



**2009-2010
HUNTERTOWN
YOUTH SOCCER
PARTICIPATION
RULES**

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2009 - 2010
Huntertown Youth Soccer
Participation Rules

OUR PHILOSOPHY

Participation and the teaching of soccer fundamentals are primary goals of Huntertown Youth Soccer. Players should be rotated through four basic areas of play (forward, mid-field, defense, goal) at some time during the SEASON so that players gain maximum experience. It is each coach's responsibility to teach the youth to play all positions and to give them an opportunity to do so during games.

Administrators, coaches, referees, players, parents, and spectators must adhere to the highest ideals of good sportsmanship. While winning is a major objective in all competitive sports, success is gained through fair play and good sportsmanship.

PLAY WILL BE GOVERNED BY THE LAWS OF USSF, EXCEPT AS MODIFIED BY THE CLUB.

RULE 1 - COACHES

- A) Commitment - coaches must show a strong commitment to the development of their players. A coach's top priority should be the development of player skills, sportsmanship and team continuity. Players should find playing in this league a positive and rewarding experience.
- B) Coaches are responsible for controlling their spectators as well as their players at all games. Parents should not enter the field of play, even in the event of an injury, unless allowed by the referee and coach.
- C) **Abuse of players, referees, or officials (either physical or verbal), foul language, negligence or unsportsmanlike conduct will not be tolerated.** Such actions shall be reviewed by the Board of Directors.
- D) The coach or an adult acting as coach must be present at each game.
- E) Coaching during game may only take place from coaches sideline (entire length) with proper respect of the opposing team's sideline.

RULE 2 - PLAYERS

Players lost to the team for the entire remainder of the season may be replaced only with the written approval of the appropriate club administrator, and then only after such official has personally inquired into the circumstances and personally talked to both parent and player being "lost" to the team. If a referee ejects a player for disciplinary reasons (misconduct), the player may not return, he may not be replaced in that game, and such player may not play in the next game. Once a player has been placed on a team, such player may not be moved to a different team without approval of the club. Players are ineligible to play if their fee is not paid or registration is not completed as determined by the club. No player is allowed to be a regular player on more than one team in the same division.

A) AGE GROUPS (Any exceptions must be approved by the Board of Directors.)

U-6 Born 8-1-03 thru 1-1-2005

U-8 Born 8-1-01 thru 7-31-03

U-10 Born 8-1-99 thru 7-31-01

U-12 Born 8-1-97 thru 7-31-99

U-14 Born 8-1-95 thru 7-31-97

B) SUBSTITUTIONS -

Substitutions shall be unlimited in number, but only at the following times, with all players having approximately equal playing time. Every player shall play at least half of the game. Substitutions may be made only with the consent of the referee, providing the substituting player is at midfield line (approximately 1-2 yards from sideline) at the following times:

1. Prior to a throw-in, in your favor.
2. Prior to an opponent's throw-in IF the opponent is substituting.
3. Prior to any goal kick.
4. After any goal.
5. After an injury, by either team, but only when the Referee stops play.
6. When a player is yellow carded, the opposing team may also substitute one player in that event.

Exception - U-6's may sub players at anytime.

C) GOALKEEPERS

Goalkeepers may be changed at any time, but the Referee must be specifically notified of the change. (If the Referee is not so notified and the new goalkeeper should handle the ball in the penalty area, an indirect kick shall be awarded to the opposing team.)

D) EJECTION

No substitution may be made for a player that is ejected.

E) PLAYER PARTICIPATION

Every player must play at least one half of every game, unless he/she is injured, was red carded in the last game, or with the advance approval of club administrator. It is the coach's obligation to allow all players equal playing time in each session (may be subject to practice participation).

F) NUMBER OF PLAYERS

The number of players on the field including goalkeeper shall be: U6 = 4(no goalie), U8 = 7, U10 = 8, U12 = 9, U14 = 11, U18 = 9. This can be amended by mutual consent of the coaches if the number of players available is **less**.

G) GUEST PLAYERS

Guest players may only come from a younger age group or a girl's team from the same age group.

RULE 3 - PLAYERS EQUIPMENT

A player may not wear anything that is dangerous to another player. The referee will have the final authority to decide what is dangerous.

All players must wear gym shoes, tennis shoes or approved soccer shoes. If a player is wearing glasses, they must have a safety strap attached. Shin-guards are required as standard equipment.

A) BALL SIZE

U-6 = #3, U-8, U-10 & U-12 = #4, U-14 & U-18 = #5

RULE 4 - REFEREES – Treat them with respect. Without them we would have no games.

The referee has complete authority over the conduct of the game once it has begun. They must enforce all rules, and their decision regarding any occurrence during the game is final. The Referee keeps the official game time. Only the referee may stop time. The referee may suspend play or terminate the game any time they consider necessary. The Referee may caution or eject any player, coach, or spectator for misconduct or unsportsmanlike behavior. If such actions are considered serious, ejection may occur without warning. Coaches are allowed on the field only with referee's permission. A game

may be declared a forfeit if: (a) A coach refuses to leave the field when so ordered. (b) A player who has been ejected from the game refuses to leave the field. (c) An ejected assistant coach refuses to leave the coaching area.

****COMMON SENSE RULE****

The referee's duty is to ensure that the game is played fairly and safely for the maximum enjoyment of the players with as little interference by the referee as possible.

RULE 5 - THE GAME

A) DURATION OF GAME

<u>Age Group</u>	<u>Game Length</u>
U - 6	5 minute quarters with 20 minutes of instruction
U - 8	10 minute quarters
U - 10	25 minute halves
U - 12	25 minute halves
U - 14 & U - 18	25 minute halves

- All games shall consist of two (2) minutes between quarters and five (5) minutes at halftime.
- A continuously running clock shall be used for all games with time stoppage for injuries or unusual delays permitted at the discretion of the referee
- The ball is dead the instant time runs out, regardless of position or movement at that time.
- Time shall be extended to permit the taking of a penalty kick, if time runs out before the kick can be taken.

B) FORFEITS

A forfeit is declared when a team fails to have enough players (2 less than the number of players in the game) at the field within 5 minutes of game start time. In this case, the teams should divide up players and scrimmage. This will allow the players to get some game experience and not make the time a loss for the families. This is not mandatory, but is recommended.

C) INCLEMENT WEATHER

Club officials shall determine the safe play of the game in case of inclement weather. Play will not be allowed for the following reasons:

1. Electrical storms.
2. Tornado warnings.
3. Fog - cannot see other goal.
4. Unsafe field conditions.

The club official shall determine at the site, the playing condition of the field for start of the game. A game may be cancelled only by the club official. Any scheduled game stopped because of inclement weather shall be considered an official game after one-half of the game has been completed.

D) THE START OF PLAY

The team winning the toss decides which goal it will attack in the first half. The opposing team takes the kickoff to start the match. The kickoff is taken at midfield after the referee's signal, by kicking the ball forward. The kicking team must be even with or behind the ball, and all players of the opposing team must be in their half of the field and outside the center circle. The kicker may not play the ball a second time until it has been touched by another player.

After a goal is scored, the kickoff is taken by the other team. Teams will alternate kickoff each period of play. Teams shall switch ends of the field at the beginning of the second half of play.

When the game is stopped other than for a goal or to award a free kick, play is restarted with a drop ball at the point where the ball was when play was stopped. However, if the ball was in the penalty area, the drop ball must be taken at the nearest point outside the penalty area. The ball may not be played until it touches the ground. If it is, it must be re-dropped. A goal may be scored directly from a drop ball.

E) BALL IN AND OUT OF PLAY

The ball is out of play when it has completely crossed the goal line or touch line, whether in the air or on the ground. It is also out of play whenever the Referee stops the game (blows the whistle).

The ball is in play at all other times, even when it rebounds onto the field from the goal posts, from corner flags, or touches the Referee, or an apparent infraction has occurred and the Referee has not stopped the game.

F) METHOD OF SCORING

A goal is scored when the entire ball has passed completely beyond the goal line, between the goal posts and under the crossbar, providing it has not been propelled by hand or arm of an attacking player.

G) OFFSIDE

A player is offside when all of the following conditions exist:

1. He is nearer the opponents' goal line than the ball, when ball is played.
2. He is without the ball and he has less than two opposing players between himself and the opponents' goal line.
3. He is in the opponents' half of the field.
4. The ball is being played by one of the players on his team.
5. He is participating in the play. That is, he is attempting to receive a pass, or is interfering with one of the defending players.

The OFFSIDE rules do not apply:

1. On a corner kick.
2. On a goal kick.
3. On a drop ball.
4. On a throw-in.
5. In U-6, U-8 or U10 games. (“cherry picking” will not be allowed)

When a player is ruled offside, an indirect free kick is awarded to the defenders at that spot.

****COMMON SENSE RULE****

A player may not gain an advantage by being in a offside position.

Offside is judged at the instant the ball is passed, not at the time a player receives the ball.

RULE 6 - FOULS AND MISCONDUCT

There shall be no “Direct” kicks awarded in U6 or U8 games

Fouls and misconduct are penalized by awarding free kicks to the opponent.

Direct free kicks are awarded only for intentionally:

1. Kicking or attempting to kick.
2. Tripping.
3. Jumping at.
4. Charging violently.
5. Charging from behind.
6. Striking or attempting to strike.
7. Holding.

8. Pushing.
9. Handling the ball (except the goalkeeper) in penalty area.

A direct free kick offense committed in the guilty player's penalty area is a penalty kick.

Indirect free kicks are awarded for all fouls, misconduct, or offenses other than the nine direct free kick fouls. Other fouls and misconduct include:

1. Dangerous play.
2. Charging fairly when not within playing distance of the ball.
3. Obstructing.
4. Charging the goalkeeper.

A goalkeeper may handle the ball only in his own penalty area, and the goalkeeper may not delay the game. After the goalkeeper has attained possession of the ball in the penalty area, no opponent may approach him until the goalkeeper has clearly released the ball from his possession; and when the goalkeeper is rolling or bouncing the ball, he is clearly in possession of the ball.

A player shall be cautioned if he:

1. Persistently infringes the Rules of the Game.
2. Dissents from any decision by the referee.
3. Is guilty of unsportsmanlike conduct.
4. Enters the game without the referee's permissions.

A player shall be ejected from the game if he:

1. Is guilty of violent conduct or serious foul play.
2. Uses foul or abusive language.
3. Persists in misconduct after being cautioned.

An ejected player may not be replaced or play in the next game.

A) MISCONDUCT

Coaches may not argue with the referee. Only the captain of any team participating in a scheduled game may address the referee, and must do so in a gentlemanly manner on any disputed play during the game, and then may introduce the referee to the team coach.

No player shall verbally taunt, chatter at or harass a player or players of the opposing team during play.

Coaches and players shall conduct themselves in a gentlemanly manner. The use of profanity will be cause for ejection from the game without a first warning.

B) PENALTIES FOR MISCONDUCT

First Offense - Warning by Referee (yellow card)

Second Offense - In the case of a player, ejection from the game. In the case of the Coach or designated Assistant Coach being red-carded, the game will be stopped and considered a forfeit.

****COMMON SENSE RULE****

Intentional fouls must be penalized unless by doing so the offending team will be given a clear advantage.

RULE 7 - FREE KICKS

There are two types of free kicks:

1. Direct - from which a goal can be scored direct against the offending team. Direct free kicks are awarded only for the nine direct free kick fouls under Rule 6.

2. Indirect - from which a goal cannot be scored until the ball is touched by a second player. All free-kicks can be taken in any direction from the point of the foul. However, when a defending team is taking a free-kick from within its own penalty-area, the ball must be kicked outside the penalty-area before it can be played by any other player.

A free-kick may be taken as soon as the ball is placed at the designated spot and the Referee blows his whistle to permit the kick. No player of the opposing team may be within ten yards of the ball when the kick is taken, unless he is standing on his own goal line, between the goal posts. If a defending team is taking a free kick from within its own penalty area, all opponents must be outside the penalty area, and at least ten yards from the ball. The ball must travel outside penalty area to be in play.

A player taking a free kick may not play the ball a second time until it has been touched by another player. The penalty for this is the award of an indirect free kick to the opposing team at the spot of the infraction.

Other infractions for which indirect kicks may be awarded are:

1. Improper substitution.
2. Persons entering the field without permission.
3. Illegal coaching from the sidelines, after a warning by the Referee.
4. Demonstrating disagreement with a Referee's decisions.
5. Unsportsmanlike conduct.

6. Offside.
7. Illegal charge (when players are not attempting to play the ball).
8. Too many players on the field.

RULE 8 - PENALTY KICK (None taken for U-6 or U-8 divisions)

If an infraction is committed by a defending player in his own penalty area, which would normally require the awarding of a direct free kick (See Rule 7), a penalty kick will be awarded. The foul must be obviously deliberate.

The position of the player committing the foul is the ruling factor, not the position of the ball.

The penalty kick is taken from a spot twelve yards out from the center of the goal. All players other than the designated kicker must be outside the penalty area and at least ten yards from the ball, and on the field of play. The goalkeeper must not move past the goal line (but may move along the goal line) until the kick is made.

The penalty kick must be kicked forward. The kicker may not play it a second time until it has been touched by another player. After the kick, the ball is in play, unless it scores or goes out of bounds.

If the time in a period runs out before a penalty kick can be taken, time will be extended to permit the taking of the kick. In this case, if the goalkeeper stops the ball and deflects it outward, time is immediately out and the kicker may not replay the ball. However, if the goalkeeper partially deflects the ball, but it finally crosses the goal line without being replayed by the kicker, the goal is allowed.

As a penalty kick is being taken, if a member of the attacking team commits an infringement and a goal is scored, the kick must be retaken. If a member of the defending team commits an infringement and the goal does not score, the kick must be retaken.

RULE 9 - THE THROW-IN

When the ball goes out of play by completely passing beyond the touchline, whether in the air or on the ground, it shall be thrown in by a player of the opposite team of the player who last touched the ball.

A correct throw-in requires that the player be facing the playing field, and have part of each foot in contact with the ground, on or outside touchline. The throw must be made from behind the head, and over the top of the head in one continuous motion, using both hands equally. If the throw-in is done

improperly, another throw-in will be awarded to the opposing team, except in the U-6 & U-8 age groups, where a second throw-in is given. The ball is in play as soon as it has crossed the touchline, and may not be played by the thrower until another player has touched it. If the thrower plays the ball a second time, an indirect free kick will be awarded to the opposing team.

A goal cannot be scored directly from a throw-in.

****COMMON SENSE RULE****

Throw-ins are to be taken without delay so that the game proceeds as rapidly as possible.

RULE 10 – GOAL KICK

When the whole of the ball passes over the goal line excluding that portion between the goal posts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked directly into play beyond the penalty area, from any point within the goal area behind the six (6) yard line (“ 18 “ yard line for U-6 and U-8), by a player of the defending team. A goalkeeper shall not receive the ball into his hands from a goal kick in order that he may thereafter kick it into play. If the ball is not kicked beyond the penalty area, i.e. directly into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. A goal shall not be scored directly from such a kick. Players of the team opposing the team taking the goal kick shall remain outside the penalty area while the kick is being taken.

Penalty:

If a player taking a goal kick plays the ball a second time after it has passed beyond the penalty area, but before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.

****COMMON SENSE RULE****

Goal kicks are to be taken without delay and without interference from the opposing team so that the game proceeds as rapidly as possible.

RULE 11 - CORNER - KICK

When the whole of the ball passes over the goal line, excluding that portion between the goal post, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall kick the ball from within the quarter circle of the nearest corner flag post. A goal may be scored directly from such a kick. Players of the team opposing that of the player taking the corner kick shall not approach within ten yards (8 yds. for U-8) of the ball until it is in play, i.e. it has traveled the distance of its own circumference, nor shall the kicker play the ball a second time until it has been touched or played by another player.

Penalty:

For an infringement of the Rule, an indirect free kick shall be awarded to the opposing team to be taken from the place where the infringement occurred.

****COMMON SENSE RULE****

Corner kicks are to be taken without interference from the defending team since they result from offensive pressure by the attacking team.

RULE 12 - PRACTICES

Coaches are encouraged to practice at least once a week. Sessions of one hour per week are recommended. No more than two practices are allowed per week. Coaches are required to be present at all practices or have an assistant coach take their place.

As administrators, coaches, and parents, it is our responsibility to insure a positive experience for the players.

Youth Soccer – FOR THE KIDS!!