

Massac Youth Soccer 3rd-4th 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 60 yards and a width shall be 40 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: 18 yards wide x 6 yards deep.
 - f. Penalty area: 26 yards wide x 10 yards deep.
 - g. Flag posts: None
- C. Goals: The size of goals shall be 6 x 18 feet

Law II-The Ball: Size four (4)

Law III-Number of Players:

- A. Maximum number of players on the field per side for MYSL recreational play will be seven (7) with a minimum of six (6). The maximum number for all-star play per side is seven (7).

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 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 halves OR after a goal by either team.

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: Two assistant referees (ARs) shall be assigned by the league.

Law VII-Duration of the Game:

A. The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.

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

C. Halves 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. A 10-goal “mercy rule” is in effect if at any point the score gets to be a 10-goal differential. The game is then officially over and the team in the lead is declared the official winner. Play may continue for the duration of the regular match if at the losing coach decision wants to continue play. However the score will no longer be kept and the official winner stands. 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.

Tournament Game Overtime Provisions

a. Upon a tie-game result at the end of regulation, TWO additional overtime periods will be played of a duration of 4 minutes each.

b. A call of team captains and a coin-flip will determine re-start of play for the first overtime period. Re-start of the 2nd overtime period will be treated as the same as a regular game for switching goals and who kickoffs.

c. Both of these overtime periods will be played in its entirety (no “golden goal”)

d. At the end of the 2nd overtime periods, whichever team has the most goals shall be determined the winner of the match.

e. If the game remains tied after the overtime periods concludes, then a special shootout shall be used to determine the winner. All players at the end of the overtime MUST not exit the field and can be the only ones eligible for the special shootout. See Addendum to Law X – Method of Scoring.

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 eight (8) 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. BUILD-UP Line: Per US Youth Soccer recommendations for this age, the institution of the build-up line accommodation is applied based on the following:
 - Once the goal keeper obtains clear possession of the ball during live play OR during a goal kick, ALL opposing team players must retreat past the BUILD-UP line.
 - The opposing players cannot re-enter area past the BUILD-UP line until the goal keeper releases the ball OR the goal kick occurs.
 - Team players of the goal keeper or team conducting goal kick may position anywhere without restriction.
 - If the goal keeper releases the ball or the goal kick occurs prior to the opposing team retreating fully past the BUILD-UP 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 yellow card by the referee.
 - Local Modifications to US Youth Soccer Recommendations: Goal keeper may be allowed to punt the ball for a live play re-start and is not considered illegal. Off-sides will apply normally & fully to half-line, not to the special BUILD-UP line.

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.

Method of Scoring (for a special shootout case in a tournament):

- a. At the conclusion of play of the overtime periods, if the teams are still in a tie then a special shootout shall determine the winner of the match.
- b. Only the active player participants at the end of the overtime period are eligible to participate in the special shootout. These players MUST not exit the field nor shall new players enter the field at the conclusion of the overtime period or during the shootout. Note: Players may for a brief time come over to their bench area but must stay on the field of play for coaching instruction after which all active players will be moved to the center circle area.
- c. The referee selects WHICH GOAL will be used.
- d. A coin-toss is conducted with team captains with the team winning the toss getting to decide which team kicks first.
- e. All rules for a PK applies with exception that once the kick is taken, no one other than the defending goalkeeper can play the ball. In other words, the player taking the kick gets one shot, no double touches.
- f. No player from the same team may take a second kick from the penalty mark until all players (including the goalkeepers) have kicked.
- g. Kicks from the penalty mark are taken by one team and then alternated to the other team.
- h. 5 pairs of players will take turns for the shootout. The team that has most goals scored for the shootout through the fifth pair is declared the winner.
- i. If after the initial fifth pair the shootout is a tie, then penalty kicks are taken one pair at a time until one team has scored a goal and the other has not. Remember no player can take another penalty kick until all players have rotated through the line-up.

Law XI-Off-Side:

- A. A player is penalized for being offside if at the moment the ball touches or is played/passed forward by one of his team, that he is, in the opinion of the referee:
 - a. Nearer to his opponents' goal line than BOTH the ball and the second to last opponent.
 - b. Involved in the active play by:
 - i. Interfering with play or
 - ii. Interfering with an opponent or
 - iii. Gaining an advantage by being in that position
- B. A player cannot be in an offside position if he is in his own half of the field of play, on the initial kick from an corner kick, or the initial kick from a goal kick.

Law XII-Fouls and Misconduct:

- A. FIFA.
- B. Formal cautions or ejection's (yellow or red cards) may be issued to players OR any coaching staff .
- C. Per Illinois Youth Soccer Header Ban rules:

A purposeful header by a player, in the judgement of the referee, shall be penalized as an infraction with an indirect free kick awarded to the opponent. Incidental contact of the head-ball as judged by the referee is NOT penalized and play is allowed to continue.

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. Per FIFA including:
- The ball is in play once the kick is taken & ball moves
 - The ball can be legally played by EITHER team BEFORE leaving the penalty area after the goal kick
 - Opposing players cannot position OR enter penalty area until the goal kick occurs
 - Team awarded the goal kick may position AND enter penalty area prior to goal kick occurring.
 - The goal keeper cannot play the ball twice upon the initial goal kick – this is penalized as a double-touch & an indirect kick is awarded to the opposing team.
- B. BUILD-UP Line: Per US Youth Soccer recommendations for this age, the institution of the build-up line accommodation is applied based on the following:
- Once the goal keeper obtains clear possession of the ball during live play OR during a goal kick, ALL opposing team players must retreat past the BUILD-UP line.
 - The opposing players cannot re-enter area past the BUILD-UP line until the goal keeper releases the ball OR the goal kick occurs.
 - Team players of the goal keeper or team conducting goal kick may position anywhere without restriction.
 - If the goal keeper releases the ball or the goal kick occurs prior to the opposing team retreating fully past the BUILD-UP 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 yellow card by the referee.
 - Local Modifications to US Youth Soccer Recommendations: Goal keeper may be allowed to punt the ball for a live play re-start and is not considered illegal. Off-sides will apply normally & fully to half-line, not to the special BUILD-UP line.

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 Law10.
B. The ball is placed inside the nearest corner arc.
C. Opponents must be eight (8) 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 to ONLY include:
 - * Team rostered players
 - * Officially designated league coaches for that team
 - * Special volunteers (such as a single bench parent) as specified & deemed by the Head Coach.All other individuals must remain outside of these team bench 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. Per FIFA, referees may utilize the official usage of yellow or red cards for any person within that team's bench area to indicate a formal warning or removal.