

## STATESBORO – BULLOCH COUNTY PARKS & RECREATION DEPARTMENT

### Youth Soccer Rules and Regulations U-10, U-12 & Older Age Divisions

Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in the youth soccer program from the responsibilities and possible penalties herein. All coaches, team officials, parents and players, by their participating in SBCPRD soccer program play, agree that they are bound by these rules.

The Youth Soccer Program is a recreational program offered for boys and girls between the ages of 8 and 17.

#### Section I – Administration

- A. The Statesboro – Bulloch Parks and Recreation Department (SBCPRD) follows the Rules and Regulations of the Georgia Youth Soccer Association (GYSA), United States Youth Soccer Association (USYSA) and Federation Internationale de Football Association (FIFA) with exception to the modifications found within the SBCPRD Rules and Regulations.
- B. Age Divisions – Age control date for all Age Divisions is August 1 of the current year
  1. U-06 Age Division includes players 4 and 5 years of age (co-ed)
  2. U-08 Age Division includes players 6 and 7 year of age (co-ed)
  3. U-10 Age Division includes players 8 and 9 years of age
    - a. If enough female players are registered in this Age Division a separate Girls U-10 League may be created.
  4. U-12 Age Division includes players 10 and 11 years of age
    - a. If enough female players are registered in this Age Division a separate Girls U-12 League may be created.
  5. U-14 Age Division includes players 12 and 13 years of age
    - a. If enough female players are registered in this Age Division a separate Girls U-14 League may be created.
  6. Older Age Divisions established based on number of participants
- C. Player Evaluations – All players in the U-10 and older Age Divisions must attend the published Player Evaluations prior to being assigned to a team unless the player was unable to attend the tryout or registered late. SBCPRD staff will be responsible for assigning a player to a team if that player was not at the evaluations.
- D. Team Assignments - All registered players will be assigned to a team.
  1. U-06 and U-08 Age Division will be assigned by SBCPRD Soccer Staff
  2. U-10 and older Age Division will be drafted by team coaches
- E. Team meetings, practices and games
  1. Teams may not meet more than 3 times per week (2 practice and 1 game or 2 games and 1 practice)
  2. Practices will be scheduled by SBCPRD. Coaches may schedule additional practices by contacting their area supervisor
  3. Games will be scheduled by SBCPRD. Any game conflicts must be resolved through SBCPRD. Coaches shall not change game times or locations at any time.
- F. Inclement Weather
  1. When a decision to cancel practices and/or games is made prior to the end of the school day SBCPRD will contact all local public schools to make an announcement
  2. At 4:30PM on weekdays (Saturdays by 8:00AM) a final decision will be made on the status of practices and/or games, and all teams must report to the field for the scheduled games

3. When inclement weather arises at the game and/or practice site the Game Official and Field Supervisor has the authority to suspend the game.
4. Teams must not leave the park (or parking lot) until a Field Supervisor has officially canceled practices and/or games for the day.

## Section II – Sportsmanship

- A. Any coach or spectator acting in an unsportsmanlike manner or in any way that could prove detrimental to the league, players, spectators and/or coaches will be subject to disciplinary action by the SBCPRD and will be asked to leave the facility.
- B. At no time will the use of any tobacco product be allowed on the premises of any SBCPRD facility.

## Section III – Coaches Responsibilities

- A. Only certified coaches designated by the SBCPRD will be allowed in the team technical area. It is the responsibility of the coach to ensure that all substitutes and assistants remain at least one (1) yard from the touchline and in the team technical area.
- B. Injuries – Coaches must notify the SBCPRD of any injury to a player whether it happened during a practice or game.
- C. Player Discipline – If a player does not play for disciplinary reasons, it is the responsibility of the coach to notify the Athletic Supervisor prior to the game, and then at the game the coach must notify the field supervisor, opposing coach and game official.

## Section IV – Playing Rules

### LAW #1: THE FIELD OF PLAY

- A. Outer Dimensions (Yards)

Age Group	(L x W)
U-10	60 x 40
U-12	80 x 60
U-14	80 x 60
- B. Inside Dimensions (Yards)

Age Group	Penalty Area	Goal Area	Penalty Kick Mark
U-10	30 x 12	14 x 4	10
U-12	34 x 14	20 x 6	12
U-14 and older	34 x 14	20 x 6	12
- C. Center Circle Radius (Yards)

Age Group	Circle Radius
U-10	8 yards
U-12	10 yards
U-14 and older	10 yards
- D. Goal Dimensions

Age Group	Inside Width	Inside Height
U-10	6 yards (approx.)	6 feet (approx.)
U-12	6 yards	8 feet
U-14 and older	6 yards	8 feet
- E. No one (spectators or participants) shall be allowed behind the end lines during the course of a game.
  1. The referee shall halt the game, if necessary, to enforce this rule.
  2. Further action by the referee shall be considered, if necessary, under provisions of Law #5 and Law #12.

- F. Field size will not be a matter for protest.
- G. A technical area, as defined in Law 3 of the Laws of the Game, may be marked in the area designated by the SBCPRD for players' seating, unless such marking is not feasible due to the layout or arrangements of the particular field.

**LAW #2: THE BALL**

- A. U-10 and U-12: A #4 ball shall be used.
- B. U-14 and older: A #5 ball shall be used.

**LAW #3: NUMBER OF PLAYERS**

- A. The following shall be the number of players for each age division to take part in a match, the minimum required to begin a match, and the minimum required to continue a match once started:

	U-15 and older	U-14	U-12	U-10
Maximum number on the field	TBD	11	8	6
To Start Match	TBD	8	7	5
To Finish Match	TBD	8	7	5

Note: U-10 will play 7v7, U-12 will play 8v8, U14 will play 11v11

- B. Only players listed on the official team roster may participate in a league match.
- C. If a player is not playing for disciplinary reasons the head coach must notify the following:
  - 1. Game official
  - 2. Field Supervisor
  - 3. Athletic Supervisor (if determined prior to day of match)

**LAW #3: SUBSTITUTIONS**

- A. Substitutions shall be allowed at the following times and shall be unlimited:
  - 1. Prior to a throw-in by either team
  - 2. Prior to a goal kick
  - 3. After a goal is scored
  - 4. At halftime
- B. Players being substituted must exit the field of play prior to players coming on the field.
- C. All players shall leave and enter the field at the middle of the field.
- D. Recreation: Half of each half is the mandated playing minimum per player. It is recommended that whenever possible all players should play three-fourths of each game, unless the player is unwilling or unable.
- E. It is the responsibility of the team coach to assure that the substitution rule is carried out.
- F. No player shall leave the field of play prior to the expiration of the game without the consent of the referee.
- G. U-10 Goalkeeper Participation: The mandated playing time for a goalkeeper is no more than half the game.

\*\*\*If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play half of a match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:

- 1<sup>st</sup> offense: Verbal warning
- 2<sup>nd</sup> offence: Written warning
- 3<sup>rd</sup> offence: Suspension of coaching duties

\*\*\*Any confirmed violations may result in immediate dismissal.

#### LAW #4: PLAYER'S EQUIPMENT

- A. All players should be in the uniform issued by the SBCPRD (jersey, shorts and socks).
  - 1. A player not in uniform may participate, but should wear a shirt that distinguishes him/her from the opposing team.
- B. The goalkeeper shall wear a shirt of a different color from his teammates, the referee, and his opponents, and does not require a number.
- C. The U-10 age group shall wear only molded cleats or tennis shoes.
- D. Players shall not play with a cast or jewelry of any kind.
- E. All players must wear shin guards covered with socks.
- F. Shin guards must be a commercially manufactured product specifically designed for the purpose.
- G. Homemade products such as newspapers or bandages will not be allowed.
- H. Players may not participate with improper equipment.
- I. Any screw-in cleat that is broken or damaged in any way so as to expose any internal structure or present surface deformations with sharp edges or projections that might endanger any player coming in contact with it is prohibited and must be removed and/or replaced before that player is allowed to play.

#### LAW #5: REFEREES

- A. In the event a referee is not present at a SBCPRD match, the coach of each participating team shall each referee one-half of the game, the halves to be selected by mutual consent or by a third person agreed upon by both coaches.
- B. In any event, the game must be played.

#### LAW #6: ASSISTANT REFEREES

- A. The Assistant Referee shall assist the Referee in conducting the match

#### LAW #7: DURATION OF THE GAME -- Length of Games, Overtime Periods, and Ball Specifications

- A. The length of games, ball size, ball-weight, ball dimensions, and match tie breaking rules for each age group shall be as follows:

Age Group	Length of Games	Overtime Periods	Ball Size	Ball Cir.	Ball Weight
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U-19	Two 45-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
U-17	Two 45-min. halves	Two 15-min. halves	#5	27-28	14-16 oz.
U-16	Two 40 min. halves	Two 10-min. halves	#5	27-28	14-16 oz.
U-14	Two 35-min halves	Two 10-min. halves	#5	27-28	14-16 oz.
U-12	Two 25-min. halves	Two 10-min halves	#4	25-26	11-13 oz.
U-10	Two 20-min. halves	Two 10-min. halves	#4	25-26	11-13 oz.

- B. All matches of U-10 age group teams and above shall have a 5-minute half-time interval.
- C. For league championship or playoff games, if no team has won the match at the end of regular play, overtime periods may be modified or nullified.
- D. If the game is still tied after overtime periods, FIFA "Kicks from the Mark" rules will apply in order to determine the winner.

### LAW #8: THE START OF PLAY

- A. If a team cannot field the required minimum number of players within 5 minutes after the scheduled kick-off time, that team will forfeit the game. In the event that neither team is able to field the required minimum number of players, then both teams will forfeit the game.
- B. For extenuating circumstances, the Field Supervisor shall have the right to waive this rule.
- C. Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game. A team not so represented shall forfeit the match.
- D. The field supervisor shall make the final decision, at the field of play, as to whether or not to begin the match, based upon his/her judgment of the condition of the field of play, the weather, or any other factor he considers pertinent.

### LAW #9: BALL IN AND OUT OF PLAY

- A. It has wholly crossed the goal line or touch line, whether on the ground or in the air;

### LAW #10: METHOD OF SCORING

- A. All forfeits shall result in a score of 3-0 against the team being penalized.
- B. In the event of a forfeit the two teams may play a scrimmage game with the consent of both team representatives.

### LAW #11: OFF-SIDE

- A. It is not an offence in itself to be in an offside position. A player is in an offside position if:
  - 1. he is nearer to his opponents' goal line than both the ball and the second last opponent.
- B. A player is not in an offside position if
  - 1. he is in his own half of the field of play; or
  - 2. he is level with the second last opponent; or
  - 3. he is level with the last two opponents.
- C. A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of The Referee, involved in active play by:
  - 1 interfering with play; or

2. interfering with an opponent; or
3. gaining an advantage by being in that position.

## LAW #12: FOULS AND MISCONDUCT -- U-10 and Under Modifications

- A. A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:
1. kicks or attempts to kick an opponent;
  2. trips or attempts to trip an opponent;
  3. jumps at an opponent;
  4. charges an opponent;
  5. strikes or attempts to strike an opponent;
  6. pushes an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:

1. tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball;
2. holds an opponent;
3. spits at an opponent;
4. handles the ball deliberately (except for the goalkeeper within his own penalty area).

\*\*\*A direct free kick is taken from where the offence occurred.

### B. Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

1. is guilty of unsporting behavior;
2. shows dissent by word or action;
3. persistently infringes the Laws of the Game;
4. delays the restart of play;
5. fails to respect the required distance when play is restarted with a corner kick or free kick;
6. enters or re-enters the field of play without the referee's permission;
7. deliberately leaves the field of play without the referee's permission.

### C. Sending-Off Offences - A player is sent off and shown the red card if he commits any of the following seven offences:

1. is guilty of serious foul play;
2. is guilty of violent conduct;
3. spits at an opponent or any other person;
4. denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area);
5. denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick;
6. uses offensive or insulting or abusive language and/or gestures;
7. receives a second caution in the same match.

\*A player who has been sent off must leave the vicinity of the field of play and the technical area.

- D. Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play.

- E. Opposing players shall not play or touch the ball until it has left the penalty area.  
PENALTY: For any infringement of this modification an indirect free kick shall be awarded at the spot of the infringement given the overriding provisions of Law XIII.

- F. Pass-back to the Goalkeeper: A goalkeeper shall be penalized for handling the ball intentionally passed to him from the feet of a teammate.

#### Cases and Rulings:

1. The goalkeeper punts the ball, which strikes an opponent who is in the penalty area.

- Ruling: Indirect Free Kick to the goalkeeper's team at the spot where the ball contacted the opponent.
2. The goalkeeper parries the ball to the ground.  
Ruling: The goalkeeper took initial possession with the parry (not deflection). The ball is not playable by the opposition until the ball clears the penalty area.
  3. The goalkeeper punts the ball, which strikes a teammate within the penalty area and rebounds into the goal.  
Ruling: Goal. The ball is in play.
  4. After taking possession of the ball, the goalkeeper and a teammate pass the ball back and forth repeatedly within the penalty area.  
Ruling: Indirect Free Kick from spot where time wasting is determined by referee.
  5. The goalkeeper parries the ball to his feet and dribbles to the top of the penalty area.  
Ruling: If the ball is picked up by the goalkeeper, this would be a second possession infringement. If the ball is kicked from the ground out of the penalty area, play on, no infringement.
  6. After taking possession of the ball, the goalkeeper rolls the ball to a teammate who is within the penalty area. The teammate then kicks the ball out of the penalty area.  
Ruling: Play on, no infringement.

#### LAW #13: FREE KICK -- (Direct and Indirect)

- A. Prior to taking a free kick opponents must be eight (8) yards from the ball.

#### LAW #14: PENALTY KICK

- A. Penalty mark shall be
  1. U-10: Ten (10) yards from the goal line
  2. U-12 and older: Twelve (12) yards from the goal line
- B. All players, other than the kicker and defending goalkeeper, are at least eight (8) yards from the penalty mark.

#### LAW #15: THROW IN

- A. A throw-in is a method of restarting play.
  1. A goal cannot be scored directly from a throw-in.
  2. A throw-in is awarded:
    - a. when the whole of the ball passes over the touch line, either on the ground or in the air;
    - b. from the point where it crossed the touch line;
    - c. to the opponents of the player who last touched the ball.
- B. At the moment of delivering the ball, the thrower:
  1. faces the field of play;
  2. has part of each foot either on the touch line or on the ground

#### LAW #16: GOAL KICK

- A. A goal kick is a method of restarting play.
  1. A goal may be scored directly from a goal kick, but only against the opposing team.
  2. A goal kick is awarded when:
    - a. the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.

#### LAW #17: CORNER KICK

Revised 3/6/09

- A. A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team. A corner kick is awarded when:
  - 1. the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.
- B. U-10: Opponents must remain at least eight (8) yards away from the ball until it is played.
- C. U-12: Opponents must remain at least ten (10) yards away from the ball until it is played.

## LAW #18: LEAGUE STANDINGS

- 1. League Standings will be determined by winning percentage.

Winning percentage is figured by wins/losses/ ties.

Win= 1 Point

Loss= 0 Point

Tie= .5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tiebreaker will be head to head competition. If the teams remain tied after head to head competition, the next tiebreaker would head to head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head to head records a coin flip will be used to determine the winner.