

SOCCER RULES

Youth Boy's & Girl's League

Since its inception the City's soccer program has prioritized player development in all decisions. To further enhance player development, the organization has adopted the US Youth Soccer teaching philosophy with respect to small-sided soccer. This philosophy allows the game to be the teacher, by maximizing each player's touch on the ball and encourages all the players to develop their skills in all positions.

Your role as a coach: help the players develop their skills, with particular emphasis on ball control, i.e. dribbling.

Length of Games

K - 1 st	Two 20-minute halves with a 3-minute halftime
2 nd – 5 th	Two 25-minute halves with a 5-minute halftime
6 th – 8 th	Two 30-minute halves with a 5-minute halftime
--There will be no overtime periods during the season--	

Ball Size	
<u>Grade</u>	<u>Ball Size</u>
K-1 st	Size 3
2 nd -3 rd	Size 4
4 th -5 th	Size 4
6 th -8 th	Size 5

Games/Schedules

Each team will have same number of games but may not play each team the same amount of times; given the length of the season. Schedules will not be changed due to other events happening in the community. REMINDER: Games will be assigned and you MAY not play each team the exact amount of time: FOR EXAMPLE: You may play one team "three times" and another "two or one" ... please remember this is a recreation league and the only goal is to improve the players skills not placement in the league.

Laws of the Game

Terms and Definitions on page 5

- **Players MUST have equal playing time!!**
- **No official scorekeeping; coaches need to be aware of the score (see Sportsmanship)**
- Footwear must wear molded cleats or flats. Metal cleats and toe cleats (baseball, softball, or football cleats) are not allowed. If a player is wearing illegal cleats, they will be asked to change shoes.
- All players must wear commercially manufactured shin guards under their socks.
- A player shall not wear anything that is dangerous to himself or herself or another player.
- There will be **no slide tackling!** A penalty for slide tackling will be a direct kick from where the infraction occurred.
- Substitutions on all throw-ins, goal kicks, halftime, and for injured players (as referees see fit).
- The goalie must play as much time on the field as in the goal. If he/she plays the entire 1st half in goal, he/she must play the entire 2nd half on the field. Remember that if a child plays the entire game because of the goalie rule, this may cause another player to lose playing time.
- Players shall NOT play with a CAST. NO EXCEPTION.
- **NO PLAYER, COACH OR SPECTATOR MAY HARASS OR DISAGREE WITH A REFEREE.**
- If a foul is committed and to stop play would give an advantage to the offending team then the referee may continue play by calling ADVANTAGE, then take care of the situation after play.
- Goal kicks are taken anywhere within the goal box.
- Balls going out-of-bounds are put back into play via throw-in
- Throw-in are taken within one yard of where the ball completely crossed the line.
- Harassment of Goal Keeper Rule. When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play. Bottom line is opponents must step out and away for Goal Keeper to put ball in play.
- There will be the understanding that when a team is three (3) goals ahead that the team will reposition players so that the leading team's offense is unimportant. As a minimum, while at least a three (3) goal lead is maintained, the leading teams coach shall move any of his players who have scored a goal in this game into a position where he/she is unlikely to score another goal (i.e. substitute, goalkeeper, or fullback).

Kindergarten - 1st Modifications

- Game Duration: 20 minute halves with a 3 minute half time.
- 6 v. 6 with goalkeeper
- Size 3 ball
- No off-sides or penalty kicks
- Balls going out-of-bounds are throw-ins for play.
- 3-min. break at halftime.
- Coaches/Parents are in charge of officiating these games.
- Only one coach per team is allowed on field

2nd - 3rd Modifications

- Game Duration: 25 minute halves with a 5 minute halftime.
- 7 vs. 7 with goalkeeper or 8 vs. 8 if both coaches agree.
- Each team must have at least 5 players to start game.
- Size 4 ball
- Offsides rule applies with leniency as the referee sees fit
- Penalty kicks apply
- Balls going out-of-bounds are put back into play via throw-in
- Substitutions on all throw-ins, goal kicks, halftime, and for injured players (as referees see fit).
- Coaches **not** allowed on field except for extenuating circumstances (e.g. injury, etc.)
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4th - 5th Modifications

- Game Duration: 25 minute halves with a 5 minute halftime.
- 7 vs. 7 with goalkeeper or 8 vs. 8 if both coaches agree.
- Each team must have at least 5 players to start game.
- Size 4 ball for 2-3 and 4-5, Size 5 for 6-8
- Offsides rule applies
- Penalty kicks apply
- Substitutions on all throw-ins, goal kicks, halftime, and for injured players (as referees see fit).
- Coaches **not** allowed on field except for extenuating circumstances (e.g. injury, etc.)
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6th - 8th Modifications

- Game will consist of two 30-minute halves with a 5-minute halftime
- Size 5 ball will be used
- There are no referees for this age group; players need to be honest and call their own fouls.
- Offsides rule applies.
- Penalty kicks apply

Rules of Play (Pre-Game)

Before each game:

Coaches should check for shin guards; **shin guards are required of all players**. Coaches should also check for appropriate cleats (there should be no metal cleats). Cleats are not required!

Possession and sides will be swapped at halftime. A coin flip (or rock, paper, scissors) will determine home/visitor.

Players may not wear anything that could be dangerous to them or other players (rings, bracelets, earrings, jewelry, large hair clips, hats, sun glasses, etc). Before all games referees will ask players to remove these objects.

No players with casts of any kind are allowed to play. *Subject to league director review, on a case-by-case situation PRIOR to practice or play.

Rules of Play (In Game)

In every age group each child must have equal playing time. When all players are not in attendance, the extra playing time should be divided equally among the players that are present. Please keep tabs from game to game who has and who has not played extra time. Extra time should not be given as a reward for advanced ball players; instead, all players should have an equal opportunity to play.

Substitutions are only allowed when officials waive players in. This will be in dead ball situations only. When the ball is in play DO NOT send your players in from the bench. If an injury occurs play will be stopped and you may sub in during that dead ball situation, **with the acknowledgement of officials**.

Throw-in rules will apply. Ball is thrown in one yard from the point that the ball fully crossed the line. Ensure that both feet are on the ground, the ball is thrown in over the head facing the field.

Goalkeepers are used in all games. No harassment of goalkeepers is allowed. Opposing players must move away from the goalie once he/she has taken possession of the ball. The goalie has six-seconds to release the ball after gaining possession of it.

All Offside rules apply at 4-5 and 6-8. Offsides will be addressed in 2-3 grades.

Slide tackling is never permitted. All slide tackles will result in a direct free kick.

Sportsmanship

All coaches, parents, etc, share in the responsibility for the success of our league, and for maintaining our reputation of good sportsmanship, character, and class.

NO PLAYER, COACH, PARENT, OR SPECTATOR MAY HARASS OR DISAGREE WITH A REFEREE.

The kids will play and the officials will officiate. Parent's role in youth sports is to be supportive of their child's enjoyment of the game and education in a recreational atmosphere, not to be obnoxious and critical of youth officials.

Any coaches or parents displaying unsportsmanlike conduct may be asked to leave the playing area for the duration of the game.

Coaches need to be aware of the score at all times and pro-actively refrain from running it up. Scores of 9-1 and 11-2 don't make our league stronger; instead they have the opposite effect. Coaches are expected to reposition and refocus stronger/advanced players when ahead by **three goals or more**. Help strong players to develop all aspects of their game, especially passing and dribbling while watching the field.

Fouls and Misconduct

If a foul is committed and to stop play would give an advantage to the offending team the referee may continue play by calling ADVANTAGE.

Terms and Definitions

It is important that all coaches and players learn the rules of the game and associated tactics. We encourage you to do this outside of practice and games. Learning the rules will also help parents enjoy the games. Soccer, like all games, has a number of rules and buzzwords. Here are a few key terms to understand:

Ball In and Out of Play - The ball is out of play when it has completely crossed the goal line or side-line, either on the ground or in the air, or when play has been stopped by the referee. The ball is in play at all times, except as listed above, and including: If it rebounds off of a goalpost, corner flag, referee, or coach, on all throw-ins, goal kicks, corner kicks, or free kicks when the action is taken. Players may be out of bounds when kicking an in bounds ball.

Corner Kick - When the entire ball crosses over the goal-line (not in the goal), either in the air or on the ground, having last been touched by a member of the defending team it shall be kicked into play by the attacking team in the corner nearest to where the ball left the field of play. All defending players must be at least 5 yards away from the ball.

Direct Free Kick – a free kick from which a goal can be scored by kicking the ball directly into the opponents' goal.

Free Kicks- Free kicks and penalties can be difficult to understand. It is essential that all players understand the referee's signal on free kicks. An indirect free kick is signaled by a raised hand, which remains raised until the kick is taken. Players can score directly from a corner, a penalty, a kick-off or a direct free kick.

Game Duration - The duration of games depends on the age group. See page 1 for your age group. Some games, time is added at the referee's discretion to accommodate time lost through injuries.

Goal Kick - When the whole of the ball crosses over the goal line (not in the goal), either in the air or on the ground, having last been touched by a member of the attacking team it shall be kicked into play by the defending team inside the goal area.

Handball – Deliberately using the hand or lower part of the arm to change the movement and/ or direction of the ball: carrying, propelling, or striking the ball with the hands or arms. Rule of thumb – Did the hand hit the ball, or did ball hit the hand? Protecting one's self by placing hands in front of the face is not considered a handball in recreational youth soccer, so long as it does not create an advantageous situation for the team committing the act.

Indirect Kick – a free kick from which a goal can only be scored if another player (of any team) touches the ball after it has been kicked.

Offside – A player is offside when he is nearer to the opponent's goal line than the ball and the second to last player of the opposing team. A player in an offside position is only penalized if, at the moment the ball touches or is played by another team member, the player is, in the opinion of the referee involved in active play by:

1. Interfering with play
2. Interfering with an opponent
3. Gaining an advantage by being in that position

Second Touch – When a player putting the ball into play cannot touch the ball again until it has been touched or played by another player violation will result in a direct free kick for the opposing team.

Substitutions - substitutions are allowed when signaled by the referee. They can be made on all throw-ins, goal kicks, at half time, and for injured players (as the referee sees fit).

Throw-in - When the whole of the ball passes over a sideline, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must be: Facing the field of play, touching the ground with both feet (neither of which are in the field of play), and delivering the ball from behind and over the head using both hands.

NOTE: If you want more information on the soccer laws go to www.fifa.com