# Laws of the Game

- 1) <u>Laws of the Game</u> Play will be governed by the FIFA Laws of the Game except for following modifications. Added on 5-4-17 to match CVRSA rules
- 2) <u>Sportsmanship</u> Any player who is ordered off the field due to receiving a Red Card cannot be replaced. A player who gets a yellow card can be replaced and must sit out for at least 5 minutes for a cooling off period, (longer if necessary at the discretion of the Head Coach).
- 3) A player or coach receiving a red card must leave the field and will be suspended from the next game. A player or coach involved in a fight will be suspended for the remainder of the current season and may not be allowed to participate for 12 consecutive months.
- 4) <u>Each player</u> present shall play a minimum of one half of the game, barring injury or unless limited by a medical, physical problem or other unforeseen circumstances.
- 5) Completing one half will be declared an official game.
- 6) <u>Shin guards MUST</u> be worn in all divisions. Shoes with metal cleats are not permitted. Football cleats are allowable if the "toe cleat" is removed
- 7) <u>ALL PLAYERS & COACHES</u> will line up and courteously shake hands at the end of the game. Failing to shake hands in a gracious and courteous manner <u>may result in a red card</u>. Revised 1/31/19
- 8) Coaches—coach, Referees—referee, Parents—cheer. Stick to YOUR role.
- 9) <u>All jewelry</u>, including earrings, watches, necklaces, and barrettes must be removed. If after applying tape over non-removable earrings the referee is allowed to use their discretion as to whether the tape provides adequate safety for the wearer and other players.
- 10) No one but players and officials should ever be on the field unless invited by the official or coach due to an injury.
- 11) If you are unhappy with the calls that an official makes, don't speak at, nor speak to the Officials. Don't make loud comments nor complain about the officiating. Officials will miss calls just like players will miss shots or make bad passes. Everyone makes mistakes. Instead of complaining, a person's time & energy may be better spent helping others to adjust and cope with the situation.

# Rules for the Amherst Recreation Soccer Program

- 12) <u>Referees are in charge</u> from the time they arrive until the time they depart the field of play. Referee decisions cannot be appealed. Added on 5-4-17 to match CVRSA rules
- 13) Only the head coach is permitted to address the referee. Added on 5-4-17 to match
- 14) <u>Parents& Spectators Parents</u> and spectators should occupy the opposite side of the field and also remain between the penalty box lines. Spectators, players, and coaches are not permitted behind the goal lines or inside the penalty box lines during play. All players, coaches, and spectators must remain a minimum of 3 feet away from the sideline to allow the players and referees room to see and maneuver.
- 15) <u>Scheduled start times</u>: Games will not begin earlier than the scheduled start time, unless both coaches agree to start earlier. In the case where an earlier game runs over, then the following game will start within 3 to 5 minutes immediately after the pre-ceeding game ends. Therefore teams should arrive ahead of the scheduled start time to warm up and be ready to play. No grace period will be allowed to wait for players or coaches to arrive after the scheduled start time. Updated 4/11/17
- 16) <u>Players may protect</u> their chest and groin areas with their arms as long as their arms are in contact with the body at the time contact is made. Casts and braces are allowed if they are well padded and are not used in a dangerous manner and are only allowed at the referee's discretion. Added 5-4-17 to match CVRSA rules
- 17) <u>Substitutions</u> are permitted by either team after a goal is scored, on goal kicks, and by the team controlling the ball on throw-ins. Substitutions are not permitted by either team on corner kicks. An injured player may be substituted for at any time. Substituted players may return to the game. Added 5-4-17 to match CVRSA rules
- 18) <u>Legal Players:</u> A legal player is simple to identify as each coach has a player roster that has the contact info for each player on their team. Only players listed on the team's roster are allowed to play. Originally added/revised 10/10/18. Was mistakenly omitted in the 2019 Spring rules and was added back in the rules 5/6/19
- 19) <u>Player Shortage</u>: There will be times when one or both teams have small rosters or are shorthanded. In the interests of good sportsmanship, the team with more players will play with fewer players on the field to match the opposing team's numbers. Originally added/revised on 10/10/18. Was mistakenly omitted in the 2019 Spring rules and was added back in the rules on 5/6/19

20) <u>Disparity in Scoring- Lopsided games</u>: Teams rarely benefit when getting blown out of a game, nor when they're blowing out their opponent. Anytime that a team is up by 4 or more goals then that team will play down a player until the differential in the score is less than 4 goals. This applies to all age groups. Modified/added on 10-8-20

# **DIVISION SPECIFIC RULES**

U6

- a. <u>Don't keep score</u>. *Scoring is wonderful, but keeping score at this early stage is of little value for these players. However, they do highly value the cheers of support and encouragement.*
- b. Goal Keepers are not Allowed Don't put nor allow anyone to appear as "guarding the goal". Its already hard enough for them to get the ball in the net. We want them to score and to score often as that tends to build on their level of enthusiasm as well as to give them a small break in the action. Also remember that the number of goals that they score is not important. What is of the utmost importance is that they want to try to score and then if they do they will be rewarded with a sense of accomplishment and that's something that is best earned.
- c. <u>Ghost Goally -</u> You should have been given an extra jersey that is to be hung on the goal that your team is defending. This will help the players to know which goal they should be scoring in.
- d. Coaches on the field. Each team can have up to two coaches on the field with the players. This is done so as to minimize stress that can come from a coach being on the side line and then having to yell at the players on the field. Being on the field allows the coach to be able to converse with the players as opposed to having to shout from afar. The coaches are also the referees and need to make calls as well as explain infractions.
- e. <u>Throw-ins</u> We don't insist that this age group start working on throw-ins with the players until the U8 division. It's left to the discretion of the coaches as to whether they should begin teaching throw-ins to the young players in the U6 division. This partly due to not wanting young players to learn bad habits. The coaches should do the throw-ins for their respective team and be careful to always use the correct technique as the players will learn based on how they see it being done.
- f. Many Years ago the Recreation Dept went along with the consensus on ways to reduce confusion and adopted a simple "hands-off "philosophy. The consensus was that U6 players should be given a simple instruction,

along the lines of <Once they step foot on the soccer field, they are to never, never let their hands touch the ball, but always use their feet>. The intent is to help avoid the instinctive nature of wanting to pick up the ball. Only a Goally can use their hands to pick up a soccer ball, but remember that goalies aren't allowed in the U6 division. The logic behind this is merely to reduce confusion and to focus on the feet. When the players move to the next age group they will learn about the goally position.

- g. No penalty kicks
- h. A second try will be given if a throw-in foul is committed on the first try, after the 2<sup>nd</sup> attempt the possession of the ball goes to the other team at the same place.
- i. No off sides
- j. No slide tackles or heading the ball
- k. 2 Coaches allowed on the field to give verbal instruction and encourage, but should not interfere with the game.
- I. If players get "bunched up" stop play & award one team a free kick. (Not right in front of the goal)
- m. Don't forget that you may also need to give some gentle coaching to any over excited spectators and/or coaches.
- n. A coach or parent volunteer with a cell phone needs to be found who will track the time. In U6 soccer it's very easy to track as once the clock starts it's not stopped. They will only need to let the coaches know when the 8 minutes is up. U6 coaches can play 6, 8,10 or even 12 minute quarters if desired. The only time factor that must be maintained is to be off of the field in ample time so that the next scheduled game can start at the scheduled time.

U8

- a. No score is kept
- b. Referees explain infractions
- c. Keepers <u>must be</u> changed each quarter
- d. No offsides
- e. No penalty kicks
- f. All free kicks are indirect
- g. 2nd try is allowed on a throw-in. After the 2<sup>nd</sup> attempt the opposing team takes possession at the same spot.
- h. No slide tackles
- i. 2 coaches allowed on the field, but may not interfere with the game.
- j. A coach should sub for any unsportsmanlike behavior and the official may require it.
- k. An unsportsman like coach will be asked to leave the field & suspended for a game.

#### U10 Division

Goalkeeper Punts: There will be no punts made by the goalkeeper. Goalkeepers will only be able to throw the ball or place it on the ground and kick it. When placed on the ground, the ball cannot be moving. No drop kicks allowed. This is a result of playing on smaller field sizes and is intended for "fair play" and to promote playing out of the back. If the keeper forgets and punts the ball, then possession will be given to the other team at mid field, unless it's the first time. Then the referee is to stop play and restart at the spot on the ground where the keeper punted it originally. Additionally, the goalkeeper has the option of waiting for the opponents to get back, but the goalkeeper doesn't have to wait to play the ball out. There is no consequence to any player if the ball is lost after it is played in. This also applies to goal kicks and any other free kicks inside of the penalty box regardless of the player that takes the kick. Added on 5-4-17 to match CVRSA rules

# <u>U10 - U12 - U15 - U18</u>

- A. Score will be kept by the Head official
- B. Standings will be kept only during the Fall season. 2 pts for a win, 1 pt for a tie
- C. Referees explain infractions for the 1st two games revised 4/13/10
- D. No Limited Play Time for Goalies In previous seasons a player was only allowed to play the goalie position for 2 qtrs or half the game. The intent of this rule was to allow for other players to experience this position and to help develop players for this unique position. That rule is no longer in effect.
  - The logic behind allowing this rule to be altered is to accommodate divisions where some teams have ample players that want to and will play the goalie position while another team may not be so fortunate. This allows for more competitive play as we've seen that when a team's best goalie was in the goal that scoring by opposing teams was very limited. Yet once that goalie was no longer in goal the same team would score so often that the game became very lopsided, which was not indicative of the level of play for either of the teams. Revised 4/14/16
- E. <u>Tiebreaker</u>: Play 2 five minute periods. The game is over if still tied at the end of the overtime periods. Overtime is mandatory unless both coaches are in agreement not to play an overtime period then revised 4/13/10
- F. All free kicks are indirect (someone else must touch the ball before it goes in the goal). On Indirect free kicks and corner kicks, the ball must clearly move. Having a player run and tap the top of the ball will no longer

be accepted. — Updated/Clarified on 8-31-2016

# **SOCCER RULES & TERMS**

<u>Captains</u>- The Laws of the Game state that the captain has 'a degree of responsibility for the behavior of their team' - captains are expected to use this responsibility to help calm/positively influence the behavior of their players, especially in controversial/confrontational situations involving opponents or match officials Respect for Referees. Added 1/31/19

Start of play: Choice of end and possession is decided by a coin toss. Captains meet with

the referee (or coaches in the younger groups)

**Goalkeeper:** May pick up the ball with his/her hands. Within the penalty box

Must have a different color shirt.

Must either throw or kick the ball to his/her teammates. No Punting.

His/her teammates may not kick the ball back to the keeper Keeper has about 6 seconds to put the ball back in play

# Ball in & out of play:

The ball is out of play when:

- It is completely over the side or endline
- The referee has stopped the game.

The ball is in play when:

• it bounces off the goal, corner flag or the referee.

**Goal:** A goal is scored when the ball is <u>completely</u> over the goal line between the goalposts.

**Fouls:** Push, trip, intentionally handling the ball to gain advantage.

**Free kicks:** Awarded to a player after a foul. Direct kick—may be kicked into the goal

#### Offsides: Revised 4/13/10

A player can be in an off sides position but that does not actually mean that the player is off sides. Here is a brief explanation of determining when a player is off sides:

- Off sides cannot occur during a throw-in
- Off sides cannot occur if a defender kicks the ball to their own goalie.

**Off side will be called**: If a player is on the attacking/offensive side of the field and he/she is ahead of all defending players (except the goaly) at the moment that the ball was kicked and the head referee thinks that the offensive player is seeking to gain and advantage.

- An offensive player must be deemed by the head official to actually be in a position to be a
  part of the play to be called off sides. Simply being in an off sides position does not
  constitute being called for off sides.
- In an Offside Penalty the ball is placed where the offense took place. IE, where the player actually played the ball, NOT where the 2nd to last defender was standing. Revised on 8-31-2016

**Penalty kicks:** For an infraction within the penalty box. Attacking team gets the ball on the

# Rules for the Amherst Recreation Soccer Program

penalty mark. One player kicks at the goal. Keeper is in the goal. All other players must be outside the box & circle until the ball kicked out of the penalty box.

#### Throw in:

When the ball completely crosses the sideline, a throw-in is awarded to the team who did not touch it last. It is thrown from the point where it crossed the line. The thrower, at the moment of delivery of the ball,

- 1. Must face the field of play
- 2. Part of each foot must be on the ground either on or behind the sideline
- 3. Both hands must be used, the ball must be delivered from behind and over the head.
- 4. Play begins when the ball enters the field of play. The thrower cannot play it until it has touched by another player.
- 5 A goal cannot be scored from a throw in.

### Goal kick:

Taken by the defending team after the attacking team puts the ball over the endline. The ball is placed within the goal box. Opponents must be outside the penalty box. The ball must clear the penalty box.

**Corner kick:** Will be taken by the attacking team when the defenders put the ball over the end line. The ball is placed within the corner arc. A goal may be scored directly from this kick.

# At kick-off:

The ball can now be kicked in any direction, including backwards so no team-mates allowed to stand in opponents' half. Revised on 8-31-16

**Indirect kick** Another player must touch the ball before it goes into the goal to score. On Indirect free kicks and corner kicks, the ball must clearly move. Having a player run and tap the top of the ball will no longer be accepted. Revised/Clarified on 8-31-2016

# Rules for the Amherst Recreation Soccer Program

# AMHERST COUNTY RECREATION & PARKS DEPARTMENT ADDITIONAL LOCAL RULES GOVERNING SOCCER

Age Division	U6	U8	U10	U12	U15
Number of	8 players on	9 players on	11 players	8 players on	9 players on
players on	the field. This	the field. This	on the field.	the field. This	the field. This
Field	allows for	allows for	This will	allows for	allows for
	each team to	each team to	allow for	each team to	each team to
	have 2	have 1+	teams to	have 1+	have 1+
	substitutes	substitutes	have 3	substitutes	substitutes
			substitutes		
Can the # of	Yes if both	Yes if both	Yes if both	Yes if both	Yes if both
players be	head coaches	head coaches	head	head	head
altered?	agree	agree	coaches	coaches	coaches
			agree	agree	agree
Coaches	2 coaches per	2 coaches per	Not during	Not during	Not during
Allowed on	team are	team are	game	game	game
field	allowed during	allowed during			
	the game	the game			
Fouls added	n/a	n/a	Per Fifa	Per Fifa	Per Fifa
5-4-17 to match CVRSA					
Off-sides -	Not enforced	Not enforced	Enforced	Enforced	Enforced
cannot be altered					
Game Length	Four 8 minute	Four 10-	Four 10-	Four 12	24 min.
(minutes)	quarters	minute	minute	minute	halves
2 minutes allowed	955,10,0	quarters.	quarters.	quarters	
between quarters & 5 minutes between		90.0	40.00.10.01	45.5.5	
halves					
Heading -	Not Allowed	Not Allowed	Not Allowed	Allowed	Allowed
cannot be altered					
Goalkeeper	Teams <u>NOT</u>	No	No	No	NO
can Punt -	allowed to				
cannot be	have a Goal				
altered	Keeper				
Time limits for	Not needed	Can only play	No	No	No
Goally		one Qtr	restrictions	restrictions	restrictions
Slide Tackles -	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Allowed
cannot be altered					
Overtime	Not needed	Not needed	Yes-unless	Yes-unless	Yes-unless
			<b>both</b> coaches	<b>both</b> coaches	<b>both</b> coaches
			agree not to play	agree not to play	agree not to play
			O/T	O/T	O/T

Rules for the Amherst Recreation Soccer Program					