

NIBLEY RECREATION SOCCER RULES 9TH-12TH GRADE

LAW 1: THE FIELD

105' long x 75' wide

*Goals outdoors will be secured to the ground.

*Lines are part of the playing field. Each field will have 2 build out lines. When there is a goal kick, the defense must be behind the build out line. Once the ball is kicked, the defenders may cross the line.

LAW 2: THE BALL

Size #5

*Home team (listed on schedule) supplies the ball for their match only. *should be inflated from 5-8 lbs.

*If the ball becomes damaged, a drop ball will restart the match.

LAW 3: NUMBER OF PLAYERS

*Co-ed 4v4. No goalie.

***Must have at least 1 of each gender on the field at all times.**

*Free substitution anytime.

*In the event of a serious injury, game will be stopped and player should be replaced.

*In the event of a minor injury play will be stopped at the next dead ball and player will be assessed.

LAW 4: PLAYER'S EQUIPMENT

*Players must not wear anything that is dangerous to herself/himself or other players.

*Casts can be worn if covered and approved by 1) Referee & 2) Player's coach. **CASTS MUST BE APPROVED PRIOR TO THE GAME.**

*Soccer cleats can be worn. **NO METAL OR TOE CLEATS.** Cleats or gym shoes required.

***SHIN GUARDS ARE MANDATORY.**

*Jersey must be worn and tucked in. Cold weather clothes can be worn underneath the jersey.

LAW 5: REFEREE

1 Referee

*Ensures correct number of players for the start of the match. Forfeit time is 5 min. after scheduled start time. Games can be started late but the time will be adjusted to end the game at the normal time.

*Makes sure Law 4 is enforced prior to game.

*Enforces all rules. Does not call incidental contact, focuses on intent of breach. Does not control the match by continually blowing the whistle.

*Stops play by blowing whistle and using correct hand gestures.

*Starts halves, restart after goal, and penalty kicks with a whistle. Other restarts do not require a whistle.

*Acts professionally. Acts as a timekeeper.

*Provides 5-yards distance, when requested, for free kicks.

*Stops game the moment anyone sees lightning. Can also cancel due to harsh weather conditions. If game is into the 2nd half, no rematch. Optional if canceled earlier. Coach's discuss at that time.

*Administers red/yellow cards. Let's make it a goal not to have any of these. This is a recreation league. Treat players and referees with kindness.

*The Advantage Rule: The Referee has the responsibility to NOT call an obvious foul if, by stopping play at that moment, the effect would be to cause greater harm to the team that was fouled with the advantage.

LAW 6: DURATION OF GAME

Two 25-minute halves

5-minute halftime interval or when kids are ready (play restarts with Home team kicking off)

LAW 7: RESTARTS

*Home team chooses which goal to attack at start of game.

*Away team kicks the ball off at start of the game.

*Goals can't be scored on the kick off.

*Defense on own half of the field and outside of the center circle.

*Offense on own half of field and **inside or outside of circle.**

*Ball must roll forward or backward. Distance does not matter.

*If the kicker touches the ball a second time indirect kick is awarded to the other team.

LAW 8: BALL IN & OUT OF PLAY

*100% rule, Entire ball must cross the line to be in/out of play or score a goal.

LAW 9: METHOD OF SCORING

- *Can't score on kick-in, kickoff, and any free kick since they are all indirect. Can score on corner kicks.
- *A goal can only be scored past midfield (attacking half). If you score a goal that is farther than half field, it will be a goal kick and will not count.

LAW 10: OFFSIDES

- *No offside.

LAW 11: FOULS AND MISCONDUCTS

- *Heading the ball is allowed.
- *Kicking, tripping, jumping at, charging, striking, pushing, tackling (before contacting the ball), holding, spitting, touching ball with hand or attempting to do any of these will result in an indirect free kick.
- *Slide tackling or kicking while on the ground will result in an indirect free kick.
- *High Kicks (any kick above the waist) will result in an indirect free kick.
- *Any play that is considered overly dangerous or aggressive will result in a yellow card and the player will sit out until they have calmed down or for the entire game upon the referee's judgement.

LAW 12: FREE KICKS

- *Indirect: Ball must touch another player before going into the goal.
- *Ball must be stationary before played, and kicker does not touch a second time or indirect awarded to opposing team. Don't need to wait for referee signal unless asking for space (5 yards).

LAW 13: PENALTY KICK

None

LAW 14: KICK IN

- *There are no throw ins. If the ball goes out of bounds on the sideline, the ball will be placed on the spot where it went out and it will be a kick in. Cannot score from a kick in.
- *Kicker can't touch ball before it has touched another player. Indirect kick is awarded.

LAW 15: GOAL KICK

- *Kick taken by any team member anywhere inside the goal box.
- *Kicking team players can be inside of penalty area. Ball becomes live as soon as the ball is kicked. The ball does not have to leave the penalty area before becoming live.
- *Each field will have 2 break out lines. When there is a goal kick, the defence must be behind the break out line. Once the ball is kicked, the defenders may cross the line.

LAW 16: CORNER KICK

- *Distance will be given if asked for (5 yards). *Can score goal directly.

LAW 17: MISCELLANEOUS

- *Players cannot touch the ball inside the arcs by the goals. If an offensive player touches the ball in the arc, it will result in a goal kick. If a defensive player touches the ball in the arc, it will result in a goal.
- *If a player commits a foul (hand ball or slide/physical foul) when there is an obvious goal scoring opportunity. That player and coach will receive a warning. If it happens again during season, it will result in a red card (thrown out of the game) and that team must play a person down on the field for the duration of that game.