

TIPS



TIPS ON SOCCER



GET YOUR KICKS WITH THE DIPS

SOCCER TERMS

Center—to pass the ball (kick it) from a wide position on the field into the penalty area.

Charge—pushing an opponent off balance legally by shoulder-to-shoulder contact.

Clear—a kick by the goalie, or throw or kick by the defender in an attempt to get the ball away from the goal area.

Corner flags—located at the four corners of the field, by the areas where corner kicks are taken.

Corner kick—a type of kick which occurs after ball crosses goal line after last being touched by a member of defending team.

Defender—a defensive player who assists the goalkeeper in protecting the goal.

Direct kick—a type of kick from which a goal can be directly scored (does not have to touch another person).

Forward—an offensive player whose job it is to score goals and create situations for scoring goals.

Give and go—a pass to a teammate followed by a return pass on the other side of your opponent.

Goals—the method of scoring in soccer in which points are scored; the team with the most goals wins.

Goalkeeper—the man assigned with guarding the goal area. He is the only player allowed to use his hands, being accorded that privilege in the penalty area.

Goal kick—a type of kick which occurs after ball crosses goal line after last being touched by member of attacking team. Usually taken by goalie.

Half-volley—kicking the ball just as it rebounds off the ground.

Hands—illegal act of intentionally touching the ball with your hands.

Heading—a method of scoring, passing and controlling the ball by making contact with the head.

Indirect kick—a type of kick in which another person must touch ball before a goal can be scored.

Linkman—another name for a midfielder.

Marking—guarding an opponent.

Midfielder—the man responsible for linking together the forwards and defenders. Is both an offensive and defensive player.

Overlap—the attacking play of a defender going down-field past his own winger.

Penalty area—the area surrounding the goal. Standard size is 54 feet by 36 feet.

Penalty spot—the point in the penalty area at which penalty kicks are taken. It is 12 yards from the goal mouth.

Pitch—another name for the field.

Referee—the man in charge of the game; calls all penalties and keeps the time.

Save—a stop of an attempted goal by the goalie.

Screen—protecting the ball by keeping your body between the ball and your opponent.

Sliding tackle—attempting to take the ball away from the opponent by sliding on the ground.

Striker—the center forward, usually the main goal scorer on the team.

Sweeper—a defender who roams in front of or behind the defender line picking up stray passes.

Tackling—attempting to take the ball away from your opponent when both you and he are playing it with your feet.

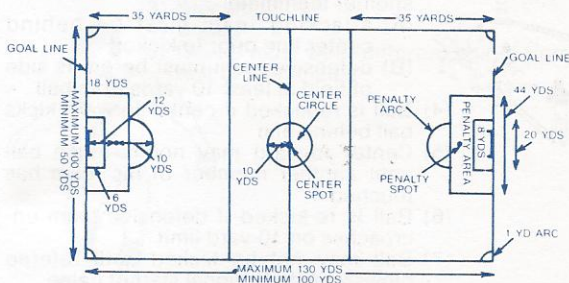
Touch line—the white out-of-bounds lines surrounding the field.

Volleying—kicking the ball while it is in the air.

Winger—another name for a forward who plays on either the right or left side.

THE RULES OF SOCCER

Rule No. 1—The Field Of Play (must conform to specifications listed in diagram below)



Rule No. 2—The ball



- (1) Pressure: 15 lbs. per square inch
- (2) Weight: Not more than 16 oz. or less than 14
- (3) Circumference: Not more than 28 inches or less than 27
- (4) Color: Standard black and white, NASL red, white and blue

Rule No. 3—The number of players

- (1) 11 players on each team
- (2) One player must be a goalie
- (3) No less than 7 players on field at one time
- (4) Substitution rules vary; NASL allows a maximum of three per game

Rule No. 4—Duration of game

- (1) Varies according to age of participants
 - (A) beginners (ages 6-9) two 20-minute halves
 - (B) intermediates (10-11) two 25-minute halves
 - (C) adolescents (12-14) two 30-minute halves
 - (D) teenagers (15-16) two 40-minute halves
 - (E) young adults (17-18) two 45-minute halves
- (2) NASL time rules
 - (A) regulation play consists of two 45-minute halves
 - (B) if game tied, two 7½-minute overtime periods played
 - (a) overtime is sudden death; first team to score wins
 - (C) if game tied after overtime, tiebreaker method used to determine winner
 - (a) penalty kick method
 - (1) shall be one-on-one situation with each team getting five trials in rotating order.
 - (2) offensive player starts at the 35 yd. line
 - (3) has 5 seconds to go one-on-one with the goalie and get a shot off
 - (4) the ball is dead once shot by the offensive player or touched by the keeper
 - (5) shot must be off in 5 seconds, doesn't necessarily have to cross goal line in expired time (as in regular game rule)
- (3) The referee is charged with keeping the official time on the field
- (4) Halftime interval varies from between 5 and 15 minutes
- (5) Time can be stopped only by the referee and started again only by the ref
 - (A) the ref may stop the game for any reason he deems necessary

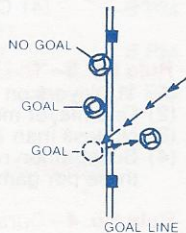
Rule No. 5—Start of Play

- (1) Captains meet referee for coin toss
- (2) Ball placed in center of field
- (3) Center forward kicks ball forward to another teammate
 - (A) attacking team must be behind center line prior to kickoff
 - (B) defensive team must be on its side of field at least 10 yards from ball
- (4) Ball is re-kicked if center forward kicks ball behind him
- (5) Center forward may not re-touch ball until another member of his team has touched it
- (6) Ball is re-kicked if defensive team encroaches on 10-yard limit
- (7) Ball may not be kicked until referee blows whistle to signal start of game
- (8) Other kickoffs occur:
 - (A) after goal is scored
 - (B) at beginning of second half
 - (C) at beginning of overtime period
- (9) Goal may never be scored on kickoff



Rule No. 6—Method of Scoring

- (1) A goal is scored when:
 - (A) the entire ball goes over the goal line between goal posts and under cross bar
- (2) It is no goal when:
 - (A) any PART of ball does not to the above requirements

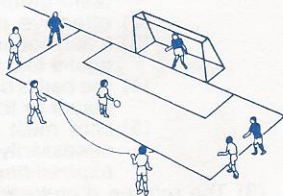


Rule No. 7—Offsides

- (1) A player is considered offsides when:
 - (A) there are less than two defensive players between him and the defender's goal line when the ball is last played by a member of the attacking team
- (2) An offsides does not occur:
 - (A) on the first play of a goal kick if the player is not outside the penalty area
 - (B) on the first play of a throw-in or a corner kick or on offensive team's side of field
- (3) Penalty indirect free kick at point of violation

Rule No. 8—Penalty Kick

- (1) Occurs when opposing team fouls defending team inside penalty area
 - (A) ball placed on penalty spot
 - (B) all players except kicker and goalie must be outside penalty area
 - (C) ball must be kicked forward at least its own circumference
 - (a) if it is kicked backwards, it must be re-kicked
 - (D) goal can be scored directly from kick
- (2) Method used by NASL to break ties



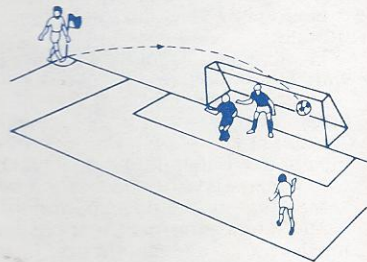
Rule No. 9—Throw-in

- (1) Occurs when ball wholly crosses the touch line
 - (A) ball is put back in play by member of opposing team
 - (B) person throwing the ball in must have both feet on ground
 - (C) ball must be thrown with both hands over head; the two hands must be used equally in throw-in, in judgment of referee
 - (D) thrower may not re-touch ball until after someone has touched it in field of play
 - (E) goal can be scored only after someone has touched ball following the throw-in; it cannot be scored directly from throw



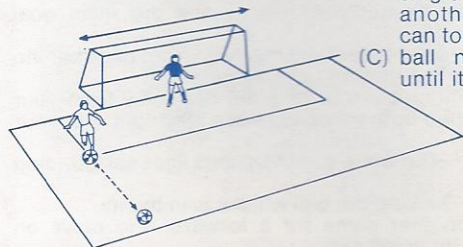
Rule No. 10—Corner-kick

- (1) Occurs when ball wholly goes over goal line and is last touched by member of defending team
- (2) Kick is taken by member of offensive team on half of field nearest to spot ball crossed goal line
- (2) Goal may be scored directly from corner-kick
- (4) Goal usually occurs after someone has touched ball



Rule No. 11—Goal-kick

- (1) Awarded to the defending team if offensive player kicks or touches ball the final time before it wholly crosses goal line
 - (A) Kick must be taken from point within the half of the goal area nearest to where the ball left the playing field
 - (B) Ball must clear penalty area in single kick before another player can touch it.
 - (C) ball not in play until it clears area

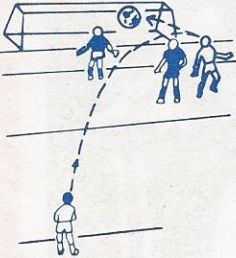


Rule No. 12—Free Kicks

- (1) There are two kinds
 - (A) Direct free kick
 - (a) a kick in which goal can be scored direct—against defending team with following exceptions:
 - (1) player plays a ball for second time before played by another player at goal kicks, throw-ins, corner kicks, penalty kicks or kick offs.
 - (2) dangerous play occurs
 - (3) obstruction occurs
 - (4) goalie carries the ball
- (5) goalie is charged except when he has both feet on ground and is holding ball
- (6) interference or offsides occurs
- (7) ball is not kicked forward at penalty kick
- (8) opponent is charged at wrong time, i.e., when ball is not in playing distance
- (9) game stopped so ref can issue caution or send player off



- (10) ungentlemanly conduct
 - (b) players must be ten yards away
 - (c) ball in play after travelling its own circumference
- (B) Indirect free kick
 - (a) a kick in which goal cannot be scored directly. It must be touched by player other than kicker before going through goal
 - (b) rules b and c above apply



Rule No. 13—Cautions

- (1) A caution is called and indirect free kick awarded anytime a player:
 - (A) displays ungentlemanly conduct
 - (B) repeatedly breaks the rules
 - (C) shows displeasure with any decision either by word or action
 - (D) enters the playing field after the game has begun or resumed without signalling the referee and receiving a go-ahead signal
- (2) Cautions are signified by the referee holding up a yellow card
- (3) Any player receiving two cautions in a game is sent off

Rule No. 14—Ejections

- (1) A player is ejected or "sent off" by a referee when:
 - (A) he continues any form of misconduct on which he has been previously cautioned
 - (B) foul language or violent action occurs

Rule No. 15—Player Equipment

Uniform consists of:

- (1) Shirt
- (2) Shorts
- (3) Stockings
- (4) Shoes
- (5) Goalie must wear different colors from rest of teammates



Rule No. 16—The Referee

- (1) One per match
- (2) Controls game and all its decisions
- (3) All decisions made by referee are final
- (4) Home team is responsible for his protection in case of trouble



Rule No. 17—The Linesmen

- (1) Two per match
- (2) Ref's assistants
- (3) Awards corner kicks, throw-ins, offsides and goal kicks
- (4) Uses either red or light yellow flags to make signals
- (5) Can be overruled by ref
- (6) Cannot call penalty



DIPS 1977 HOME SCHEDULE

Day	Date	VS	Time
Sunday	April 3rd	Las Vegas	2:30 PM
Sunday	April 10th	Toronto	2:30 PM
Sunday	April 17th	Connecticut	2:30 PM
Sunday	April 24th	Tampa Bay	2:30 PM
Sunday	May 15th	Seattle	2:30 PM
Saturday	June 4th	Fort Lauderdale	8 PM
Saturday	June 11th	St. Louis	8 PM
Wednesday	June 22nd	Chicago	8 PM
Monday	June 27th	Las Vegas	8 PM
Monday	July 4th	Rochester	8 PM
Saturday	July 9th	Los Angeles	8 PM
Saturday	July 16th	San Jose	8 PM
Saturday	July 30th	Vancouver	8 PM
Saturday	August 6th	Cosmos	8 PM

ALL GAMES PLAYED AT RFK STADIUM

**WASHINGTON'S
NUMBER 1 DRUG CHAIN
INTRODUCES
YOU TO
THE WORLD'S
NUMBER 1 SPORT ...**

PEOPLES DRUG
the prescription stores

