

BELLEVUE SOCCER LEAGUE RULES AND LEAGUE INFORMATION

PURPOSE

The object of the K4-12th grade league is to use instruction of proper skills and technique in the sport of soccer and to develop a love for the game through fun and recreation.

HOTLINE

In the event of inclement weather in the area, or for an update on pitch conditions and scheduling information, please call the Recreation Ministry hotline at 347-5286. It will be updated at 3:00 P.M. on weekdays and 7:00 A.M. on Saturdays

ROSTERS

Any player participating in a match must be officially registered with the Recreation office.

PLAYING TIME

Each player is required to start at least two games during the season!

Each player is required to get equal playing time throughout the game!

The only exemption from this is a physical disability not allowing the player to complete their full playing time.

EQUIPMENT

Uniforms (like color jerseys AND shorts) must be worn at all times. **Shin guards are required. (K4-5 may wear tennis shoes but cleats recommended)** If cleats are worn, they must be proper soccer cleats (no single cleat on the toe). Goalies must wear a jersey or pullover of a different color than either team. Pullovers are provided at the fields.

Size of ball:

K4-K: #3 **1st-3rd:** #4 **4th-12th:** #5

THE GAME

1. Length of Match:

K4-K: Four 8-minute quarters

1st-3rd: Four 10-minute quarters

4th-12th: Two 20-minute halves

2. Devotions:

The home team (listed first on the schedule) will be responsible for the opening prayer. Coaches will lead devotions for the team before, during, or after the game.

3. Coaching:

K4-K: Coaches will serve as referees (only one coach per team). This will allow instruction on the field.

1st-3rd: One coach per team will be allowed on the field with the referee for **THE FIRST FOUR GAMES** of the season. After that, coaches will no longer be allowed on the field. This is to allow instruction as kids are beginning to learn the game.

4th-12th: Coaches will stay on the sidelines near their bench. They are not to cross half field into the opposing team's area.

4. Scoring:

K4-K: This league is designed for instruction! The score will not be emphasized. No score or league standings will be kept.

1st-3rd: This league is designed for instruction! However, score and league standings will be kept. There will be no end of season tournament.

4th-12th: All games which end in a tie will be recorded as a tie. The following point system will be used to determine league standings: 3 points= win; 1 point= tie; 0 points= loss

5. Off-side:

There will be no off-side violation enforced in any league. Coaches will need to teach players to always know who is nearby and not to let players get behind them.

6. NO slide-tackling allowed.

7. Number of Players:

K4-K: 5 players can be on the field for each team. 4 players must be present to begin a match. There will be **NO GOALIE**. *Do not put a defender right in front of the goal the whole time.

1st-3rd: 7 players can be on the field for each team. 6 players must be present to begin a match.

4th-12th: 7 players can be on the field for each team. 6 players must be present to begin a match.

*** If the minimum number of players are not present at game time, teams may do the devotion before the game begins. If there are still not enough players at the end of 10 minutes, this will result in a forfeit for that team.***

8. Substitutions:

Players may enter the pitch of play, with the referee's consent, at the following times:

Prior to a throw-in for the subbing team (the opposing team may sub if the team with the throw-in subs), prior to a goal kick by either team, after a goal by either team, after an injury when referee stops play (injured player is subbed), at the end of a quarter or half.

9. Common Miscellaneous Rules:

K4-K-

- Improper throw-ins will be given one more chance. If the player's second throw-in is improper, the other team is awarded with the throw-in.
- Captain winning coin toss chooses goal to defend; other team takes opening kick-off.
- Goals can be scored directly from goal kicks and kickoffs.

1st-8th

- Improper throw-ins will be given one more chance. If the player's second throw-in is improper, the other team is awarded with the throw-in.
- Any stoppage of play and/or out-of-bounds unclear to referee and line judge will result in a drop-ball at point of last kick in bounds; ref will ask for any player of each team to take drop ball. On a drop ball, the ball must touch the ground first before the ball is kicked by either team.
- Goalkeepers may not handle a throw-in. Also if a teammate kicks the ball back to the goalie with intent, the goalie cannot touch the ball with their hands. Result is an indirect kick from the spot the keeper touched the ball for opposing team.
- Captain winning coin toss chooses goal to defend; other team takes opening kick-off.
- On a penalty kick goalkeepers may move laterally along the goal line until ball is kicked (Keeper may not take more than one step forward off the line). Violation results in a re-kick if no goal scored. Goal counts if goal is scored even though violation was committed. Neither team may enter the penalty box until contact is made with the ball.
- Goalkeepers have 10 seconds (6 second for 4th-8th) to release/kick the ball once they gain control. Penalty results in an indirect kick from spot of violation.
- Goals can be scored directly from goal kicks and kickoffs.
- On goal kicks the ball must pass the penalty box line before either team can touch it.

CONDUCT

Each coach is responsible for the conduct of his/her players and parents. Coaches are required to stay behind the sideline and their side of half field. No coach or parent may stand behind either goal and give instruction to a player. Continual problems will result in the coach being removed from the field.

Any player receiving a yellow card should be removed from the match for a time of consultation and encouragement from coach, and may then re-enter the match upon referees consent.

Any player who receives two yellow cards or a straight red card will be removed from the rest of the game and will not be eligible to play until the player and parents meet with Recreation staff. Coach must contact Recreation staff to review circumstances if this occurs.

Any coach receiving a red card must leave the pitch and will not be eligible to coach the following match. Coaches that are told to leave the game by the referee must leave the field of play and will not be eligible to coach until authorized by Recreation staff.

Note: Soccer is a *contact sport*. Improper contact will result in a direct free kick. Opposing team must stand ten yards away from ball. Proper contact or contact that does not create a disadvantage to the offensive player will result in "play on".

2020 NFHS Rules of the Game will govern play unless otherwise stated above.