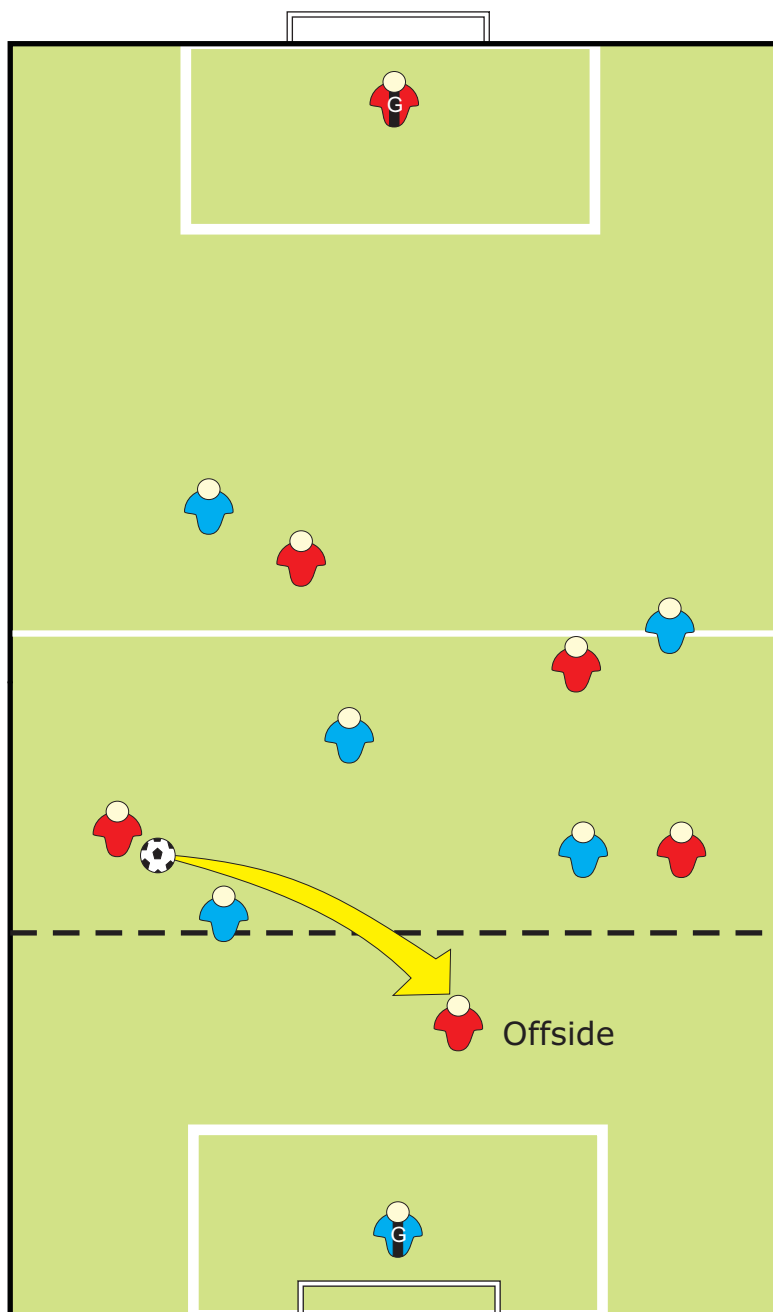


# Offsides



The red forward on the bottom of the diagram is offside as he is both in front of the second to last defender (marked by the dotted line) and was in that position before the ball was kicked.

Note: in traditional soccer with 11 players per side, there is an exception for an offensive player who is in an 'offside position' but does not end up receiving a pass or being part of the play. This does not apply to SSC leagues because there are less players on the field and it is harder to monitor offsides.

A player is in an offside position if he is in his opponents' half of the field and is nearer to his opponents' goal line than the ball, and all but one (or all) of his opponents. A player level with the second to last opponent is not in an offside position.

In order to avoid an offside, the attacking team should ensure the opposing team has at least two players (goalkeeper is included, unless he is ahead of the two last defending teammates) in front of the furthest forward player of the attacking team. If you take off past the 2nd last defender as soon as the ball is kicked (and not before), then you are not considered offside.

If the goalkeeper is ahead of the play, then the forward will have to be in line with or behind two defenders (unless the forward is in his own half).

For players that are more familiar with offside in hockey, think of the second to last defender (including the goalie) as the 'floating blueline'. The key difference from hockey is that the offensive player may cross this 'floating blueline' before the ball does as long as the ball was kicked prior to the player crossing the line.



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