

Guidelines for scoring during Rockaway Valley soccer games for the spring of 2006. In an effort to keep games more competitive for all teams we have decided to try to keep the point differential to 7 during all soccer games. This means that the difference in the score should not be more than 7.

Ways to control scoring in a soccer game:

Switch player positions

- Switch offense and defense
- Have middies stay behind half
- Put strong player in goal
- Put strong players on defense
- Put strong players on the bench
- Take 1 extra player off the field

Put restrictions on passing

- Regulate number of passes before a shot (5,6,7,8etc)
- Pass to a certain player or players (someone who hasn't scored)
- Pass in triangle
- Pass the ball up the field and then bring it back
- Passes must be made at midfield, outside the 18 , on the right side of field, left side of field, in the backfield

Touches on ball

- Require each player to have certain number of touches on the ball

Shots

- Shots on the ground only
- Only player who hasn't scored can shoot
- No shots from inside 18
- Shots with non dominate foot
- Only defense can shoot
- No more shots on the goals