

## VJHSAL Soccer Rules

Molded shoes or screw-on cleats and shin guards are REQUIRED.

1. NO JEWELRY may be worn or hard hair clips.
2. Goalkeeper must wear a different color shirt.
3. Choice of kickoff, end of field, deferment will be decided by the coin toss.
4. Regular season points:  
Win= 3points  
Tie= 1 point
5. Goalkeeper has a 6 second limit to get rid of the ball once in possession.
6. Home school is responsible for:
  - Furnishing 2 officials for each game.
  - Have an extra ball at each goal (leather recommended).
  - Have nets on your goals.
7. Home school MUST notify traveling team by 12 PM noon, if the game is postponed for inclement weather. Make every effort to contact the coach also.
8. Substitutions may be made for injury.
9. Ball may not be intentionally kicked back to the goalkeeper and picked up by him or her. This includes a ball kicked back or a throw-in. An indirect kick is awarded.
10. YELLOW CARDS: Player(s) will sit out, at least, until next substitution. If a player earns 4 yellow cards during the course of the season, he/she is suspended from the next regular season game or the playoff game. Coaches or athletic directors are responsible for reporting yellow card to the soccer coordinator after every game. The yellow card tally resets to zero after a player earns his/her 4th card.
11. RED CARD: Player is removed from the game (the team will play down one player). The player is also suspended from the next regular season game or the playoff game. If a coach receives a red card he/she must leave the field.
12. Unlimited substitutions during any game. Both teams may substitute after any goal, on any goal kick and between periods.  
The team in possession of the ball may substitute on a throw- in or corner kick. The team not in possession of the ball may substitute on a throw-in or corner kick if the team in possession of the ball substitutes.
13. Teams stand on the same sideline. Spectators opposite sideline from the teams.
14. High School Federation Guide adopted for league play modifications.
  - Players MUST have numbered jerseys (tape O.K.)
  - Every player on a team must have the same color jersey.
  - Every player on a team must have the same color socks.
  - Regulation games are 2 (30 min.) halves.
  - Halftime will be 5 min. in length.
  - No overtime for regular season games.
  - Overtime for PLAYOFFS ONLY:
    - Two 5 min. periods
    - Two 5 min. sudden deaths (first score wins)
    - Five-player shootout
    - NO PENALTY KICKS for Championship
    - (Co-Champions awarded)

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15. No Blowouts.

- If a team is ahead by 4 goals, they play with 10 players
- If a team is ahead by 5 goals, they play with 9 players
- If a team is ahead by 6 or more goals, they play with 8 players

*If the team that is down 4 or more goals scores a goal, the team that was scored on can add player(s) back, per the above language*

RULE # 15 CONTINUES ON NEXT PAGE

If the leading team scores to make the differential 7 goals, said team will lose a point in the standings (i.e.: 2 points for the victory). If the differential reaches 8 goals, another point will be deducted (i.e.: 1 point for the victory). A 9 goal, or more, differential in any soccer match will yield "zero" points for the victorious team.

In the spirit of the game and the promotion of proper sportsmanship, all "own goals" at **any point** in the game will **not** be added into the goal differential point deduction rules, the removal of players policy shall be enforced. Further, once a point deduction occurs due to a 7, or more, goal differential-it is **permanent**. In effect, any goals scored by the eventual losing team thereafter, thus closing the goal differential gap, will not yield a point, or points, in the standings back to the winning team.

Within the context of this rule, no game shall be terminated early for "mercy rule" purposes.