YOUTH SOCCER RULES OF THE GAME

ARIZONA SPORTS COMPLEX

THE FIELD

Center Circle

The center circle with a fifteen-foot (15') radius shall be marked.

Penalty Area

At each end of the field of play two Penalty areas shall be marked.

Penalty Kick Mark

A circular mark shall be made within each Penalty Area twenty-four feet (24') from the midpoint of the goalie line. These shall be the Penalty Kick Marks.

Free Kick Mark

A circular mark shall be placed at the top of each Penalty Area arc for executing free kicks.

Touchline

A touchline shall be placed three feet (3') inside the perimeter wall on each side of the playing area. It shall be marked parallel to the perimeter wall, from Corner Mark to Corner Mark.

Corner Mark

A corner mark shall be placed three feet (3') inside the perimeter wall.

Outside Player

Is anything (other than substitute players) that enters the field without permission of the referee and plays or misdirects the ball or otherwise interferes with the game.

- **Restart:**
  - If team has clear possession of the ball, the restart is a Direct Free Kick, from where the ball was at the moment of stoppage.
  - If neither team has clear possession of the ball, the restart is a Drop Ball, from where the ball was at the moment of stoppage.

Pre-Existing Condition

These things are on or above the field deemed safe and generally do not move. They do not affect one team more adversely than the other.

Ex. Outdoor field netting when blown into the field by the wind.

- **Restart:**
  - According to the rules of the game (ball in or out of play)
- **Safety**
  - Problems with the field should be reported to ASC management.

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THE BALL

Ball Size:

- Size 3 for U4 to U8
- Size 4 for U9 to U10
- Size 5 for U12 and above

ASC will provide two (2) game balls per game. Teams are responsible for game balls during the game. Teams must go and get the balls after it has been kicked out of bounds.

If the ball becomes unsafe or flat during play, the referee must stop the game, get a different ball and restart the play with:

- If a team has clear possession of the ball restart is a direct free kick, where the ball was at the time it bursts.
- If neither team has clear possession of the ball the restart is a drop ball.

THE PLAYERS

- Only Player, Coaches, are allowed on the bench side of the field! No parents or fans allowed!
- If a parent or fan refused to clear the bench, then the referee has a right to stop the game until the parent has left the area. The clock will continue to run while the game is stopped. Once the parent or fan leaves, the game can continue.

THE COACHES

- Are responsible for his/her team, parents, and fans.
- They must act and behave responsibly leading their team by example.
- The must control their bench and regulating an misconduct from start to finish of the game.

THE GAME

Numbers of players:

- U8 - 5v5 (No Goal Keepers)
- U9 and above - 6v6 (Goal Keepers)
- Minimum of 4 players to start a game
- U9 and above teams must have a designated goal keeper at all times.
- Players are in the jurisdiction of the Referee from the moment they enter the facility until the moment they leave the complex.

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Guaranteed Substitutions:

- During guaranteed substitution occasions, teams shall be allowed thirty (30) seconds to complete all player substitutions. The restart of play will be delayed allowing completion of substitution(s) on the following occasions:
  - After a goal
  - Time penalty
  - Injuries
  - Between periods
  - Prior to a shootout
  - Unusual delay (with referee approval)
- **Each team may substitute players freely; provided that:**
  - Players must substitute using their bench doors.
  - Neither the player coming into the field nor the one exiting the rink can play the ball or gain an unfair advantage while both players are on the field of play.
  - No substitutions are allowed during the first 3 seconds during a shootout.

Substitution Penalties:

- **A (direct free kick) penalty must be assessed for:**
  - If, while the game is in progress, the referee finds out that any of the above violations took place.
  - If, while the game is in progress, the referee finds out that a team is playing with an extra player(s) on the field.
- **A (direct free kick) penalty must be assessed for:**
  - A player returns to the field of play with blood on equipment or uniform after having been warned by the referee to fix it.
- **Restarts:**
  - If the referee stops play for any of the above substitution violations, then restart is a Direct Free Kick next to the penalized team's bench door closer to half field.
  - "What if a Goal is scored with an extra player on the field?"
    - Goal will not be counted
    - Only exception to this rule, is if there is an extra players due to a **6 point goal difference** to the losing team. The team down by 6 goals can add a player on the field until the goal deference goes back to 5 goals.

THE PLAYERS EQUIPMENT

Players must wear team uniform

- Athletic shorts
- Soccer socks
- Home team Red ASC Jersey
- Away team Black ASC Jersey
- Goalkeepers wear jerseys, or pennies colors that distinguish them from all other field players and from referees.

- Shin guards must be worn at all times, even during practices.

Footwear: Cleats are not allowed on the indoor field. Flats, turf shoes, or running shoes will be allowed.

Safety: Players may not wear anything that can be dangerous to themselves, or someone else in the game. This includes hard casts or splints for an injury.

Jewelry: All items of jewelry are normally considered dangerous, however, any item that is clearly religious or medical in nature can be worn if is NOT dangerous and it does not provide a player with an unfair advantage.

- Players may tape or cover up these items provided they are not dangerous any more.
- The willful refusal by a player to remove illegal equipment will result in a four (2) minute misconduct (team does not play down) Penalty.

THE REFEREE

- Each game will have at least one (1) referee.
- The decisions of the Referee regarding facts (all calls made or not made) related to play and **interpretations of the Rules are final.**

ASC Youth Director

- Has full authority to any disciplinary sanctions imposed to any team or player.
- Has full authority to any decisions made to the outcome of a match.

Advantage

- The referee applies advantage upon seeing a foul or misconduct committed if at that moment the team that was fouled will benefit from not stopping play. Advantage is applied to the team not only to the player fouled. The referee may return and penalized the original foul if the advantage does not develop after a short while (2-3 seconds). Regardless of the advantage the referee can deal with the proper action by assessing penalties if necessary.

Stopping Play

- The referee has the power to stop the match for any infringement of the Rules, apply advantage or decide the infringements are trifling or doubtful. However, he/she has the power to stop the game for other reasons like misconduct, to a warn players, to issue penalties, to deal with injured players, and to terminate or abandon the match.

Changing Decisions

- The referee can change his/her decision in the case that the ball has not been restarted.

Inadvertent Whistle

- If referee mistakenly blows whistle, the proper restart is a drop ball if neither team has possession of the ball, and a direct free kick to the team that had possession of the ball. The location of the restart would be where the ball was at the time he/she blew the whistle.

Behavior of Coaches and Referee Officials

- Coaches and Referees will work together to give the youth soccer program an experience that represents teamwork, integrity and sportsmanship.
  - A coach may be warned and if the coach is not willing to respect or work with the referee he/she can be removed from the game by the Director or Manager on site.
  - A referee may be warned and if the referee is not willing to respect or work with the coaches, he/she can be removed from the game by the Director or Manager on site.
  - The program, children, and the game deserve our best from our coaches and referees. No one is perfect, so work it out as team and represent with honor.

STARTS AND RESTARTS OF THE GAME

Free Kicks

- Direct Free Kicks are awarded for fouls, misconducts, a combination of the two, or certain other offenses (such as “double touch” or 5-second rule violation).
- Indoor soccer does not utilize Indirect Free Kicks
- A Goal Can Be scored directly from any restart

Required Distance For Opponents:

- All opponents must be 15 feet or 5 yards away from the ball in all directions.
- The kicking team has the right to put the ball in play as quickly as possible, unless the kicking team requests help in dealing with the opponents’ encroachment.
- The failure to not respect the require distance after an initial verbal warning; will result in a Blue Card (2 minute misconduct, Team does NOT play down).
- Also, if an opponent, while not at the required distance and makes an effort to intercept the ball, the player(s) will be penalized.
- However, if the attacking team chooses to take a free kick when an opponent is closer than the minimum distance may NOT thereafter claim of an infringement.
- In cases similar to this example, for instance the defender is retiring and does not make an effort to play the ball and the ball is kicked at him/her. In this case there is no infraction, because the attacking team put themselves in danger to lose the ball by not waiting for opponent to be at the required distance.

5-Second Rule

- Players have 5 seconds to put the ball in play.
- The 5 seconds start counting down as soon as the player puts the ball down and the referee approves the restart and signals to start play.
- During some instances the referee may start the count over or stop the count. Ex: injury, encroachment, equipment violation, etc...

KICK-OFF

- Start of game, after each half, over time period, and goals.
- It can be taking in any direction.

- Teams switch sides on the field prior to start of the game, with the intention that, in the second half they play on the side of their own bench.
- Home team takes it on the 1st half and subsequently the guest team takes it on the 2nd half.
- Is taken from the center mark.
- Each team must be on their own half of the field.
- Players from the defensive side cannot be inside the center circle.

Infractions

- **Retake**
  - If the ball is not stationary
  - If the opponents are not outside the center circle
  - If Restarted without referee recognition
- **Turnover**
  - A direct kick is awarded to the opposing team if there is a 5-seconds violation
  - A direct kick is awarded to the opposing team if there is a double touch violation

CORNER KICK

- When the ball having last touched by a defender and hits the net over the perimeter wall in-between the corner marks.
- Restart with the ball shall be placed in the corner mark, nearest to where the ball went out, and it must be kicked from there.
- The ball must be stationary before the team taking the freekick starts.
- The team taking the free kick must wait for a whistle.

Infractions

Retake

- If the ball is not stationary
- If opponents are not within 15’ feet or 5 yards of the ball in all directions
- If Restarted without Referee recognition.
  - The referee acknowledges the ball was stationary and the team taking the kick started correctly, then the free kick is good. The team taking the free kick does not have to wait for the whistle unless they are asking for 15’ feet or 5 yards from the other team.

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if there is a double touch violation

SUPERSTRUCTURE VIOLATION

The ball hits any part of the building superstructure above the field of play.

Restart:

- Restart on nearest Shootout RED Mark on the half of the field that the ball was kicked.
- The ball must be stationary before the team taking the freekick starts.
- The team taking the free kick must wait for a whistle.

Infractions

- **Retake**
  - If the ball is not stationary
  - If opponents are not within 15' feet or 5 yards of the ball in all directions
  - If Restarted without Referee recognition
  - Referee can call it back if the ball is not stationary.
- **Turnover**
  - A direct kick is awarded to the opposing team if there is a 5-seconds violation
  - A direct kick is awarded to the opposing team if there is a double touch violation

KICK-IN

When the ball is played over the perimeter wall along the touchline

- **Restart**
  - The ball shall be placed within 3' feet from where the ball left the field of play

Infractions

- **Retake**
  - If the ball is not stationary
  - If opponents are not within 15' feet of the ball in all directions
  - The ball can not be more than 3' feet of the perimeter wall
- **Turnover**
  - A direct kick is awarded to the opposing team if there is a 5-seconds violation
  - A direct kick is awarded to the opposing team if there is a double touch violation

GOAL-KEEPER DISTRIBUTION

- After an attacking player has last touched the ball before hitting the net above the perimeter wall and in-between the corner marks.
  - The goal-keeper must throw or roll the ball from anywhere inside the penalty arc to restart.
  - U10 and U12 can punt, drop-kick, throw or roll the ball out
  - U14 and High School (NO PUNTING) can drop-kick, throw or roll the ball out
  - The ball is in play until when it leaves the penalty arc
  - No one on either team may touch the ball until the ball is in play

Infractions

- **Retake**
  - If the ball is touched by any player (including the Goal Keeper) inside the penalty area.

Turnover

- A direct kick is awarded to the opposing team if there is a 5-seconds violation
- A direct kick is awarded to the opposing team if it is not restarted with the goal keepers' hands according to their age group
- A direct kick is awarded to the opposing team if there is a double touch violation (by the Goal Keeper outside the Penalty Area)

SPECIAL RESTARTS

- In the case of an offensive infractions within the defensive team's Penalty Arc.
  - **Restart:** A Direct Free Kick anywhere within the Penalty Arc.
- In the case of a Defensive infraction within their own Penalty Arc
  - **Restart:** A Direct Free Kick on top of the Penalty Arc for the attacking team.

DROP BALL

- **If neither team has clear possession of the ball at a stoppage not covered by the rules of the game**
  - A dropped ball can NOT be played by anyone until it hits the ground.
  - There are no requirements that any players or any certain number of players have to participate.
  - A dropped ball may NOT be taken inside the penalty arc. Instead, the ball is dropped at the Free Kick Mark on top of the Penalty Arc.

DELAYED PENALTY

- **Restart:**
  - If the defending team obtains possession of the ball during play, the restart is where the original offence occurred.
  - If the ball goes out of bounds **or another foul is committed,** the restart is accordingly to the rules of the game.

MISCOUNDUCT PENALTY

- If a child in youth program continues to get misconduct calls
  - The Referee will give the player and the coach a verbal warning.
  - If the misconduct continues after an initial verbal warning; will result in a Blue Card (2 minute misconduct, Team does NOT play down).
  - The coach and referee will be responsible to provide the players name to the Director.
  - The player and the parents will be contacted, to discuss a plan of action
  - If the player continues, he may be asked to leave the program for a session.
- **Restart:**
  - In case of a Team Penalty or Bench Penalty the restart is a Direct Free Kick next to the penalized teams bench door closer to half field.

POINT SYSTEM FOR HIGH SCHOOL PLAYOFFS

Tie Breakers (for playoff standings)

In the event 2 or more teams enter playoffs with the same number of points, a number of tie breakers will be used to determine the seed of each team for the tournament bracket.

1. **Head to Head**- if the tied teams had played each other during regular season play, the winner of that game will be placed in the higher seed.
2. **Point Differential**- if 2 teams are tied in a head to head game, or the teams did not play each other in regular season, the team with a higher point differential will be placed in the higher seed. (If there are more than 2 teams tied for a position in points standings, point differential will be the first tie breaker to determine seeds.)
3. **Points Against**
4. **Points For**
5. **Coin Toss**