

# Massac Youth Soccer 1<sup>st</sup>-2<sup>nd</sup> Grade Soccer Rules (Feb 2020)

Yellow highlights indicate additions/changes in the rules from the last release.

## **Law I-The Field:**

- A. Dimensions: The field of play shall be rectangular, with a targeted length around 35 yards and width shall be 25 yards.
- B. Markings:
  - a. Distinctive lines not more than (5) inches wide.
  - b. A halfway line shall be marked out across the field.
  - c. A center circle with a six (6) yard radius.
  - d. Four corner arcs each with a two (2) foot radius.
  - e. Goal area: 8 yards wide x 4 yards deep.
  - f. Penalty area: 12 yards wide x 8 yards deep.
  - g. Flag posts: None
- C. Goals: The size of goals shall be 6 x 12 feet

## **Law II-The Ball:** Size three (3)

## **Law III-Number of Players:**

- A. Maximum number of players on the field per side for MYSL recreational play will be five (5) with a minimum of four (4).

Only officially rostered players from either team are allowed to play in games. Non-rostered players to that team are not allowed to play for games, unless specially approved from the league.

### **SPECIAL PROVISIONS FOR NUMBERS ON THE FIELD:**

- \* Regular game play per side should typically be the maximum number denoted above UNLESS one coach can demonstrate lack of reserve players AND officially requests to the referee official that the game be played down to the minimum number listed. In this case then both sides are notified and will adhere to the minimum number listed above to be played for the game. If more players appear then only AT HALF-TIME and by mutual agreement by BOTH coaches can the # of players be adjusted back up, otherwise both teams will remain with the numbers determined at coin-flip. The referee official will be presence for any related discussions and will be the final decision-maker on any such issues.
- \* If at the time of the official coin flip that one team does NOT have enough players to meet the minimum number to be played then the game is officially a forfeited win to the other team. After the coin flip, the game may proceed at the coaches discretion, if one team falls below the minimum due to injury or player leaving. Any official player # adjustments after the coin flip can only be made between only the max or min numbers listed above and only by mutual agreement of both coaches at half-time with the referee present.
- \* In the case of forfeited game due to not having enough players, the game is encouraged to still be played but will however be considered as a scrimmage match with the referee official still calling the game. Players may be shared between the two teams. However no outside rostered players should participate in such game. Regardless of additional players that may possibly arrive after the coin-flip to make a full squad, the game will remain officially a forfeited win as determined at that time of the coin flip.

## **B. Substitutions:**

- a. Substitutions may only enter the field when the referee is informed and the player(s) receive such signal to enter the field.
- b. All potential substitutes must locate near the center line between team bench areas until waved in by the referee and must enter the field near this center line point.
- c. Substitutions can occur for your team prior to throw-in OR goal kick but only when in your favor.

Note: The referee has discretion to allow the other team substitutes also only if the throw-in or goal kick team has players ready to be substituted also.

d. Substitutions can occur for EITHER team between quarters OR after a goal is officially scored.

e. Substitutions can occur after an injury by EITHER team when the referee stops play

f. For substitution of goal keepers, the referee needs to be specially notified of a “keeper change” so to ensure the new keeper is of contrasting uniforms that allows the referee, in the opinion of the referee, to distinguish them from other field players.

C. Playing time: Each player SHALL play a minimum of 50% of the total playing time. This shall be primarily self-enforced and monitored by that team’s coach not by the referee. League administrators may monitor or enforce upon observation or by report/complaint. The league provides Head Coaches special latitude on adherence to the 50% playing time rule for special cases of injury, discipline, or attendance issues.

#### **Law IV-Players Equipment:**

A. Footwear: Tennis shoes or soft-cleated soccer shoes

B. Shin-guards are mandatory.

C. No Jewelry is allowed (Including necklaces, rings, bracelets, rubber bands and earrings)

D. **For safety reasons, players with hard casts are not allowed to play unless completely wrapped in bubblewrap and securely taped to the satisfaction of the referee.**

#### **Law V-The Referee:**

A. One center referee (CR) shall be assigned by the league.

B. Where applicable and at the sole discretion of the referee, rule infractions can be briefly explained and one “do-over” per player may be performed in the case of throw-ins. However “do-overs” should not be assumed and shall only be granted by decision of the referee based on the particular player and the game situation.

#### **Law VI-Assistant Referees:** None.

#### **Law VII-Duration of the Game:**

A. The game shall be divided into four (4) equal quarters of ten (10) minutes each.

B. There shall be a half-time break of five (5) minutes.

C. Quarters may be shortened in duration to accommodate weather conditions.

D. At the discretion of the referee, he/she may allow for time lost per the FIFA Laws of the Game.

E. Scores are NOT officially kept at the 1<sup>st</sup>-2<sup>nd</sup> grade level. However if in the opinion of the referee, if the game had been officially scored the referee felt that the 10-goal “mercy rule” would have come into effect then the following applies:

A 10-goal “mercy rule” is in effect if at any point the score gets to be a 10-goal differential. The game should be considered officially over. Play may continue for the duration of the regular match if at the losing coach decision wants to continue play. In the case of a “mercy-rule” games for the time remaining, players may be swapped between benches if both coaches agree however no new players outside either team’s rosters may be added for play.

#### **Law VIII-The Start of Play:**

A. Per FIFA: A coin is tossed and the team that wins the toss chooses to either:

(a) takes the kickoff -OR- (b) picks which goal it will attack in the first

B. If winner of the toss chooses (a) to take the kickoff then the loser of the toss gets to choose the goal to attack first. If winner of the toss chooses (b) to pick which goal to attack first then the loser of the toss gets kickoff.

C. In the second half of the match, the teams change ends and attack the opposite goals.

D. Opponent must be six (6) yards from the center mark while kick-off is in progress.

E. A goal may be scored directly from the kick-off.

### **Law IX-Ball in and Out of Play:**

- A. The ball is out of play when:
  - a. It has wholly crossed the goal line or touch line, whether on the ground or in the air.
  - b. Play has been stopped by the referee.
- B. **Dropped Balls per FIFA:**
  - \* Drop balls will be mostly conducted with single players only (rare usage of dual player drops)
  - \* Drop balls WITHIN the penalty area – will be awarded to & dropped to the defending team
  - \* Drop balls OUTSIDE penalty area – will be awarded to & dropped to the team that last touched the ball.
  - \* Drop balls OUTSIDE penalty area – where possession is indiscernible, the referee reserves right to conduct dual player drop ball re-starts.
- C. **RETREAT of OPPOSING TEAM TO HALF-LINE**
  - Once the goalkeeper obtains clear possession of the ball during live play OR during a goal kick, ALL opposing team players must retreat past the half-line.
  - The opposing players cannot re-enter area past the half-line until the goalkeeper releases the ball OR the goal kick occurs.
  - Team players of the goalkeeper or team conducting goal kick may position anywhere without restriction.
  - If the goalkeeper releases the ball or the goal kick occurs prior to the opposing team retreating fully past the half-line then the ball is considered live and play continues as normal.
  - If the opposing team, in the opinion of the referee, does not retreat within a reasonable time period & can be considered as an attempt to delay the game – one of the opposing team players (possibly at random) could be subject to a warning by the referee.

### **Law X-Method of Scoring:**

- A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

**Law XI-Off-Side:** Not applicable for this age-level.

### **Law XII-Fouls and Misconduct:**

- A. FIFA.
- B. No formal cautions or ejection's (no yellow or red cards) shall be typically issued to players – however coaches are subject to formal cards being issued at the discretion of the referee.
- C. For certain situations of particular rough play or serious infractions that would normally result in a yellow card issued – the referee reserves the right to require players to be substituted for & be removed from the field by the coach for a period of time. For continued serious infractions after warnings that would normally result in a red card being issued – the referee may require that the player be substituted for and no longer play within the remainder of the game.
- C. Per Illinois Youth Soccer Header Ban rules, a purposeful header by a player in the judgement of the referee shall be considered as an indirect free kick awarded to the opponent. Incidental contact of the head-ball as judged by the referee is NOT penalized.

### **Law XIII-Free Kicks:**

- A. Free kicks can be direct or indirect.
- B. The kicker cannot touch the ball a second time until it has touched another player.
- C. If a direct free kick is kicked directly into the opponents goal, a goal is awarded.
- D. If a indirect free kick is kicked into the opponent's goal, a goal kick to the opponent is awarded.
- E. Opponents must be 8 yards from the ball until it is in play.

### **Law XIV-Penalty Kicks:**

- A. FIFA

### Law XV- Throw-In:

- A. A throw-in is awarded when the whole of the ball passes over the side line.
- B. The throw-in should be taken on the side line at the nearest point from where the ball crossed the line.
- C. At the moment of delivering the ball, the thrower shall:
  - a. Face the field of play.
  - b. Has both feet on or behind the touch line.
  - c. Uses both hands.
  - d. Delivers the ball from behind and over his/her head.
- D. The thrower cannot touch the ball again until it has touched another player.

### Law XVI-Goal Kick:

- A. FIFA
- B. RETREAT of OPPOSING TEAM TO HALF-LINE
  - Once the goalkeeper obtains clear possession of the ball during live play OR during a goal kick, ALL opposing team players must retreat past the half-line.
  - The opposing players cannot re-enter area past the half-line line until the goalkeeper releases the ball OR the goal kick occurs.
  - Team players of the goalkeeper or team conducting goal kick may position anywhere without restriction.
  - If the goalkeeper releases the ball or the goal kick occurs prior to the opposing team retreating fully past the half-line then the ball is considered live and play continues as normal.
  - If the opposing team, in the opinion of the referee, does not retreat within a reasonable time period & can be considered as an attempt to delay the game – one of the opposing team players (possibly at random) could be subject to a warning by the referee.

### Law XVII-Corner Kick:

- A. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line and a goal is not scored in accordance with Law 10.
- B. The ball is placed inside the nearest corner arc.
- C. Opponents must be six (6) yards away from the ball until it is in play.
- D. The kicker cannot touch the ball a second time until it has touched another player.

### Other Rules:

- \* Official scores and standings may be kept by the league.
- \* \* **It is NOT allowed that coaches can add non-rostered players for game play.** See Law III for situations where number of players are below the typical maximum player number.
- \* All teams are subject by league officials for a spot roster check for a game.
- \* Opposing coaches and players should shake hands after each game.
- \* Spectator and team benches should be on opposite sides of the field. Areas around goals should be cleared of any spectators or coaches. "Goalie coaches" are not allowed.
- \* Slide tackles are allowed as long as the contact is not excessive, reckless, or careless in the opinion of the referee.
- \* Intentional Heading of the ball is NOT allowed at this age and will be penalized by the referee as an indirect foul (See Law XII Fouls & Misconduct).
- \* Team bench areas are only to include team players, designated league coaches, and specific volunteers (such as a single bench parent) as specified by the Head Coach. All other individuals must remain outside of these team areas.
- \* Parent/coaches, non-participating players and spectators should be there to enjoy, encourage, and support the activity of the youngsters. At anytime, the referees or the league administrators have authorization and sole decision-making ability to have any spectators, coaches, or players leave the game field premises for any conduct, actions, or language in their opinion that warrants field removal. The game will not continue until that person fully leaves the game field and is no longer in any line sight of the field of play.