

Richland Area Rotary Youth Soccer

Rules Of Play 2022

1. THE FIELD OF PLAY:

a: Recommended field size specifications are as follows:

<u>Level</u>	<u>Width (in yards)</u>	<u>Length (in yards)</u>
DIV I (U6,U7, U8)	20	30
DIV II (U9,U10)	30	47
DIV III (U11,U12)	47	75
DIV IV (U13 up)	75	112

b: **Field Markings:** The field of play shall be marked with a non-caustic material.

- 1) The field of play is marked with lines. These lines belong to the areas of which they are boundaries. Boundary lines are part of play. They shall be approximately four (4) inches wide with distinctive colored material which is non injurious to the participants. The two longer boundary lines are the “**touch lines**”, and the two shorter boundary lines are the “**goal lines**”. The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.
- 2) The field of play is divided into two halves by a **halfway line**.
- 3) **The center mark** is indicated at the midpoint of the halfway line.
- 4) The goal area and penalty area shall be marked at 90-degree angles to the boundary lines in accordance with FIFA and USSF.
- 5) There is no penalty area used in Division I. The restricted area will be painted with an arc in front of the goal.
- 6) **Division II shall have a “Build Out Line” in each half located between the midfield line and the goal line. Once the goalkeeper has possession of the ball, the opposing players must retreat beyond the Build Out Line before the goalkeeper is required to release the ball.**

d: **Goals:** . Goals must be placed on the center of each goal line. The goalposts and crossbars must be white. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement. The goals will be inspected prior to the game by the referee to insure conformity to the rules.

e: **Flags:** Flags shall mark the comers of the field of play. A **flag post** must be greater than 5ft high with a non-pointed top.

2. THE GAME BALL:

- a. The **game ball** must be:
- 1) spherical,
 - 2) made of leather or other suitable material,
 - 3) should be inflated to the manufacturer's recommended specifications.
- b: The home team will provide up to three (3) game balls to the referee ten (10) minutes prior to game time. The home team shall have a pump available for adjusting pressure.
- c: The game ball sizes are as follows:

<u>Level</u>	<u>Ball size</u>
Div I	3
Div II	4
Div III	4
Div IV	5

3. THE PLAYERS and SUBSTITUTIONS

- a: The **number of players** to be on the field at any one time for either team is as follows:

Level	MAX. Number of Players in the field of play	MIN. Number of Players in the Field of Play	Recommended Roster Size
Div I	4 (No Goal Keeper)	3 (No Goal Keeper)	6 - 8
Div II	7 (Including GK)	5 (Including GK)	10-12
Div III	9 (Including GK)	6 (Including GK)	13-15
Div IV	11 (Including GK)	7 (Including GK)	15-18

- b: A player shall compete for only one team within an age group. No "doubling" of players on two teams within an age group is allowed.
- d: Each participating **soccer club and/or City** shall provide a roster with names and dates-of-birth for team members on their respective teams. These rosters will be submitted to RARYS prior to the start of the season. Age delineation's for each level is as follows:

<u>Age Group</u>	<u>Birthday Range</u>
DIV I	Born after 12/31/2013 and in 1 st or 2 nd grade in 2022/23 school year.
DIV II	Born after 12/31/2011 and in 3 rd or 4 th grade in 2022/23 school year.
DIV III	Born after 12/31/2009 and in 5 th or 6 th grade in 2022/23 school year.
DIV IV	Born after 12/31/2007 and in 7 th or 8 th grade in 2022/23 school year.

*U15 age players may participate in the Fall Recreational League as long as they are not in High School.

e. **Substitutions:**

1. To request a substitution, a substitute shall be ready and report to the scorer or referee before entering the field. The substitute shall wait by the halfway line mark until an official beckons the player to the field. A player may enter the field without permission of the official at the beginning of the game, quarter, or half time. Goal keeper change / substitution must be reported to the referee prior to actual change/substitution.
2. Times for substitutions - teams may substitute an unlimited number of players:
 - 1) On their own throw-ins
 - 2) On the other team's throw-in **as long as the other team is substituting also.**
 - 3) between periods, (either team)
 - 3) on a goal kick, (either team)
 - 4) when a goal is scored, (either team)
 - 5) when an injured player is attended to on the field,
 - 6) when a player is bleeding - must be attended to before reentering.
3. A substitute becomes a player once the official beckons him/her to the field.
4. **Substitutions may not be made on corner kicks.**

4. THE PLAYERS' EQUIPMENT

The basic guidelines for the evaluation of the players' equipment are to assure it is reviewed in light of safety for the players. If errors are made in requirements, they shall be made in favor of 'being cautious. The referee and RARYS will be the final authorities on safe equipment used by all players.

Basic compulsory equipment of a player is:

- 1) jersey or shirt,
 - 2) short,
 - 3) stockings,
 - 4) shin guards,
 - 5) footwear
- a. **Jerseys or shirts** must be numbered (numbers on the backside must be large enough and clearly visible from distance). Opposing teams shall wear opposing colors with the home team being responsible for conflicting colors. Goalkeepers shall wear colors which distinguishable from the other players, the referee and the assistant referees.
 - b. **Footwear/shoes** must be safe for all players. Shoes should be made of materials, which do not chip or cut. All cleats shall be not less than 1/2 inch in width and shall not be more than 3/4 inch long. Toe cleats, which are dangerous because they protrude, are illegal.
 - c. **Shin guards** must be commercially made of a suitable material (rubber, plastic, or similar substances). Shin guards must be completely covered by the stockings. RARYS recommends that all shin guards used be made of a strong durable plastic material.

- d. **No jewelry of any kind may be worn.** This includes necklaces, earrings, bracelets, watches, and rings. Medical tags may be worn if secured properly underneath the uniform. **Note: No earrings may be worn during games. If the player will not remove them, they may not play.**
- e. Sweatbands, for the head and wrists, along with hair control devices may be worn if made of soft material. Hats with rims may be worn by the goalkeeper only. Soft non-rimmed hats may be worn by any players in times of cold weather or for other reasons. Bandannas may only be worn if used as a sweatband for the head.
- f. All **glasses** must be strapped. Plastic framed glasses are recommended. Metal/Wired framed glasses are acceptable if they are not broken.
- g. Unusual equipment should be brought to the attention of RARYS prior to the start of the season for a determination of their suitability. Unusual equipment not certified by RARYS League prior to the season shall be deemed unsafe by the referee on the field.

5. REFEREES

- a. The referee will be responsible for enforcing the Laws of the Game of soccer in such a manner to ensure that the game is played fairly by both teams and that the competition is a result of good sportsmanship by all involved. A referee is responsible for all actions taken on the field from the equipment check at the beginning to the handshake of teams at the end of the game.
- c. Referees should be properly uniformed and equipped in order to referee each game. Proper equipment includes whistles, cards, stopwatches, and note pad.
- d. The decisions of the referee regarding facts connected with play are final. WYSA and RARYS mandate a **Zero-Tolerance Policy** toward referees. If a conflict occurs during a game between the referee and a Coach or Parent, the referee will be instructed to stop the game and report the occurrence and all pertinent information to the Referee and Competition Chair for RARYS.

Players, coaches, and spectators must understand that derisive comments toward the referee are unacceptable. At the same time referees are there to facilitate the play of each game and not to hinder or influence. Referees are expected to treat coaches, players and spectators with the same respect as requested during each game. Likewise, it is expected that spectators and coaches treat referees with dignity and respect.

No communication of dissatisfaction or criticizing the referee is allowed before or after a game by coaches, players, or parents. Any criticism of a referee's performance can be directed to the RARYS -Rules and regulations Committee members listed at the end of this document. (Please provide the following information: Name of both teams, age level, city and field being played, officials name if known, brief description of what happened).

If a coach, player, or fan is harassing a referee, the referee has the right to take the following measures to cease harassment:

1. **Go to the offending team's coach and ask them to control themselves or their personnel (including fans).**

2. **If the problem persists after the above measure is taken, the referee should go back to the coach and direct the offending party be removed from the game/event location.**
 3. **If the problem persists after the above measures are taken, the referee should stop the game and leave the field. The outcome of the game will be determined by the Competition Committee.**
- e. **In the event a Red Card is issued to a player**, the referee must give a game report to the corresponding coach outlining the offense. The coach must then forward the report to their club president who then must send a copy to the RARYS - Rules & Regulations Committee (**address shown at the end of this document**) within Three (3) working days. The above information may also be communicated through telephone, fax and/or E-mail.
- f. The referee (center official) must be at least two (2) years older than the age group of kids in the game he/she is officiating.

6. ASSISTANT REFEREES/LINESMEN

When possible, assistant referees will be assigned by RARYS for Div II, Div III & Div IV games. **In the event that Assistant Referees are not available, the Referee may have Club's Linesmen provide assistance.** The teams shall provide up to two linesmen who are knowledgeable of the rules and regulations of the game to assist the referee in out-of-bounds calls. Linesman's responsibilities are limited to out-of-bounds duties and/or subject to the decision of the referee be appointed to extended duties to indicate:

- a. which side is entitled to a corner kick, goal kick or throw-in,
- b. when a player may be penalized for being in an offside position,
- c. when a substitution is requested,
- d. when misconduct or any other incident has occurred out of the view of the referee

7. DURATION OF THE GAME

- a: The published game time is the official start time. Teams should be ready to start at the scheduled time to keep the following games on schedule.
- b: **Duration of games** is as follows:

<u>Level.</u>	<u>Period of Play</u>	<u>Half-Time Interval</u>
DIV I	12 min. quarters	5 min.
DIV II	25 min. halves	5 min.
DIV III	30 min. halves	5 min.
DIV IV	35 min. halves	5 min.

- c: Half time interval shall be as indicated above unless a shorter time agreed upon by both coaches. Time between quarters shall be **two (2) minutes**. **NOTE:** The referee may shorten the half time due to unexpected events (e.g. game running late, weather).
- d: If the game is tied at the end of regulation play, the game will be recorded as a tie.

8. START OF PLAY

- a: A coin toss will be held before the game to determine who has initial possession of the ball and side of field. The visiting team will make the call. Winner of the coin toss will decide which goal it will defend and the other team takes the kick-off to start the game. In the second half of the game the teams change ends and the team that did not take the kick-off in the first half will start the game.
- b: In addition to the above, the 2nd and 4th quarters of Div I games will be restarted with a kick-off from midfield alternating possession each quarter. Sides of field will only be switched at the half time.
- c. **Kick-off** is a way of starting or restarting play. It takes place:
 - 1) after a goal has been scored,
 - 2) at the start of the second half,
- d. **Procedure during the Kick-off:**
 - 1) all players on both teams must be in their own half of the field except for the player kicking the ball.
 - 2) the ball shall be stationary on the center mark,
 - 3) the opponents of the team taking the kick-off shall be at least 10 yards from the ball until it is in play, (4 yds for Div 1, 8 yds for Div 2)
 - 4) the referee must give a signal to start,
 - 5) the ball is in play when it is kicked and moved any distance (Note: The ball does NOT have to move forward)
 - 6) A goal may be scored directly from the kick-off.

9. BALL IN AND OUT OF PLAY

- a: The ball is **out of play** when:
 - 1) it has completely crossed the plane of the outer edge of the goal line or touch line whether on the ground or in the air.
 - 2) play has been stopped by the referee.
- b: The ball is **in play** at all other times, including when:
 - 1) it rebounds from a goalpost, crossbar or corner flag and remains in the field of play,
 - 2) it strikes a referee who is on the field of play unless the result is a clear change of possession from one team to the other. In this event, the referee shall stop play and award an indirect free kick to team which had had possession.

10. SCORING

- a: A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.
- b: Forfeited games shall be a score of 1 - 0.

- c. **Note: For the Div I games, no Score can be made directly into the goal from beyond the center line.**
- d. **Games shall be terminated at the end of the first half in Div II, Div III and Div IV if the goal differential between the two teams is ten or more. Games shall be terminated immediately if the goal differential reaches ten goals during the second half of play.**

11. OFFSIDE

It is not an offense in itself to be in offside position.

- a. A player **is** in an **offside position** if:
 - 1) that player is nearer to an opponent's goal line than both the ball and the second last opposing player (Goalkeeper is included in the count of opponents)
- b. A player **is not** in an **offside position** if:
 - 1) He/she is in his/her own half of the field of play or
 - 2) he/she is level with the second last opponent, that is the same distance from the goal line as the opposing player who is second nearest to the goal line (Goalkeeper is included in the count of opponents),
 - 3) he/she is level with the last two opposing players (Goalkeeper is included in the count of opponents).
- c. An offside infraction occurs and is called when a player who is in an offside position at the moment the ball is played by one of his teammates is, in the opinion of the referee, involved in active play by:
 - 1) interfering with play or
 - 2) interfering an opponent or
 - 3) seeking the gain advantage by being in that position.
- d. An offside infraction does not occur if a player who is an offside position receives the ball directly from a:
 - 1) Goal Kick
 - 2) Corner Kick
 - 3) Throw-in
 - 4) A ball intentionally played by an opponent.
- e. **NO OFFSIDE calls for the ages Div I .**

12. FOULS AND MISCONDUCT

- a. **Penal Fouls:** Coaches, referees, and players must be familiar with the basic rules of soccer. The objectives for sports for youth should be enjoyment, skill development, benefits from participating in a team sport, and the development of good sportsmanship. The followings are considered **Ten Penal fouls** if it is committed by any player in a manner considered by the referee to be **careless, reckless or using excessive force:**

- 1) player shall not intentionally kick or attempt to kick an opponent,
- 2) player shall not intentionally trip or attempt to trip an opponent,
- 3) player shall not intentionally strike or attempt to strike an opponents,
- 4) player shall not intentionally jump at an opponent,
- 5) player shall not intentionally push an opponent,
- 6) player shall not intentionally handle the ball with a hand or an arm (except for the goalkeeper within his own penalty area),
- 7) player shall not intentionally hold an opponent,
- 8) player shall not intentionally charge an opponent when not within playing distance of the ball.
- 9) player shall not intentionally spit at an opponent,
- 10) player shall not intentionally tackle an opponent to gain possession of the ball by making contact with the opponent before touching the ball. Note: a foul may occur during a slide tackle if in the opinion of the referee, contact with the player that is judged to be intentional occurs after contact with the ball.

NOTE 1: A **direct free kick** is awarded to the opposing team if it is committed by a player outside of his own penalty area.

NOTE 2: A **penalty kick** is awarded to the opposing team if it is committed by a player inside of his own penalty area, irrespective of the position of the ball, provided it is in play. **No penalty kicks for the Div I .**

b. Cautionable Offenses: A player is cautioned and shown the **yellow card** if he commits any of the following offenses:

- 1) entering or re-entering the field of play without permission of the official,
- 2) deliberately leaves the field of play without permission of the official,
- 3) persistent infringement of any of the rules of the game,
- 4) objecting by word of mouth or action to any decision given by an official; (dissent),
- 5) fails to respect the required distance when play is restarted with a corner kick or free kick,
- 6) challenges a throw-in either by word or action,
- 7) any incidental use of vulgar or profane language, un-sportsmanlike conduct or behavior including but not limited to:
 - a) unnecessary delay the restart of play,
 - b) holding of shirts, shorts, etc.
 - c) deliberate verbal tactics (example: shouting at an opponent to distract them from playing the ball).
 - d) encroachment
 - e) intentional handling to stop an attack or to prevent the ball from going into the goal (if the ball goes into the goal and a goal is awarded).
 - f) a deliberate tactical foul is considered unsporting and should be cautioned.
 - g) any foul committed in a reckless manner.

NOTE : A coach or bench personnel who dissents, coaches outside the technical area, or other improper behavior may not be carded. The proper procedure is to request they correct the behavior. If they repeat any improper behavior, they may be sent-off. The game is to be suspended until they comply or ended if they refuse.

c. **Sending-Off Offenses:** A player is sent off and shown the **red card** if he commits any of the following offenses:

- 1) exhibiting **violent conduct** or committing **excessive foul play**:
 - a) A player anywhere on the field intentionally handles the ball to prevent it from going into the goal. (except for goalkeepers within own penalty area) if the ball does not enter the goal.
 - b) An intentional foul by a player against an opponent who is moving toward his/her offensive goal with an obvious chance of scoring.
 - c) spitting at an opponent or any other person
- 2) using foul, insulting or abusive language and/or gestures toward any player, coach, or official.
- 3) player who receives a second caution (Yellow Card) in the same game.
- 4) leaving the technical area to enter the field where a fight or altercation is taking place.

NOTE 1: A player who receives a red card for a second yellow card shall immediately leave the field and shall not be substituted.

NOTE 2: A red carded player also can not participate in their next regular season scheduled game, however, the team can play at full strength in the next game. It is the responsibility of each club to keep track of carded player.

13. FREE KICK

Opposing players must be at least ten (10) yards for Div III & Div IV, at least eight (8) yards for Div II, and at least four(4) yards for Div I , in a radius away from the spot of all free kicks.

- a: Free kicks shall be classified "**Direct**" from which a goal may be scored against the offending team without being touched by a second player, or "**Indirect**" from which a goal may not be scored unless the ball is touched or played by another player of either team. Referees, coaches, and players must recognize the distinction between direct and indirect free kick. Referees must signal the appropriate call and type of kick to prevent confusion.
 - 1) **Note: there will be no Direct Free Kicks in Division I. All Free Kicks are to be Indirect only.**
- b: Any player of the offended team may take a free kick.
- c: **Direct free kicks** are awarded:
 - 1) If a player intentionally spits at, kicks, strikes, and attempts to kick or strike or jump at an opponent.
 - 2) If a player intentionally trips or attempts to trip an opponent.

- 3) If a player, other than the goalkeeper in his/her own penalty area intentionally handles the ball.
- 4) If a player intentionally pushes or holds an opponent.
- 5) If a player intentionally charges an opponent in a violent or dangerous manner or not within playing distance of the ball.
- 6) If a player tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball or intentionally contacts the opponent after touching the ball.

NOTE 1: If a direct free kick is kicked directly into the **opponents' goal**, a **goal** is awarded.

NOTE 2: If a direct free kick is kicked directly into the **team's own goal**, a **corner kick** is awarded to the opposing team.

d: **Indirect free kicks** are awarded:

- 1) If a player is penalized for being offside
- 2) If a player prevents the goalkeeper from releasing the ball into play.
- 3) If a player unfairly charges an opponent neither within playing distance of the ball.
- 4) If a player who is not in possession of the ball intentionally obstructs an opponent and/or impedes the progress of an opponent. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
- 5) For dangerous play (Playing the ball while on the ground or a high kick are only considered a dangerous play when it endangers other players).
- 6) If a goalkeeper inside his own penalty area commits any of the following five offences:
 - a. takes more than six (6) seconds releasing the ball after gaining possession and having control of the ball.
 - b. Touches the ball with hands after it has been deliberately kicked to him by a team-mate,
 - c. Touches the ball again with his hands after it has been released from his possession and has not touched any other player,
 - d. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate,
 - e. Wastes time.
 - f. In Division I and II, heading the ball is not allowed. The penalty for intentionally heading the ball will result in an indirect free kick for the opposing team at the spot of the infraction. If a goal is scored directly from a headball in these Divisions, the goal shall be disallowed and the player shall be reminded not to head the ball.**
 - g. In Division II, the goalie may not punt the ball. If the goalie punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area parallel to the goal line at the nearest point to where the infringement occurred. Drop kicks and Volleys are not allowed as it would represent circumvention of the rule. The ball is in play as soon as it leaves the goalkeepers feet or hands.**

NOTE 1: If an indirect free kick is kicked **directly** into the **opponents' goal**, a **goal kick** is awarded.

NOTE 2: If an indirect free kick is kicked **directly** into the **team's own goal**, a **corner kick** is awarded to the opposing team.

NOTE 3: The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

NOTE 4: All free kicks in Division 1 shall be indirect.

The referee has the sole right to determine severity of infraction and to determine the type of free kick to be taken.

14. PENALTY KICK

A **penalty kick** is awarded against a team which commits one of the ten penal fouls inside of its own penalty area and while the ball is in play.

Procedure for taking a Penalty Kick:

- 1) the player taking the penalty must kick the ball forward,
- 2) only the player who taking the kick and the goalkeeper are allowed inside of the penalty area. All other players must be outside the penalty box and the arc until the kick is taken,
- 3) the player taking the penalty can not play the ball a second time until it has touched another player or the goalkeeper.

NOTE: NO Penalty Kick call for Div I.

15. THROW-IN

- a: A **throw-in** shall be awarded to a team when the opposing team last touches the ball before the entire ball crosses the touch line either in the air or on the ground.
- b: The ball may be thrown in any direction from the point where it crosses the touch line as long as the thrower faces the direction that ball being thrown.
- c: The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head while keeping both feet on the ground until the ball has left the hands. The hands then must "follow through" to the front of the body. Stopping the hands above the head on a throw-in constitutes an illegal throw.
- d: If the ball fails to enter the field of play, it shall be re-thrown.
- e: The first two (2) games of the season should be used by referees for constructive coaching of proper throw-ins for the Division 2. During the first two (2) weeks, a second chance will be given. In Division 1, a second chance will be given throughout the season.
- f: Opposing players shall not interfere with the thrower or position themselves to challenge a throw-in. Opposing players must be at least 2 yards from the thrower.
- g: Goalkeeper can't handle the ball with hands when it is thrown to him by one of his teammate from a throw-in.

16. GOAL KICK

- a: A **goal kick** shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal posts and under the crossbar, either in the air or on the ground having last been touched by the attacking team.
- b: Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
- c: The ball may be placed at any point in the goal area. After kicking, the ball must completely leave the penalty area and enter the playing field. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

17. CORNER KICK

- a: A **corner kick** shall be awarded to the attacking team when the entire ball, either on the ground or in the air, completely crosses the goal line, excluding that portion between the goal posts and below the crossbar having been last touched by the defending team.
- b: Players of the defending team shall be at least 10 yards from the ball until it has been kicked.
- c: The ball shall be kicked within the quarter circle at the corner kick location.

18. Drop Ball

A drop ball situation occurs when:

- a) The ball goes out of play and the official cannot determine who touched the ball last.
- b) Two or more players commit fouls simultaneously.
- c) The ball becomes deflated and there is not a normal stoppage to replace it.
- d) Play is stopped for immediate injury with neither team in clear possession.

The procedure for a drop ball is:

- a) The drop ball occurs at the nearest point on the field the ball was no longer in play.
- b) The official holds the ball at waste height between opposing players and drops the ball to the ground.
- c) Players may not touch the ball until it touches the ground. Failure to let the ball touch the ground results in retaking the drop ball.
- d) The ball is in play once it touches the ground, regardless of whether or not a player has touched it.
- e) Any number of players on the field may participate in the drop ball (or none). In a situation where the official drops the ball and no players attempt to play it, the ball is in play and the clock is running.
- f) A goal may not be scored directly off a kicked drop ball. If the ball enters the goal directly from a kicked drop ball, the restart shall be a goal kick or corner kick depending on which team kicked it.

19. DIVISION 1 (U-8) ADAPTATIONS

- a: No players shall use their hands or arms to control the ball. There are no goalkeepers.
- b: Players of the attacking team shall not be inside the arc at the goal mouth without the ball.
- c: Play is restarted with an indirect free kick following all fouls or violations. There are no penalty kicks.

- d: On goal kicks, the ball may be placed anywhere within the goal arc.
- e: Players shall be granted a second attempt to achieve a legal throw-in.
- f: No heading in Division I

Rules and Regulations Committee members

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