



Soccer Rules

Updated 1/21/09

I. Number of Players on the Field

<u>1. League</u>	<u>Number of Players</u>
U7-U8, Outdoor Rules	8
U9-U13	7
U14-U19, HS Co-ed	6
Men, Women	6
Adult Co-ed	7 (Must have 3 females)

Number of players for every league includes a goalkeeper.

2. In the event that two age divisions have been combined, the amount of players on the field will follow the number listed for the younger division.

II. Rosters

1. Each team must turn in a completed roster/waiver form prior to the second game of the season. All players must sign the roster or have a parent sign the roster if under 18 years of age.
2. You must notify River's Edge of any roster changes.
3. No player should play on more than one team in the same division.

III. Age Requirements

1. Players should play at their own age level. Please see the program brochure for birth dates for each league.

IV. Equipment

1. Players must all wear their team jerseys, or a shirt of the same color throughout the entire game.
2. Shin guards are REQUIRED for all youth games played at River's Edge and highly recommended for all players.
3. No equipment or attire is allowed that may pose a threat to other players on the field. This includes all jewelry, hats, do-rags, etc. The referee reserves the right to ask a player to remove any equipment or attire that he or she considers dangerous or inappropriate.
4. Goalkeepers must wear a jersey or a shirt that distinguishes them from all other players and referees on the field.
5. Any hard cast, splint or brace must be wrapped and approved by the referee to protect themselves as well as other players.

V. Referees

1. Referees will be provided by River's Edge Indoor Sports.
2. All fees for referees are included in the team fee.
3. All decisions made by the referee are final and may not be challenged by players or coaches. Referees reserve the right to penalize players in the event that this takes place.

VI. Duration of the Game

1. The duration of the game will be (2) 24-minute halves with a one-minute halftime.
2. The clock will be running for the entire game and will not be stopped for a ball that is out of play. The clock may be stopped in the event of a serious injury, and this is done at the discretion of the referee.
3. There are no time outs permitted for either team.
4. In the event of a tie after regulation has ended, the game will end in a tie.

VII. Start and Restart of Play

1. Each game will begin with an opening kickoff from the Center Mark. This is an indirect kick and will be taken by the home team at the beginning of every game. The ball must be played forward.
2. The visiting team will kick off at the beginning of the second half.
3. The player who originally touches the ball may not touch the ball again until another player does so.
4. Players must remain on their respective sides until the ball has been kicked. Opposing players must stay outside of the center circle until the ball has been kicked.

VIII. Ball In and Out of Play

1. A ball is considered out of play when one of the following occurs:
 - the ball has completely crossed the goal line, sideline or end line
 - the ball crosses the dasher wall or touches any netting around field of play
 - the game has been stopped due to injury or misconduct

IX. Scoring

1. A goal has been scored only when the ball has **completely** crossed the goal line between the goal posts.
2. 2 point goals are awarded for any shot scored from behind the red neutral zone line.
3. Any goal scored on your own team's goal will result in 1 point for the opposing team regardless of where the ball was kicked from.

X. Substitutions

1. Substitutions are unlimited throughout the entire game. The player being subbed for must be in close proximity to the bench when the substitute enters the field of play. For the outdoor rules league we will follow normal substitution rules.
2. The player leaving the field may not make any attempt to continue playing when the substitute has entered the field.
3. Any player on the field or on the bench may substitute for the goalie as long as the referee has been made aware of the change. If a player on the field will be the substituting goalie, this change may only be made during a dead ball.

XI. Fouls

1. The following fouls will result in a free direct kick: slide tackling, kicking, tripping, jumping in, charging, striking an opponent, pushing, holding, using both hands on the wall to gain an advantage, hand ball, boarding (running your opponent into the wall).

2. Any foul taking place in the penalty box will result in the opposing team receiving a penalty kick. In this event, the ball will be placed at the mark at the top of the penalty box or at the penalty kick line on the outdoor rules field. All other players must remain behind the ball and outside the marked area until the ball has been kicked.

3. Violating any of the offenses above may result in a 2-minute penalty, 5-minute penalty, or expulsion from the game.

4. Free Kicks

A. No matter where a free kick is taken, all opposing players must be at least 10 feet away from where the ball is being kicked. If the kick is being taken from your own penalty box, all opposing players must be outside of the box even if it is more than 10 feet away.

B. A game or a half may not end on a pending penalty kick. The kick will still take place even if no time is left on the clock.

C. Any ball that hits the net above the goal will result in a free kick from the marked white spot in the penalty box.

5. Cautionable Offenses

Cautionable offenses include persistent infringement, dissent, disorderly conduct and other unsportsmanlike behavior. This can result in a verbal warning, yellow cards, 2-minute penalty, 5-minute penalty, or expulsion from the game.

6. Penalties

A. 2 minute penalties: A player receiving this penalty must be removed from the field for 2 minutes. The team is to play short handed until the 2 minutes have expired. If the opposing team scores, you may resume playing at full strength by subbing an alternate player into the game if the 2 minutes have not expired.

B. 5 minutes penalties: A player receiving this penalty must be removed from the field for 5 minutes. The team is to play short handed until the 5 minutes have expired. If the opposing team scores, you may resume playing at full strength by subbing an alternate player into the game if the 5 minutes have not expired.

7. Goalkeeping Restrictions

A. Once the goalie has put the ball into play, he or she may not handle the ball again until an opposing player has kicked the ball.

B. The goalkeeper must get rid of the ball within 5 seconds of handling it.

C. A ball may not be played to the goalkeeper's hands from outside the red neutral line zone unless an opposing player touches it.

D. Any violation of the Goalkeeping Restrictions will result in a free kick from the top of the penalty box.

XII. Three-Line Violation

1. A three-line violation has occurred when the ball propels through the air across the 2 neutral zone lines and the midfield line without touching the wall, another player, or the referee in the field of play. This does not apply to the outdoor rules league.

2. This violation results in a direct kick for the opposing team from the spot where the ball crossed the first neutral line.

XIII. Superstructure Violation

1. This violation occurs when the ball comes in contact with any part of the building above the field of play.

2. This results in a free indirect kick from the spot where the ball hit the above structure.

XIV. Sportsmanship Statement

Once a team goes down by 6 goals, they may insert an additional player. This additional player may play for as long as the team is losing by 5 goals or more. Once the score differential drops below 5 goals, the teams will return to playing straight up.

XV. Co-ed Soccer

A. You must have female touch on the ball on the offensive half to score a goal.

B. At least 3 of the 7 players must be female. If less than 3 females are available to play then the team must play short.

C. You lose female touch when the ball crosses back over midfield into your defensive half of the field.