

**DURHAM COUNTY YOUTH SOCCER LEAGUE**  
**NJAA | OGAA | HAA**

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**SOCCER RULES**

ISSUED 8/25/2011 BY DAB – EFFECTIVE 2011 FALL SEASON

# **DURHAM COUNTY YOUTH SOCCER LEAGUE**

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## **NJAA | OGAA | HAA**

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## **I. GENERAL**

1. The Durham County Youth Soccer League is organized to provide recreational soccer for boys and girls in Durham County. The league's philosophy is to provide an opportunity for all children, regardless of ability, to participate in soccer, with each child getting to play in every game. The emphasis is on enjoyable physical exercise and positive instruction in the basic fundamentals of teamwork and good sportsmanship.
2. No gate fee is charged during the regular season.
3. Games may be canceled due to weather or field conditions. The commissioner of the association field has the responsibility to make the call.

## **II. GOVERNANCE**

1. The league is governed by a board made up of the soccer commissioners representing the athletic associations competing in the league. The board is responsible for setting the rules governing the soccer season and for resolving any problems that arise during the soccer season. NJAA, Holt, and Oak Grove (the "Board") each have one vote, and all decisions are made by majority vote of those attending a board meeting. Exception: An association must have a minimum of five (5) teams to have a vote on the board. Any other association wishing to participate in the league can only do so at the majority vote by NJAA, Holt, and Oak Grove. A quorum consists of a majority of the board. For example, if there are four associations in the league, three commissioners make a quorum for board meetings. Each association commissioner participating in the league is responsible for ensuring that its teams comply with league rules and regulations.
2. On duty field commissioners are to identify themselves to the officials before the start of the evening's games. This on duty commissioner is responsible for getting the games started, maintaining crowd control, collecting match reports at the end of the evening, and arranging for the officials to be paid.
3. All associations must exchange team colors prior to the start of games and team rosters by the end of the second week of the playing season. Team colors will be listed beside each team name in the game schedule.
4. U12, U14, and U18 coaches are to provide officials a complete team roster at the start of each game, to include the player names and jersey numbers. Any coach who fails to provide the officials a roster prior to the start of the match will receive a yellow card.
5. Coaches are responsible for obtaining pennies from the commissioner or concession stand if any color conflicts arise so team can clearly be identified on the field.
6. Playing rules for soccer games are governed by the North Carolina High School Athletic Association Rules modified to meet the needs of the league. The most recent edition of the league's rules is contained here within. The league provides each association a copy of the most current rules at the start of each season. Each association is responsible for ensuring that its teams have copies of the rules.
7. Rule changes: The commissioners of all the associations representing the board may change the rules, including those involving player eligibility and age limits, as necessary to meet the needs of the children. Rules should not be changed once actual league play starts.

## **III. CONDUCT**

1. The soccer officials are empowered to ask any player, coach, or fan to leave the field if they (the player, coach, or fan) engage in unsportsmanlike conduct. Examples of unsportsmanlike conduct are: foul language; fighting; threatening a player, coach, fan or official; excessive arguing with an official; entering the playing field while the

game is in progress without the permission of the official; or any other conduct that the official deems unsportsmanlike. Officials are to address only the coaches, not the spectators, concerning crowd behavior. It will be the coach's responsibility to warn an unruly spectator of possible ejection if improper behavior continues. Any coach, player, or spectator that has been ejected during a game must immediately leave the field and facilities.

2. Officials are in charge of the field from 15 minutes prior to the designated start of the game and continuing through the completion of the game. Officials are NOT expected to remain on the field once the game completes and all post game events are the responsibility of the respective coaches and field commissioner.
3. Any parent or spectator who enters the field before or after a game to instigate a conflict will be issued an ejection by the referees and not be allowed to attend the next game. Any spectator ejected from the sidelines during the game will also be banned from attending the next game.
4. It is the field commissioner's responsibility that anyone ejected from the field leaves the facility.
5. Problems with conduct by players, coaches, and fans are the primary responsibility of the association that these individuals represent. All cases of serious unsportsmanlike conduct will be called to the attention of the board of directors. The appropriate organization may deal with the offense in whatever manner they deem appropriate.
6. Any coach, fan, or player that threatens or assaults a referee, other player, fan, or coach will be ineligible to participate in or attend any games for the rest of the season. Failure of a team to enforce the ban on such a player, fan, or coach will result in forfeiture of all games that such a player, fan, or coach participates in or attends.
7. If a coach or player is ejected a second time during the season, that coach or player shall not coach or play the remainder of the season. The league commissioners will decide if the coach or player will be allowed to participate the next season.
8. No audible devices will be allowed by any spectator or player. The official will warn the coach of the team who the spectator is representing. Any spectator who continues to use an audible device once warned by the coach or field commissioner shall be removed from the field prior to resuming the match. If the spectator refuses to leave the field and premises, the match shall result in forfeit to the team he/she is representing.

#### **IV. GENERAL RULES**

1. Teams sit on opposite sides of the playing field. Fields have a "Home" and "Guest" side.
2. Spectators will remain behind the spectator line that extends ten feet out from the touch line and half-way to the top of each penalty box on the big field and three-fourths of the way on the small field.
3. Rescheduled games may have to be played at a site other than originally scheduled. The league will notify the soccer commissioners of each affected association of the rescheduled games. The soccer commissioner will notify the coaches.
4. Each association is responsible for games scheduled at its fields and may cancel games for whatever reason. Once a game has started, the referee may cancel the game if the referee feels that conditions are unsafe. Games MUST be stopped if lightning is in the area.
5. Each association will try to ensure that the soccer commissioner of other associations is notified of cancellations in time to notify coaches. All coaches and parents need to assume that a game will be played unless they are notified otherwise. Each association's sportsline for cancellations as follows:

NJAA	410-6522
HOLT	789-7778
OAK GROVE	324-6764
6. Soccer is played in age limited leagues. The playing age of a player is determined by the player's age on July 31<sup>st</sup>.
7. Leagues are divided by age groups; U6, U8, U10, U12, U14, and U18 . The U6 league is coed, the U18 league is coed, and all other leagues are separated by gender. Any team formed in a coed league must have a minimum of two (2) girls on the roster. If a team should have a girl drop once games have started which leaves that team with only one girl, it shall be the responsibility of the team's association to add a girl to bring the roster back to the two (2) girl requirement. No child is allowed to participate on more than one team in the same age division.
8. School and challenge league players may play in the DCYSL. Select or classic players shall be eligible to play in the DCYSL, but limited to one per team. School and or challenge league players must be equally distributed within their association.

9. Every willing child must play at least ½ of every game – including tournament games. In most leagues, every willing child should play more than this. Playing time requirements do not hold for injured players, or players who have been ejected from a game. A coach may reduce a players playing time by a maximum of 25% as a disciplinary measure. Failure to provide minimum playing time is grounds for game forfeiture.
10. Teams may add players to their roster with permission of their commissioner the first two weeks of the season. Any players added after that time will only be allowed if a team loses a player to injury, and it must be approved by a vote of all three commissioners. The “playing down of an older player in a younger age group will not be allowed. Any games played with illegal players shall be a forfeit.
11. **Referee:** The referee is in charge of the game from the time it begins until it ends. This includes the time between periods. The referee will have a copy of the rules at all games. The referee shall:
  - a. Keep the official game time.
  - b. Keep the official record of the game.
  - c. Prepare and submit match report.
  - d. Determine and signal all fouls.
  - e. Sound the whistle after fouls (except when stopping play would be advantageous to the offending team).
  - f. Stop or suspend the game for an infringement of the rules or whenever the elements, spectators, or other causes require. The referee SHALL be treated with respect by all players, coaches, and spectators.
  - g. The referee will immediately suspend play if lightning is present. If the referee feels that playing conditions are unsafe, the referee shall suspend the game.

The referee is empowered to warn coaches for un-sportsmanlike conduct including abuse of players and the referee. The referee may eject a coach or a spectator from the game. If the coach does not immediately leave the field, and the premises, the referee shall declare the game forfeit. If a spectator continues with unsportsmanlike conduct, the referee will ask the coach of the team that the spectator is supporting to remove the spectator from the field and the premises. If the coach refuses, or if the spectator refuses to leave, the referee shall declare the game forfeit and seek the assistance of the board member in charge of the field in removing the spectator.
12. **Protest.** Only protests involving player eligibility are allowed. Protests of referee calls and referee interpretations of rules are NOT allowed.
13. Team records are scored by points. A win equals three points. A tie equals one point. If two teams are tied at the end of the regular season and both teams have played the same amount of games, then the winner is determined by heads up, then game result against next ranked team, and so on.
14. No coach, spectator, or substitute player is allowed on or behind the goal line during play.

## V. SOCCER RULES

1. The ball is in bounds until the whole ball crosses the line. The ball is out of bounds if it crosses the line either on the ground or in the air. If the ball goes out of bounds in the air and curves back in bounds, it is out of bounds. When the ball crosses a side line, play is restarted by a throw in. When the ball crosses the goal line outside the goals, play is restarted by: a) A goal kick if the offensive team caused the ball to go out of bounds. B) A corner kick if the defensive team caused the ball to go out of bounds. A goal can be scored directly from a corner kick. A goal cannot be scored directly from a goal kick or a throw in.
2. **Improperly Equipped Players** - All players MUST have shin guards and stockings covering the shin guards. Team players shall have matching uniforms with numbers displayed prominently on the back. It is OK for two players to have the same number as long as the uniforms match. Each head coach shall be responsible for ensuring that each of his/her players is properly equipped. An improperly equipped player shall be instructed to leave the field of play when the ball next ceases to be in play. Players who are not wearing shin guards and stockings covering will NOT be allowed to play. Individual player’s stockings will be matching color and design. The player will receive the yellow card for improper equipment once warned.
3. **Illegally Equipped Players** - General purpose athletic shoes are fine. Rubber cleats; round, rectangle, or square are allowed for play. A child will not be allowed to play wearing metal cleats. Players should remove dangling earrings, watches, plastic/metal hair hold backs, etc. before playing. Post type earrings may be worn if covered by an adhesive bandage before entering the field of play. Casts may be worn if a doctor’s clearance is shown to the

referee and the cast is covered in bubble wrap. Players may wear head cover, but only wool or knit (no ball caps). An illegally equipped player will receive a yellow card.

4. **Length of game:** The referee will start the clock at the official game start time even if teams are not ready or not present. The only exception will be if the previous game goes over the official start time of the next game. In that case, time will start immediately after the end of the previous game. If a team has not taken the field to begin play within 15 minutes of the game start time, as indicated by the referee, the game is forfeit (Referee has the official game clock). Coaches are encouraged to have enough players to begin the game at the official start time.
5. If the score is tied at the end of regulation time, the game is scored as a tie. There are no shoot outs or overtimes.
6. A game is official if the first half, or 2 quarters, are played.
7. **Injuries:** The referee will stop play at once if he/she feels that a player is seriously injured. If the referee feels that the player's injury is minor, he/she will allow play to continue until the ball goes out of bounds or until the flow of the game has stopped. If the referee stops play due to an injury, the team possessing the ball at the time play stopped will get a free kick. If possession cannot be determined, play will restart with a drop ball at the spot where the ball was when play was stopped. Coaches should instruct players who are injured to fall to the ground and stay there. If a coach believes that a player is seriously injured, the coach should call the referee's attention to the injury. A coach should not enter the field to tend to an injured player without the referee's permission. If play is stopped due to an injured player, the injured player must leave the field of play until the next opportunity to substitute.
8. **Goals:** A goal is worth 1 point. A goal is scored when the whole ball completely crosses the goal line between the goal posts and under the cross bar. A ball on the goal line is not a goal. Goals may be scored during normal play by kicking or heading the ball into the goal or directly from a: kick off, direct free kick, penalty kick, corner kick, drop ball, goal keeper's throw, punt, or drop kick. A goal may not be scored directly from an: indirect free kick, a throw in, a goal kick, or a free kick into a team's own goal. If the goal keeper catches a shot and then carries the ball across the goal line between the goal posts, a goal is awarded.
9. **Free kicks:** Fouls are penalized by awarding a free kick. There are 2 types of free kicks: direct and indirect. A goal may be scored directly from a direct kick. A goal may not be scored directly from an indirect free kick. The ball must touch another player of either team before a goal can be awarded from an indirect free kick. No player on the penalized team may be within 10 yards of the ball when a free kick is taken. A foul by the defensive team that occurs in the team's penalty box that normally results in a direct free kick will result in a penalty kick.
10. The following fouls shall be penalized by awarding a **direct free kick**:
  - a. Kicking, striking or tripping an opponent (spitting is considered striking).
  - b. Jumping at an opponent (Note that jumping into an opponent is different from jumping into the air to play the ball)
  - c. Holding or pushing an opponent.
  - d. Touching the ball with hands or arms.
  - e. Charging into an opponent in a violent or dangerous manner, including charging from behind
  - f. All contact from behind is a foul.
  - g. Charging opponent with feet off the ground.
  - h. Kneeing an opponent.
  - i. Handling the ball by the goal keeper outside the penalty area.
  - j. Intentionally charging the goalkeeper in a violent or dangerous manner. Outside the goal box the goal keeper has no more, and no fewer, privileges than any other player. Referees will protect keepers. If a keeper has a hand on the ball, it is considered possession – offensive player cannot make contact with the keeper and all attempts to kick the ball must cease.

NOTE: A team cannot score on itself directly off of a free kick. Example, a team is awarded a direct free kick near its own goal. The player taking the kick miss hits the ball and it goes directly into his goal. This is NOT a goal for the opposing team. Restart play with a corner kick for the opposing team.

The following fouls shall be penalized by awarding an **indirect free kick**:

- a. Charging an opponent when the ball is not within playing distance of the players concerned (the charge otherwise being fair) and they are definitely NOT attempting to play the ball (A fair charge is one in which the player makes shoulder-to-shoulder contact with an opponent with the arm and elbows close to

- the body and both feet on the ground).
- b. Contact with the goal keeper in the goal box unless the goal keeper is obstructing an opponent.
  - c. Interfering with the keeper in possession of the ball.
  - d. Obstructing an opponent. Obstruction is the intentional act by a player not in possession of the ball or not attempting to play the ball.
  - e. Dangerous play. Dangerous play is play of such a nature as to be dangerous or likely to cause injury. Note the foul will be called on the player that creates the dangerous situation. Example: a player attempting a diving header into an opponent's feet is guilty of dangerous play. A player lying on the ground may play the ball unless the referee believes that the player is creating a dangerous situation.
  - f. Slide tackling will not be allowed. A free kick will be awarded to the other team for this infraction.
11. **Off-side:** An offensive player is in an off-side position when he is in front of the ball, does not have the ball, is in the offensive half of the field, and does not have 2 defenders closer to the goal when the ball is played by a teammate. If a player is even with the second to last defender, the player is on side. If the referee feels that the player in the off-side position has gained an unfair advantage or has interfered with play, a foul should be called. No foul should be called, if in the opinion of the referee, the player in the off-side position is NOT involved in the play. There is no off-side on a goal kick, a corner kick, a throw in, or a drop ball. Off-side is penalized by an indirect free kick.
12. **Substitution:** Unlimited substitution is allowed. A team may substitute on all goal kicks, kick offs and on its own corner kicks. The opposing team may also substitute on a corner kick if the kicking team substitutes. The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute, the opposing team may also substitute at that time. No substitutions are allowed on a free kick. A team can substitute for a player that is given a yellow card (and is encouraged to do so) even if such a substitution would normally not be allowed. If a team substitutes for the person given a yellow card, the other team may make 1 substitution. A player cannot enter the field until given permission by the referee.
- Changing the goal keeper: A team may substitute for the goal keeper at any time it would normally be allowed to make a substitution (the referee must be notified.) A team may make a player already in the game its goal keeper any time it is allowed to make a substitution. A team may make a field player already in the game its goal keeper on a penalty kick (the player continues as keeper after the PK). It is unsporting conduct to use substitutions as a way of delaying the game. The referee does NOT have to allow the substitution.
13. **Slide tackling.** The slide tackle is not allowed. This is to prevent injuries incurred during the use of this move. A slide tackle is where a defending player attempts to take the ball from an offensive player that has possession of the ball. It is not just the fact that a player is sliding after the ball. If a player slide tackles they will get a yellow card for each offense.
14. **Goal Keepers:**
- a. In all leagues one (1) of the players must be designated as the goal keeper. The goal keeper is the only player allowed to touch the ball with his/her hands. The goal keeper is not allowed to use his/her hands outside of the penalty box (The large rectangle around the goal).
  - b. From the moment the goalkeeper takes control of the ball with the hands while playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goal keeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area or by a player of the opposing team inside or outside of the penalty area. If the goal keeper takes more than six seconds, an indirect free kick is awarded. The goal keeper may run to the top of the box and then throw or kick the ball to put it back into play. Once the goal keeper has control of the ball in his/her hands, he/she cannot place the ball on the ground and then pick it up until it is played by a team mate outside the penalty area or touched by an opponent. An indirect free kick at the spot of the handling will be awarded.
  - c. The goal keeper may not parry a ball and then touch the ball with his/her hands. Parry means a controlled deflection of the ball using hands or arms. The idea of the rule is that once the goal keeper gains control of the ball with his/her hands, the keeper may not touch the ball again. Parrying is considered gaining control. The deflection of a hard shot is not a parry. Referees are instructed to allow considerable leeway for U10

and U12 leagues. Do not call the parry rule in the U6 and U8 league.

d. The keeper may not use his/her hands on a ball kicked to the keeper by a teammate. The keeper may use his/her hands on headers from a teammate that occur during the normal course of play. If a player attempts to circumvent the spirit of the rule, the player is guilty of ungentlemanly conduct and shall be cautioned. Violation of these rules is punished by awarding an indirect free kick at the place where the goal keeper touched the ball. Referees are instructed not to call this foul in U6, U8, and U10 leagues.

e. Emphasis on protecting the keeper. Referees will protect the goal keepers. Contact with the keeper, especially in the younger age groups, will not be allowed unless the goal keeper is obstructing. As soon as the keeper has the ball, players should move away. Note, that if the keeper initiates contact, for example by jumping into a player, any foul is on the keeper.

15. **The advantage.** The advantage is an instruction by the referee and not a rule. Its purpose is to ensure that the team committing a foul does not gain from the foul. The advantage instruction does NOT mean that a foul is too minor to warrant stopping play. When the referee observes a foul and chooses to award the advantage, he/she should indicate that the foul was observed by signaling "play on." Referees are encouraged to delay the whistle slightly to see if the advantage should be awarded. Note that the signal of "play on" means that the referee observed that a foul was committed and decided to award the advantage. (Too many players and referees are of the opinion that "play on" means no foul was committed, or that the foul was too minor to call.) Many of the fouls committed that result in the advantage being awarded remove skill from the game. The referee should deal with continual fouling that results in the advantage being awarded by issuing a caution for repeated infringement of the rules. (Of course the referee should deal with repeated fouling that results in free kicks in the same manner.) A player may be given a card as a result of a foul committed when the advantage was awarded. Once the referee awards the advantage, he/she cannot change his/her mind if the advantage does not materialize.
16. **Restarting the game after injury.** If the referee stops play to tend to an injured player, the game will be restarted with a free kick at the point where the play was stopped by the team in possession at the time of the injury. The injured player must come out of the game until the next opportunity to substitute. Note if the injury is caused by a foul; play is stopped because of the foul, not the injury. If there is no foul, and possession cannot be determined, play will be started with a dropped ball. If the ball is in the hands of the keeper, the referee should instruct the keeper to put the ball in play and then stop play. If the referee feels that the injury is especially serious, play should be stopped at once (even if the keeper has the ball or if a serious scoring chance is present).
17. **Handballs.** The simple fact that the ball touches a player's hand does not mean that a handball foul was committed. If the player uses his/her hand to direct the ball after the ball hits his/her hand, then a foul should be called. A player who deliberately reaches up and knocks down a ball should be cautioned.
18. **Goal kicks.** Note that ball must come outside the penalty area before it can be played by anyone. Retake the kick if the ball is touched by another player of either team or the player taking the kick before the ball leaves the penalty area. If the player taking the kick plays the ball after it leaves the area and before it is touched by another player, award an indirect free kick to the opposing team.

## VI. CARDS AND EJECTIONS

1. A player issued a caution (yellow card) must sit out until their team's next opportunity to substitute. Two (2) yellow cards issued to a single player during the season will result in a one (1) game suspension. Player must come to the next game in uniform and sit on the bench. If player does not show then he/she must sit the next game until they have sat out a game on the bench.
2. Two yellow cards to a coach will result in a 1-game suspension.
3. A coach who is ejected (red card) will not be allowed to attend the next game.
4. A player receiving a red card that is specified to the coach as an ejection must sit out the next game. Player must come to the next game in uniform and sit on the bench. If player does not show then he/she must sit the next game until they have sat out a game on the bench. A forfeited game does NOT count towards any suspensions.
5. A player receiving a yellow and red shown together, is disqualified from the game, but will be allowed to play in the next contest. A substitute may enter the game for this ejected player. Coaches should inquire of an official when a player is red carded whether it is an ejection or disqualification.

6. A coach or player who receives a second ejection will not be allowed to coach or play for the remainder of the season. Any player or coach ejected must be reported to all commissioners.
7. There will be an automatic ejection for any serious foul or violent, overly aggressive play or conduct. Ejected coaches or players must immediately leave the facilities.
8. There are seven offences for which a player or substituted player is cautioned and shown the **yellow card** if he:
  - a. Is guilty of unsporting behavior.
  - b. Shows dissent by word or action.
  - c. Persistently infringes the Laws of the Game.
  - d. Delays the restart of play.
  - e. Fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in.
  - f. Enters or re-enters the field of play without the referee's permission.
  - g. Deliberately leaves the field of play without the referee's permission
9. There are seven offences for which a player, substitute or substituted player can be sent off and shown the **red card** if he:
  - a. Is guilty of serious foul play.
  - b. Is guilty of violent conduct.
  - c. Spits at an opponent or at any other person.
  - d. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
  - e. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
  - f. Uses offensive or insulting or abusive language and/or gestures.
  - g. Receives a second caution in the same match.
10. DCYSL ejection rules:
  - a. A player receiving a hard red card or two yellow cards during a game must sit the next game. Player must come to the next game dressed and sit on the bench. If player does not show must sit the next game until they have sat out a game on the bench. Any player receiving a red card resulting from cursing an official, or otherwise using offensive/threatening language towards anyone whether during, before, or after the match, must sit out two games. The player must come dressed out in uniform for two games before being allowed to participate in another game.
  - b. A coach receiving two yellow cards during a game will not be allowed to attend the next game
  - c. A coach or spectator ejected from a game will not be allowed to attend the next game
  - d. A coach, player, or spectator ejected from a game must immediately leave the field and facilities
11. If it is necessary to caution or eject a coach or spectator, the referee shall notify the board member in charge of the field and the soccer commissioner
12. **Game time and delay of game.** Normally the clock runs at all times except for penalty kicks, time required for a kick off, injuries, and time required to issue a card. Either coach may request a "water break" during a large field game by notifying the referee prior to the game. Both coaches have to be in agreement for the use of water breaks prior to the start of the game, and prior to requesting the water breaks to the official. Water breaks will be a maximum of 90 seconds between stop and restart of play and will be allowed no more than once per half – referee will use his/her discretion on the start of break to limit any unfair advantage. All players and coaches should cooperate to ensure that no time is lost due to substitutions, balls kicked out of bounds, etc. If a team is acting to delay the game by being slow with substitutions, the referee should tell the coach to speed up substitutions (stop the clock for this). If the coach continues to delay, issue a caution. If the coach still continues to delay, send the coach off. Note that the referee does not have to allow a substitution. If a player acts to delay the game, the player will be cautioned for ungentlemanly conduct. If the player persists, the player shall be sent off for repeated violations of the rules after being cautioned.
13. Any player that instigates a conflict before or during the post game lineup to exchange handshakes will be issued an automatic red card (ejection) for the next game.

## VII. U6 COED DIVISION REFERENCE SHEET

1. Ball size = #3
2. There shall be one official. If official does not show up, the coaches may officiate, or the coaches may agree to allow a parent to officiate the match.
3. Teams are to play five players. A team may play with only 3 players. There shall be no playing down of players should one team be unable to field five players. (i.e, 5v4 is allowed)
4. The match shall be 4 – 8 minute quarters with 2 minute breaks between quarters.
5. A team may only play a child as goalkeeper a maximum of half the game. And that player should also be required to play an additional quarter of the game at another position if already played half the game as goalie.
6. There are no direct kicks, only indirect kicks at the spot of foul. There are no penalty kicks. If a foul occurs inside the penalty box, an indirect kick will be taken from the top of the penalty circle. The ball must be touched by a player other than player taking the kick or the goal keeper before a goal can be scored.
7. A player can score a goal from a corner kick and a kick off.
8. No offsides. A coach will be warned if allowing a player to “camp out” in front of the goal in an offsides position. If coach continues to allow a player to stay in an offsides position while camping out in front of the goal after being warned, the goal will not be allowed and the coach will receive a yellow card.
9. One coach will be allowed on the playing field during the game. This coach shall not interfere in any way with the play of the game. Under no circumstances shall the coach touch a player of either team or the ball. If the coach does touch a player or the ball, or if the coach interferes with play in any manner, the coach shall be removed from the field. (The coach may stay and watch the rest of the game). A second coach may take his/her place. The field coach is not allowed in the penalty box. The field coaches should stay 10 yards away from the play. One assistant coach must remain inside the coach’s box during play. Only the players and one assistant coach are allowed in the coach’s box during the match.
10. Goal kicks are taken from the top of the penalty box. The opposing team must return to midfield until the ball is touched by a player.
11. If a player makes a foul throw-in, the referee shall tell the player how to take a throw-in and then allow the player to re-take the throw-in. After the 2nd week of the season, no second chances should be allowed. Referees must make sure that throw-ins are taken properly.
12. There is no goal keeper parry rule or pass back rule.
13. Field dimensions:
  - a. 30yds wide x 40yds long (fields may vary at each association)
  - b. Center circle = 20’ radius
  - c. Penalty box = 66’ x 21’
  - d. Goal box = none
  - e. PK mark = none
  - f. Coach box = 5’to 7’ x 40’ (3’-5’ from touchline)
  - g. Fan box = 10’ from touch line to  $\frac{3}{4}$  way to top of penalty box
  - h. Goal size = 6’ x 12’
14. There are no cards given to players.

## VIII. U8 BOYS AND GIRLS DIVISION REFERENCE SHEET

1. Ball size = #3
2. There shall be one official. If official does not show up, the coaches may officiate, or the coaches may agree to allow a parent to officiate the match.
3. Teams are to play five players. A team may play with only 3 players. There shall be no playing down of players should one team be unable to field five players. (i.e, 5v4 is allowed)
4. The match shall be 4 – 10 minute quarters with 2 minute breaks between quarters.
5. A team may only play a child as goalkeeper a maximum of half the game. And that player should also be required to play an additional quarter of the game at another position if already played half the game as goalie.
6. There are no direct kicks, only indirect kicks at the spot of foul. There are no penalty kicks. If a foul occurs inside the penalty box, an indirect kick will be taken from the top of the penalty circle. The ball must be touched by a player other than player taking the kick or the goal keeper before a goal can be scored.
7. A player can score a goal from a corner kick and a kick off.
8. No offsides. A coach will be warned if allowing a player to “camp out” in front of the goal in an offsides position. If coach continues to allow a player to stay in an offsides position while camping out in front of the goal after being warned, the goal will not be allowed and the coach will receive a yellow card.
9. Only one head coach, one assistant coach, and the players will be allowed in the coach’s box during the match
10. Goal kicks are taken from the top of the penalty box. The opposing team must return to midfield until the ball is touched by a player.
11. If a player makes a foul throw-in, the referee shall tell the player how to take a throw-in and then allow the player to re-take the throw-in. After the 2nd week of the season, no second chances should be allowed. Referees must make sure that throw-ins are taken properly.
12. There is no goal keeper parry rule or pass back rule.
13. Field dimensions:
  - a. 35yds wide x 50yds long (fields may vary at each association)
  - b. Center circle = 25’ radius
  - c. Penalty box = 81’ x 24’
  - d. Goal box = none
  - e. PK mark = none
  - f. Coach box = 5’to 7’ x 40’ (3’-5’ from touchline)
  - g. Fan box = 10’ from touch line to  $\frac{3}{4}$  way to top of penalty box
  - h. Goal size = 6’ x 12’
14. There are no cards given to players.

## IX. U10 BOYS AND GIRLS DIVISION REFERENCE SHEET

1. Ball size = #4
2. There shall be one adult official. If official does not show up, the coaches may officiate, or the coaches may agree to allow a parent to officiate the match.
3. Teams are to play six players. A team may play with only 3 players. There shall be no playing down of players should one team be unable to field six players. (i.e, 6v5 is allowed)
4. The match shall be 4 – 12 minute quarters with 2 minute breaks between quarters.
5. A team may only play a child as goalkeeper a maximum of half the game. And that player is also required to play an additional quarter of the game at another position if already played half the game as goalie.
6. Direct kicks and penalty kicks are awarded as outlined within.
7. Offsides is not strictly enforced, but the official can call the offence if a player is offsides.
8. Only one head coach, one assistant coach, and the players will be allowed in the coach's box during the match.
10. Goal kicks are taken from the top of the goalie box.
11. If a player makes a foul throw-in, no second chance throw-ins are allowed. Possession shall be given to the opposing team on a foul throw in.
12. There is the goal keeper parry rule, but there is no goal keeper pass back rule.
13. Field dimensions:
  - a. 40yds wide x 60 yds long (fields may vary at each association)
  - b. Center circle = 25' radius
  - c. Penalty box = 90' x 36'
  - d. Goal box = 42' x 12'
  - e. PK mark = 24'
  - f. Coach box = 5' to 7' x 40' (3'-5' from touchline)
  - g. Fan box = 10' from touch line to  $\frac{3}{4}$  way to top of penalty box
  - h. Goal size = 6' x 18'
14. Cards should not be given to a player unless the player has been warned multiple times with no attempt by the player to stop the action that he/she has been warned about.

## X. U12 BOYS AND GIRLS DIVISION REFERENCE SHEET

1. Ball size = #4
2. There shall be two adult officials. If one of the two officials does not show up, the match will be officiated by the one official.
3. On the field size is 8v8. If a team cannot field 8 players, they may play with the available number of players (minimum 5), but the opposing team will continue to play 8, i.e. 8v5. In no case shall a team play down to less than 8 players regardless of the other team's number of players.
4. The match shall be 2 – 25 minute halves with 5 minute breaks between halves.
5. A team may play a player as goalkeeper the entire game.
6. Direct kicks and penalty kicks are awarded as outlined within.
7. Offsides is strictly enforced.
8. Only one head coach, two assistant coaches, and the players will be allowed in the coach's box during the match.
10. Goal kicks are taken from the top of the goalie box.
12. There is the goal keeper parry rule, and there is the goal keeper pass back rule.
13. Field dimensions:
  - a. 50yds wide x 70yds long (fields may vary at each association)
  - b. Center circle = 30' radius
  - c. Penalty box = 108'x45'
  - d. Goal box = 48'x15'
  - e. PK mark = 30'
  - f. Coach box = 5'to 7' x 40' (3'-5' from touchline)
  - g. Fan box = 10' from touch line to ½ way to top of penalty box
  - h. Goal size = 6' x 18', or 7'x21'.
14. Cards are given to players.

## XI. U14 BOYS/GIRLS AND U18 COED DIVISION REFERENCE SHEET

1. Ball size = #5
2. There shall be two adult officials. If one of the two officials does not show up, the match will be officiated by the one official.
3. On the field size is 11v11 – a team will play down to a minimum of 9v9 if the opposing team cannot field the required number of players, but will not play down less than 9 if they have at least 9 available players. If a team cannot field at least 9 players, they may play with the available number of players (minimum 5), but the opposing team will continue to play 9, i.e. 9v7. The opposing team does not have to play down when the opponent has a player leave for convenience after the start of a game. However, if a player becomes sick or injured after the start of a game and must leave the game, the opposing team must play down to the same number of players. In no case shall a team play down to less than 9 players regardless of the other team's number of players.
4. The match shall be 2 – 25 minute halves with 5 minute breaks between halves.
5. A team may play a player as goalkeeper the entire game.
6. Direct kicks and penalty kicks are awarded as outlined within.
7. Offsides is strictly enforced.
8. Only one head coach, two assistant coaches, and the players will be allowed in the coach's box during the match.
10. Goal kicks are taken from the top of the goalie box.
12. There is the goal keeper parry rule, and there is the goal keeper pass back rule.
13. Field dimensions:
  - a. 50yds wide x 110 yds long (fields may vary at each association)
  - b. Center circle = 30' radius
  - c. Penalty box = 120'x54'
  - d. Goal box = 60'x18'
  - e. PK mark = 36'
  - f. Coach box = 5'to 7' x 40' (3'-5' from touchline)
  - g. Fan box = 10' from touch line to ½ way to top of penalty box
  - h. Goal size = 8'x24'
14. Cards are given to players.

## X. TOURNAMENT AND ASSOCIATION SCHEDULE

### *Fall Tournaments*

	<i>Tournament host</i>	<i>Schedule</i>	<i>Standings (fall)</i>
<i>2011</i>	<i>Oak Grove</i>	<i>Holt</i>	<i>NJAA</i>
<i>2012</i>	<i>Holt</i>	<i>NJAA</i>	<i>Oak Grove</i>
<i>2013</i>	<i>NJAA</i>	<i>Oak Grove</i>	<i>Holt</i>

### TOURNAMENT

The league sponsors an end-of-season tournament in the fall open to all regular season teams in the league. All-star teams are not allowed to participate. The purpose of the tournament is to provide additional soccer playing opportunities for the children – not to serve as a fund raiser for the host association. The dates and rules for the tournament will be set by the hosting Board. The site of the tournament rotates among the associations. If an association does not agree to host the tournament on its rotation, the next association may host the tournament. Otherwise, any association desiring to host the tournament may do so, if approved by the Board. No tournament games will be moved, other than due to weather.

The tournament is a double elimination format unless otherwise specified. Each association will host some tournament games with the semifinal and final games played at the hosting association's fields. Entry fee for the tournament will be \$50/team with \$1 being collected at the gate at each game per person for ages 18 and older. First and second place team players will receive a medallion. These are supplied and distributed by the hosting association. Each championship will have 2 officials.

There is no spring tournament.