

YOUTH SOCCER LEAGUE SOUTH SUMMIT AQUATIC & FITNESS CENTER

Basic Game Rules

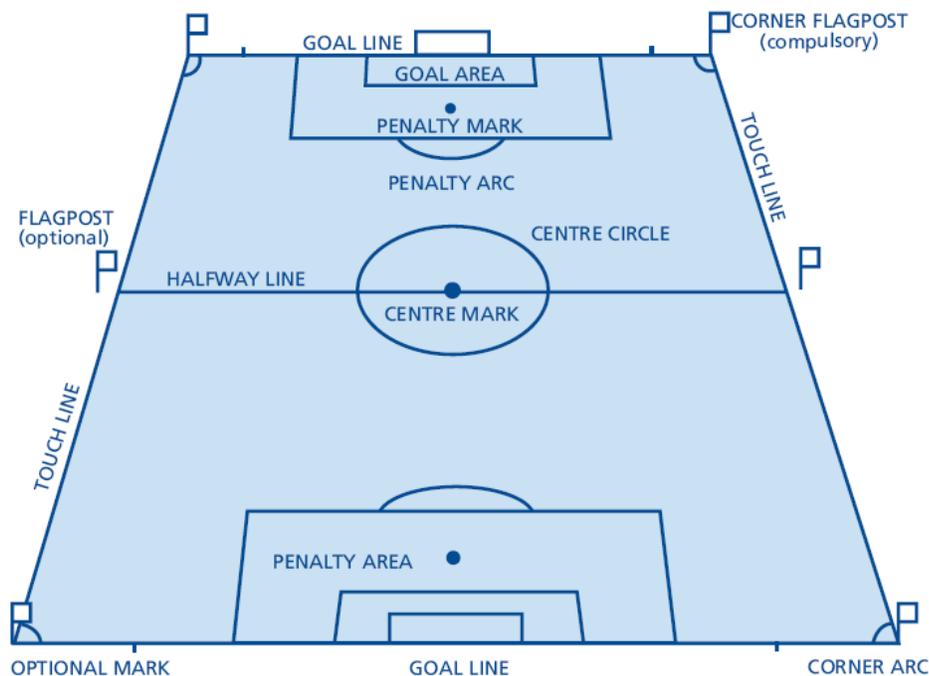
1. A referee will officiate each game. The referee's decisions are final.
2. Players must not wear anything that could be considered dangerous (jewelry, sunglasses, etc.) Shoes with toe cleats or metal cleats are not allowed.
3. Games are played by two teams, each consisting of the same number of players. Games consist of two equal halves with a half-time break.
4. The field of play is rectangular with two longer boundary lines called side or touch lines, and two shorter boundary lines called end or goal lines. The field is divided into two halves by a halfway line, with a center mark indicating the midpoint on the halfway line. Goals are centered on each of the goal lines. (A playing field diagram is included on the back of this page.)
5. A coin toss is held before each game. The team that wins the toss has the choice to either kickoff or pick a side to defend. The kickoff is taken from the center mark on the halfway line, and the ball must travel forward. Teams change sides and attack opposite goals for the second half, with the team that did not kickoff to start the game kicking off.
6. The ball shall be considered in play until it entirely crosses the goal line or touch line, whether in the air or on the ground, or when the game has been stopped by the referee. A goal is scored when the ball legally crosses completely over the goal line between the posts and under the crossbar. It is the referee's judgment when the ball is in or out of play.
7. When the entire ball crosses a touch line, the game shall commence with a *throw-in* by a player of the team opposite to that of the player who last touched the ball. Both feet must remain on the ground when the ball is released, and both hands must be used to throw the ball in an overhead manner.
8. A *goal-kick* is given when the attacking team plays the ball across the goal line, to the side, or over the goal. The kick shall be taken in that half of the Goal Area where the ball crossed the line. The ball must leave the penalty area before being touched by another player.
9. A *corner-kick* is awarded when the defending team plays the ball across the goal line, to the side, or over the goal. The kick is taken where the goal line meets the touch line on the 1 yard radius corner arc. The ball is played with the same rules as a free kick (see below), and the ball may score without touching another player.
10. A *free kick* may be awarded to teams and shall be either *direct* or *indirect*. On a direct kick, the ball may be kicked directly into the goal to score. With an indirect kick, the ball must touch at least one other player before a goal can be scored. For free kicks, no defending player can be closer than 10 yards to the ball, and the kicker cannot touch the ball a second time until it has been touched by at least one other player. Direct and indirect kicks are taken from the spot where the offense occurred.

11. A direct free kick may be awarded to the opposing team if a player kicks, trips, jumps at, charges, strikes, or pushes an opponent, handles the ball, spits at, or holds an opponent. A *penalty kick* is awarded if any of the previously mentioned offenses are committed by a player in his own penalty area.

12. An indirect free kick may be awarded to the opposing team if a player is charged for being off sides, touching the ball a second time immediately after putting it into play (on a free kick, throw-in, etc.), or various other minor offenses.

13. Referees have Yellow (Caution) and Red (Ejection) cards, and will use them if players, coaches or parents are deliberately and persistently breaking the rules.

The Field of Play



The following are rule amendments for our league, and points of emphasis:

1. The game ball shall be supplied by the SSAFC.
2. Shin guards are required for 4th/5th and 6th-8th grades. Shin guards are strongly recommended for the younger ages as well. Soccer shoes are not required. Cleats are not allowed for 4 year olds, K/1st and 2nd /3rd grade when they play their games indoors.
3. Every player must play in at least half of every game they are present for. Coaches are responsible to ensure that all players are allowed at least the minimum amount of playing time.
4. Substitutions for the 4 year olds, K – 1st, and 2nd – 3rd grade divisions will be made every 5 minutes as indicated by the referee. For the 4th– 5th, and 6th – 8th grade divisions, substitutions are unlimited, but must be made with the consent of the referee at the following times:
 - a. Prior to a throw-in, in your favor.
 - b. Prior to a goal kick by either team.
 - c. After a goal by either team.
 - d. After an injury by either team, when the referee stops play.
 - e. At halftime.
5. There will be a 5-minute halftime between halves for all grade divisions. Playing fields have been sized appropriately for the various divisions. The following chart shows division-specific modifications:

Division	Minutes per Half	Size Ball	Max # Players
4 year olds	15	3	4
K - 1st	15	3	4
2nd - 3rd	20	4	5
4th - 5th	25	4	6
6th - 8th	30	5	11

6. There will be no offside penalties for 4 year olds, K – 1st and 2nd – 3rd grade divisions.
7. Games will be allowed to end in a tie during regular season. For games ending in a tie during tournament, one 10-minute overtime “sudden victory” period will be played. If neither team scores during the overtime period, the game will be decided by rounds of penalty kicks.