Fill in all information at the top left score sheet such as date, weather, field conditions, referee names and other important data.
- b. Fill in team name, players' names, positions and numbers.

### 2. FIELD DIAGRAMS

- a. Shots on the goal are recorded in the field diagram. The numbers represent the uniform numbers of those players who shot at the goal and their location when the shot was taken. If a shot is scored, simply circle it. Notes may accompany the scored sheets on field diagram.

### 3. NUMBERED BOXES

Shots on Goal, Keeper Saves, Corner Kicks, Direct and Indirect Kicks

- a. Circle each consecutive number as it occurs. At half time, put a slash "/" to separate first and second halves.

### 4. PLAYER'S CHART

- a. Shots, assists, steals, fouls and off-sides are designated by a vertical "tick" (||) mark in the box. The vertical shaded area in each column separates the first and second halves.

### 5. SCORING RECORD

- a. Fill in the scoring record completely as the game is played.

### 6. SCORE

- a. List the score after each period played. Don't forget an overtime score.

### 7. GAME SUMMARY

- a. Should be dictated by coach

### 8. END OF GAME

- a. Total amounts should be recorded in numbered boxes and players' chart.
- b. "Game-by-Game Statistics for Each Player" – Record each player's statistics in back of book from data obtained after each game on player's chart
- c. "End-of-Season, Team Summary" -- Record data in back of book obtained from totals of each game played. Final comparison is quickly viewed by coach.

**Book Goalie** STADIUM FIELD  
 Date: 10/1/87  
 Time: 4 PM  
 Referee: JOE LEVITS  
 Team: MIKE JONES  
 Opponent: BOB DRAGO

**Game Summary**  
 BUS RIDE SEEMED TO AFFECT FAST HALF, BETTER PASSING SECOND HALF. MORE PATIENCE IN POSSESSION BY SMITH TOWN DECIDED MATCH - QUALITY SHOTS FROM CONTROLLED BULLS UP.

**Game Summary**  
 THIS WAS AN EXCELLENT GAME WHICH GREAT KEEPER BUT SAVED BY LEFT HAND BACK.  
 LOST CHANCES FROM OVERLAPPING IN BOX.  
 MOST SHOTS WERE ON GOAL ACCURATELY PARSED.

**SMITH TOWN**

Pos	Player	Goals	Assists
G	RODAIGUES, RAY	4	1
FW	VARBOUGH, BILL	22	1
ST	LAPONT, FRANCIS	7	1
LF	BOWERS, HENRY	17	1
RF	PEALE, RON	16	1
CH	CAROFALO, PETER	6	0
RH	CANNON, JOE	25	1
LH	DONOVAN, ERIC	8	1
LW	WILLIAMS, DAVID	12	1
RW	WHITE, CHRIS	5	0
SF	ROSE, PHIL	11	1

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FW	GOLDSTEIN, SAM	5	1
ST	CHOTOUPOLOS, NICK	10	-
LF	O'LEARY, TOM	9	-
RF	PULSKIL, FRANK	12	-
CH	SCHMIDT, ROB	22	1
RH	JONES, JAMES	25	1
LH	GLACK, RAY	6	1
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RF	PULSKIL, FRANK	12	-
CH	SCHMIDT, ROB	22	1
RH	JONES, JAMES	25	1
LH	GLACK, RAY	6	1
LW	LANBOW, BETH	1	0
RW	BROWN, RON	23	1
SF	SANTANA, FELIX	2	1

