

# GREENVILLE YMCA – YOUTH SOCCER

## SNAPSHOT OF LOCAL LEAGUE RULES FOR UNDER 14 (11 versus 11) GAMES

08/08

This is not a comprehensive definition of the rules, only a summary. All rules are to be based upon the principles of the FIFA Laws of the Game with modifications allowed for players under 16 years old.

### LAW 1 – THE FIELD:

- A. Recommended dimensions: **60 yards by 100 yards**
- B. Field Markings to include touchlines, halfway line, goal lines, and;
  - 1) Center Mark with an 10 yard radius Center Circle.
  - 2) Goal Area Box - 20 yards wide by 6 yards deep
  - 3) Penalty Area - 44 yards wide by 18 yards deep, Penalty Mark set 12 yards out from center of Goal.
  - 4) Corners marked with 3 foot radius arc and orange flags.
- C. Goals: **8 feet high by 8 yards wide** with net in good condition

### LAW 2 – THE BALL:

**Size five (5) ball**, properly inflated, in good condition (home team).

### LAW 3 – PLAYERS:

- A. Each team will have at least 6 and a maximum of 7 players (1 being the Goal Keeper) on the playing field at any one time.
- B. Each player given opportunity to play at least 50% of game.
- C. Goal Keeper must have on a different color jersey or pinnie to distinguish from team and Referees. Please do not use yellow.
- D. No player shall serve as Keeper for more than 50% of game.
- E. No substitutions allowed on any free kick. Unlimited substitutions only with permission from Referee:
  - 1) at a Throw-in for team in possession only,
  - 2) on a Goal Kick, after a score, or injury by either team,
  - 3) at the half time break by either team,
  - 4) for the player (only) being issued a yellow card.

### LAW 4 – PLAYERS EQUIPMENT:

- A. YMCA provided jerseys to be worn on top of all other clothing and must be tucked in. If the opposing team jerseys are of same color, then the home team must put on pinnies over jersey.
- B. Tennis shoes or soft cleated soccer shoes only. No toe-cleats.
- C. Proper shin-guards are mandatory, worn under the sock.
- D. Absolutely no jewelry (includes ear rings), wristwatches, or casts.

### LAW 5 – REFEREE:

- A. Scheduled by YMCA. USSF Grade 8 Referee certification desired.
- B. Enforces the Laws of the Game, keeps time and game report, stops play for foul or injury, determines if field and equipment appear safe, stops game if needed, may require Coach to leave field for improper conduct, gives advantage when warranted, determines proper restart, has final decision on play and fouls.
- C. May correct a decision if ball has not yet been put back into play.
- D. Holds pre-game meeting with Coaches and Players
- E. Stops game for excessive weather (continues if cold or light rain).
- F. Reports all misconduct to the league.

### LAW 6 – REFEREE LINESMAN:

- A. Two Assist. Referees needed, USSF Grade 9 certification desired.
- B. Uses sideline flags to indicate misconduct, substitution requests, off-side fouls, and possession when ball goes out of play for throw-ins, corner, or goal kicks. Referee may over-rule.

### LAW 7 – DURATION OF THE GAME:

- A. **Two continuous 35 minute halves** with halftime break (5 minutes).
- B. Referee to deduct time from game if start is delayed by more than 5 minutes (waiting on players, etc) to prevent delay to next game.

### LAW 8 – START OF PLAY:

- A. Visitor calls coin toss. Winner chooses goal. Other team kicks off.
- B. Game starts by player kicking ball forward from Center Mark. Opposing team must be outside center circle until ball is played.
- C. After a score, opposing team kicks off in the same manner.
- D. At half time, teams change ends and opposite team kicks-off.

### LAW 9 – BALL IN AND OUT OF PLAY:

The ball is in play at all times except for:

- 1) When ball has wholly crossed a goal line or touchline.
- 2) When play has been stopped by the Referee.

### LAW 10 – METHOD OF SCORING:

- A. Ball must wholly cross goal line between goal posts.
- B. Scores will be recorded by Referee.
- C. Charging the Keeper is not allowed if hand is in contact with the ball. Players shall not kick at Keeper while catching or on ground.

### LAW 11 – OFFSIDE:

- A. Player is in offside position if nearer to goal line than both the ball and the 'second to last defender' (includes Goal Keeper). It is not a foul to be in offside position while not involved in active play.
- B. Player is not offside; while on own side of field, level (or even) with the 'last defender', or on a throw-in, goal kick, or corner kick.
- C. Offside foul ("indirect" free kick) occurs when a player in offside position becomes active in the play, interferes with opponent, or gains an advantage on a deflection.

### LAW 12 – FOULS AND MISCONDUCT:

- A. Fouls include kicking, tripping, jumping upon, charging, hitting, or pushing an opponent. Fouls also include improper tackles, holding, spitting, handling or other dangerous or non-sportsmanlike conduct.
- B. Deliberate ball "handling" (hand or arm) for the purpose of gaining control of the ball or preventing a score (except by Keeper) is a foul. Protecting oneself from a hard kicked ball is not a foul.
- C. Referee indicates a foul by whistle and gives direction of the free kick being awarded. Fouls to be explained to the offending player.
- D. Players may be warned (yellow card) for unsporting behavior, dissent, repeatedly breaking rules, delaying restarts, not respecting required distances, and leaving/entering field without Referee permission.
- E. Referee may 'send-off' (red card) players for serious foul play, violent conduct, spitting at others, denying an obvious goal by handling (except for Keeper) or by foul, insulting or abusive language or gestures, or by receiving two cautions in same game. Player must leave the vicinity of the game.

### LAW 13 – FREE KICKS:

- A. May be "direct" or "indirect" depending on foul called.
- B. "Indirect" foul free kick means the goal can only be scored if the ball subsequently touches another player before entering goal.
- C. Opposing team must be at least 10 yards from spot of free kick.

- D. Kicking team does not have to wait on Referee signal to take a free kick, but should allow opponents to quickly clear the area.
- E. If a free kick is taken within Penalty Area by Defender, ball is not in play until it leaves Area. Opponents shall be outside of Area.

### LAW 14 – PENALTY KICK:

- A. Used if Defender commits "direct" foul within own Penalty Area.
- B. Ball is placed on Penalty Mark, players stay outside of Penalty Area and behind Penalty Mark until kick is taken, kicker is identified, and Referee confirms Keeper is ready. Keeper stays on Goal Line until ball is kicked. Referee signals to start the kick.
- C. Failure to abide by Penalty Kick procedures shall result in a re-kick (if by kicking team who subsequently scored or failure by defending team) or "indirect" foul (failure by kicking team).

### LAW 15 – THROW-INS:

- A. Used when the ball is kicked out of play across a sideline. Throw-in to be taken where indicated by the Referee.
- B. Player must have both feet in contact with the ground on or behind the touchline while making the throw. Player to use both hands to deliver the ball from behind and over the head.
- C. Defenders must be 2 yards from thrower.
- D. Improper throw-in technique results in change of possession.

### LAW 16 – GOAL KICK:

- A. Used by defending team after an attacking player kicks ball out of play across goal line. Referee to indicate by pointing at goal area.
- B. The ball is placed in the defender's goal area and kicked into play.
- C. Attackers must be outside of Penalty Area. Ball is not in play until it leaves Penalty Area.

### LAW 17 – CORNER KICK:

- A. Used by attacking team after a defending player kicks the ball out of play across goal line. Referee to indicate the corner to be used.
- B. Ball is placed on the corner arc. Corner Flag may not be moved.
- C. Defending team must be at least **10 yards** from corner arc.

### COACHES and PARENTS:

- A. No tobacco products or alcoholic beverages allowed.
- B. Coaches, parents and spectators shall respect the emphasis of the YMCA's Youth Soccer Program towards the development of all participants (players, referees, and coaches). This is a developmental, recreational league.
- C. Coaches must visibly display the YMCA issued identification badge to be on the team's sideline during games.
- D. Only Referees and players allowed on the field during play. No one should be allowed to run along sidelines during play, be behind or within 20 yards of goal lines. Coaches shall wait for Referee to stop play before coming onto the field to attend to an injured player (prevents more injuries).
- F. Parents and spectators should be on other side of field from Coaches and players and shall not yell at or disrespect the players of either team, the coaches, the referees, or other spectators. Coaches are held responsible for parents' behavior.
- G. Coaches and players shall shake hands after each game. No "score-boarding", insults, or taunting allowed.