

# SOCCER

# GUYS™

## INSTRUCTIONS AND PLAYBOOK

### KICKOFF:

The ball is placed in the middle of the Center Circle. At the sound of the starting whistle, one player from the team that won the coin toss will play the ball forward across the halfway line to his teammate. They will then have started the match as the attacking team. The defending team must wait outside the Center Circle until the starting whistle blows.

### OFFENSE (A.K.A. "THE ATTACKING TEAM"):

The offense is the team that has the ball at any given time in the game. A player will move the ball up the field by kicking the ball to himself (dribbling) or by passing to another teammate. The offense should always spread the field, which means teammates play at least 6 - 10 steps from one another. This forces the defense to spread out and gives the attacking team some space to move the ball around.

### WHERE'S THE BALL?

In order to stimulate the imagination, Soccer Guys™ does not include a loose ball. If you feel that a ball will add to the excitement, we suggest that you simply borrow one from another game, use a ping-pong ball, marble, or any other round object.

### RULES:

Soccer Guys™ don't come with a set of rules. Play as you wish and make the rules as you go. If you need help creating a game, visit our website at [www.KasKeyKids.com](http://www.KasKeyKids.com) for some suggestions or to share your ideas of how to play.

### A VERY SIMPLIFIED EXPLANATION OF HOW TO PLAY REAL SOCCER:

Although there are many, many rules, real soccer is an easy game to understand. You can start playing after learning a few basic but important guidelines.

### ATTACKING STRATEGY:

There are many different attack strategies. Often, the ball is played up the wings of the field towards the opponents end of the field. From here a player will kick a long crossing pass into the middle of the field near the defending team's goal. This is a common way to create great scoring opportunities. Playing up the middle of the field is another option. If a gap opens in the defense, a player may try to kick a through ball past the defenders. A teammate will already be running forward to the spot where the ball will be heading. This is a common way to create a breakaway. On a breakaway, the ballhandler will break through the defense and only the goalie is left stop him.

### DEFENSE (A.K.A. "THE DEFENDING TEAM"):

The defending team is the team without the ball. They will try to challenge the offense (take possession of the ball) by stealing a pass or by

### THE FIELD (ALSO CALLED A PITCH):

A soccer field doesn't have an official size. For adults, 60-80 yards wide and 100-120 yards long is the normal range but children play on much smaller fields. A diagram on the other side of this sheet identifies all the areas of the soccer field. A soccer ball is "in play" until it fully crosses any of the outer lines of the field.

### NO HANDS:

No use of the hands is allowed in soccer. To move the ball it is usually kicked with the foot or deflected with the head (called a header) but can actually touch any part of the body except the arms and shoulders.

### SCORING:

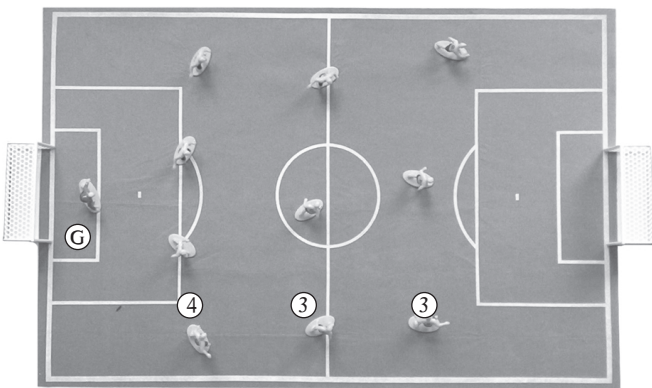
The only way to score in soccer is by putting the ball into the opponents' goal. The last pass to the scorer is called an "assist." A goal is 1 point.

Kicking the ball away from the ballhandler. To challenge a defender may use a shoulder charge (bumping the player with shoulder but no arms) or a slide tackle (sliding on the ground to kick the ball away from the opponent.) Once possession is gained the defending team will become the attacking team. If the ball is close to their own goal, however, the defense may clear it by kicking the ball as far as they can towards the opposite end of the field or out of bounds.

### DEFENDING STRATEGY:

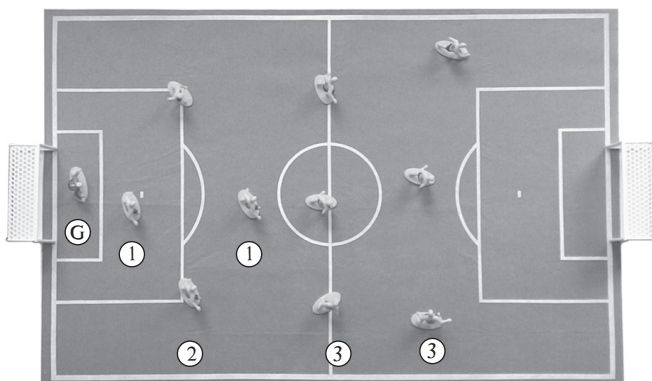
There are basically two ways to play defense: Zone Defense or Man Defense. In a Zone Defense, each defender covers a certain area of the field but in a Man Defense, each defender marks a player on the attacking team. To mark a player is to stay very close to him at all times.

## 4-3-3 FORMATION



4 fullbacks  
3 midfielders  
3 forwards

## 1-2-1-3-3 FORMATION



1 sweeper  
2 fullbacks  
1 stopper  
3 midfielders  
3 forwards

### OFF SIDES RULE:

No player may be Offside. Player is NOT Offside if he or she:

1. Is on his/her team's half of the field.
2. Is even with or behind the ballhandler.
3. Does not go past the second to last defender (this includes the goalie.)
4. Is the player with the ball.

### PLAY STOPPAGE:

The referee will stop play when:

- 1) A goal is scored - Play stops, the ball is placed in the Center Circle, and the team that was scored upon restarts the game in much the same way it began.
- 2) The ball is Kicked out play -The team that knocked the ball out gives up possession. A player on the other team will bring the ball back into play with a throw-in (if the ball went out over either sideline,) a corner Kick (if the ball went out over the opponents' end line,) or a goal Kick (if the ball went out over the team's own end line.)
- 3) A foul occurs - After a team commits a foul the opposing team will Kick either a direct free Kick (serious foul), an indirect free Kick (less serious foul,) or a penalty Kick (foul against the attacking team happens within the defending team's penalty box.)
- 4) Time expires - Referee's whistle will call an end to the first and second halves.

### CARDS:

After a rough or unsportsmanlike foul the ref may give the offending player a yellow card. After 2 yellows a player will be shown a red card. This means the player is ejected and may not be replaced.

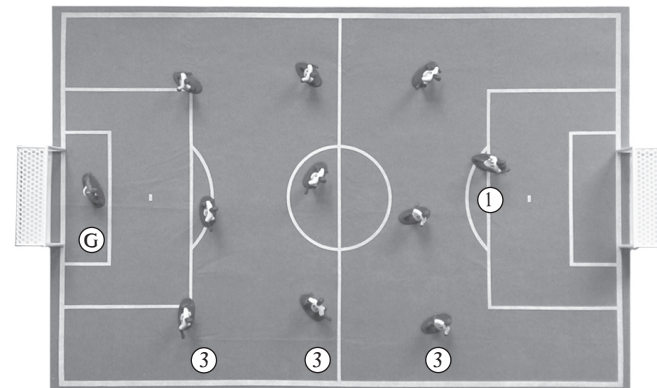
### TIME:

A Professional soccer match is 90 minutes long with two 45-minute halves. There are no timeouts.

### TEAM SIZE:

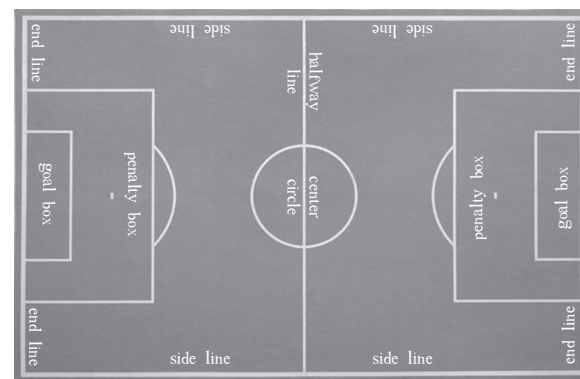
Each team fields 11 players. Fewer players are used in Kids' leagues or if the field is small.

## 4-3-3 FORMATION



3 fullbacks  
3 midfielders  
3 forwards  
1 striker

## FIELD DIAGRAM



penalty box      goalie cannot use hands outside this rectangular area

goal box      goal kicks must be placed within this 6' deep area.