

Morgan Co. Soccer

2009

Revised May 14, 2009

Rules and Regulations

This document provides an overview of soccer regulations and interpretations used by the Morgan County Soccer League. These rules have been adapted from The National Federation of State High School Association's (NFHS) Soccer Rule Book. This document does not address all rules and regulations. For further clarification of the rules and regulations, please refer to the NFHS rulebook.

The following list of rules is intended to promote and preserve the traditions of soccer while minimizing risk to participants. However, there is an inherent risk of minor and major injury from participation. Soccer is considered a contact sport. Each participant should obey the rules, use proper judgment, and exercise good sportsmanship

General Soccer Rules

1. Requirements for a player to be eligible to play in the Morgan County Soccer League: must play for the Morgan County Community in which they live or the Morgan County School in which they attend (exception: private and home school) (Revised 4-06)
2. Any player, coach, parent, umpire or fan removed from a game for unsportsmanlike conduct will be suspended for a minimum of one game. This person will not be allowed anywhere on the premises of the next game. If this person persists in attending the above game, then the game will be a forfeit. After the third ejection the person will not be allowed to attend any more games for the season or tournament. If offence warrants, suspension will begin immediately.
3. If a coach knowingly plays an ineligible player he will be suspended from coaching for the remainder of the season.
4. No player will be allowed to play on more than one team. If a player is moved up to an older division team, they have to remain on that team for the entire season.
5. Complete rosters must be turned in by the due date before each season. No players will be added after this date unless a team drops below **8 in U6 & U8 or 10 in U10, U12 & U14.**(2008) A card will be given to the coach to verify any additions.
6. No games will be changed if both teams have the minimum number of players.
7. **All Games will be cancelled if the heat index is 100 or above, However there will be practices, (please no excessive running) at the Reps judgement. (2008)**

A complete roster must be turned in by all teams no later than July 10, 2009.

Teams: Team sizes and age divisions will be determined after final sign-up date. Every effort will be made to balance team strengths within any age division, within a geographical area. All teams are open boys and girls.

Teams are encouraged but not required to match the number of opposing players available to play on the field.

Teams may reserve players for substitution at their discretion; opposing teams are not required to match numbers of teams with reserve players.

The optimum number of players per team

In the U6 division-the optimum number of players per team is 7. The maximum number of players on the field to start a game shall be 4 per team. The minimum number of players on the field to start a game shall be 3 per team.

In U8 – the optimum number of player per team is 8. The maximum number of players on the field to start a game shall be 6 per team. The minimum number of players on the field to start a game shall be 4 per team.

In U10, (4-30-08) U12 & U14 division – the optimum number of players per team is 10.

The maximum number of players on the field to start a game shall be 8 per team. The minimum number of players on the field to start a game shall be 6 per team. (2007)

Team Selection: After the final sign up date, the number and size of teams can be determined for each age group. All coaches and players must be in good standing with the Morgan Co. Parks & Recreation, participating Community Leagues, or other governing bodies.

New teams are selected every season. Coaches do not “automatically” receive players from previous rosters. Before team selections begin, a Head Coach” must be selected for each team.

Teams may recruit as many non-designated coaches and assistants as suitable. Teams may substitute coaches as suitable. However I-Head coach and I-Assistant coach may only represent each team during the course of a game.

Drafting All players will be placed on a "Draft List" for their appropriate age division.

EXCEPTION- If a player's parent or guardian is the designated head or assistant coach, then the player is automatically placed on the coach's roster.

The "Draft List" will be segmented into categories for each age division:

Example: U10 Division

Level 1 -Girls = 8 year old girls

Level 1 -Boys = 8 year old boys

Level 2 -Girls = 9 year old girls

Level 2 -Boys = 9 year old boys

Set- Family Group = Siblings or relatives

Ability = If known

Family members registered in the same age division will be grouped together for drafting unless requested otherwise.

Each designated Head Coach and assistant coach will participate in choosing players from their division's "Draft List"

Anyone that registers after the cut-off date will be placed on a "Waiting List". If a player withdraws from a team, the player will be replaced with one from the "Waiting List" in the appropriate age division. Players will be drawn from the Waiting List on a "first come -first serve" basis. NOTE: (This rule applies only if a team drops below 8 players)

If necessary during the drafting process, the order of player selection by head coaches will be determined by random lottery.

Players: Cut off date is determined by the age of the player on July 31st.

All players have to play in their correct age division unless needed to form a team... U6 is 7 players; U8 is 8 players; U10, U12 & U14 are 10 players.

All players must play an equivalence of (1) half of each game. (This is not in effect for the Tournament.) Exceptions are made by coaches in accordance with a player's injury, illness and excessive misconduct in practice and games.

All players must wear shin guards at practice and games. **Shin Guards must be worn under the socks and completely covered.**

Players uniform must match as a team. Each player must wear a jersey with a number on the back. The goalie's jersey must be a color that distinguishes him/her from other players and the referee. Jerseys should remain tucked in during games.

Players will not be allowed to participate while wearing any type of cast or splint, jewelry, watches. (2009)

Appropriate foot wear must be worn. (Yes: regulation soccer shoes, gym shoes or sneakers – no: boots, hard soles, sandals, spikes or bare feet) Cleats must not have a single tip at the toe - if so, trim or sand off.

Referees will make pre-game inspections for rule compliance.

Coaches:

Fair play and sportsmanship will be stressed throughout all practices and games. **Coaches and assistants are responsible for the conduct of all players and** supporting spectators. All are expected to behave in an appropriate manner, abide by the rules and convey good sportsmanship.

During games, all coaches are allowed in designated team areas only. These areas should always be separated from spectators area. All other assistants must remain with substitute players on sidelines located within the designated team area. Spectators are not allowed to locate within the team areas. Coaches, players and spectators are not allowed to locate with the end lines or behind the goals during a game.

Coaches or other team members shall not enter the playing field unless requested by the referee. **EXCEPTION:** In the U6 division, one (1) coach from each team will be allowed on the field to instruct his/her players. Coaches are not allowed to physically assist players or intentionally obstruct play. Coaches and assistants are permitted on the field only during referee time-outs, between quarters or in case of injury.

3 coaches only will be allowed on field in the U6 age (2005)

All other ages - 2 coaches allowed only on the same side of the field (2005)

Referees:

U6 -one referee, U8 one to two referees will be available for each game and U10, U12, & U14 there will be 3 referees, one of the three will be an adult (4-30-08). The referee's main concern is player safety and rule compliance. **The referee enforces the rules. But may let play continue and not call a foul if he/she thinks it is to the advantage of the fouled team to play on.** The referee may change a decision, so long as play has not been restarted. Play stops only when the referee has made an indication to do so (blows whistle or signals instructions).

Referees will be the official score keeper during games. (2007)

All: Players, coaches, parents and spectators are expected to behave in an appropriate manner and observe the rules of good sportsmanship. Coaches are responsible for maintaining positive participation among all individuals associated with their team.

No Smoking:

The Morgan County Soccer League prohibits smoking on or around playing fields and spectator areas during practices and games. ALL coaches please inform your parents of this rule.

Games: All games will be short sides also known as Six-A-Side Soccer.

The duration of games and ball sizes used are listed below:

- U6 Division games shall be two halves of 16 minutes: #3 Ball
- U8 Division games shall be two halves of 20 minutes: #3 Ball
- U10 Division games shall be two halves of 24 minutes: #4 Ball
- U12 Division games shall be two halves of 30 minutes: #4 Ball
- U14 Division games shall be two halves of 30 minutes: #5 Ball

No slide kicks (tackles) will be allowed anywhere on field in U10, U8, or U6 divisions.

In U6 Tournament Play ~ Tie games will play one overtime (max. 5 min. 1st team to score wins). If the game is still tied the 2nd overtime will be played. If still tied penalty kicks, from 30ft (No defenders) will be used to break the tie.

At an appropriate time (before play is restarted), mid way through each half, the referee will halt the game for a two (2) minute rest break. At halftime, the referee will halt the game for a five (5) minute rest break. During these breaks, coaches may substitute players.

Substitution:

Substitutions may only be made when the ball is out of play and the referee is notified. Teams may have unlimited substitutions. A team may substitute an unlimited number of players:

- between periods
- on either team's goal kick
- when a goal is scored
- when injured players are attended to on the field *
- the team in possession of the ball on a throw-in or corner-kick (2007) ; if the team in possession of the ball chooses to substitute, the opposing team may substitute any players that are at the substitution area.
- no team may substitute on penalties or fouls unless an injury occurs
- When an injured player is attend to on the field or a player is carded, the player must leave the game and may be replaced. The player may return to the game at the next stoppage. Players must follow normal substitution procedures. Red-carded players will not be allowed to re-enter the game. **NO Substitution will be allowed to replace a Red Carded Player.** (2007)

Forfeits:

Teams have a 10 minute grace period from the time the game is scheduled to start. After this time, if a team has an insufficient number of players to play the game, the game will be forfeited to the opposing team. **During regular season games, both coaches may agree to “borrow” opposing players to allow the play to proceed. Each “borrowed” player must be distinguishable. (Wear bib or equivalent)**

Goalkeepers:

All games will be played with goalkeeper positions. The goalkeeper's jersey must be a color that distinguishes him/her from other players and the referee. **EXCEPTION:** U6 Division will not play with goalkeeper positions (player designated to handle the ball with his/her hands within appropriate areas of the field). This division can use players in the defensive positions, however, it will be at the discretion of the referee as to whether or not a team is intentionally obstructing the goal with too many players.

From the moment the goalkeeper takes control of the ball (with the hands) within his/her own penalty area, he/she has 6 seconds to release the ball into play. Goalies may bounce or toss the ball as long as they maintain control. Goalies are not allowed to handle balls that are intentionally passed back (foot pass by a teammate). Goalies are not allowed to handle throw-ins directly from teammate.

Offside:

The offside rule will not apply for U6 & U8,

The offside rule will apply for U 10, U12, and U14 age groups.

Coaches and players in all age groups are encouraged to play onside positions; offside strategies are discouraged. It will be at the discretion of the referee as to whether or not a team is intentionally playing offside. (Should a referee determine that a coach is intentionally aligning players in a offside position, the referee will issue a warning for the first offence. The second offence will result in a yellow card issued to the coach, and the third offence will result in the ejection of the coach (red card from the playing field. Any goals scored as a result of purposely aligning in an offside position will be disallowed.)

The offside rule does not apply to throw-ins and corner kicks. Players are not in an offside position in their own half of the field. To understand the offside rule, refer to the NFHS Rule Book or ask for clarification from a referee.

The offside foul results in an indirect kick by the opposing team. (2007)

Kick-off:

Opponents must be on their side of the field and outside of the circle while the kick is in progress. Kicking team is allowed 2 players inside the circle. The ball must move forward into the opposing teams side of the field before the ball can be ruled in play. Any least 1 player (team member or opponent) must touch the ball after it is kicked before the original kicker may touch the ball again. A kick-off will be restarted until the ball is officially in play. A goal cannot be scored on a kick-off as a result of a single touch to the ball

Throw-ins:

The ball must be thrown into play after it crosses the touchline. The thrower must face the field, use both hands keeping both feet on the ground until release and throw the ball directly over the top of the head. If a throw is improperly made, the opposing team receives the ball at the original throw-in point. Opponents must be at least 5 yards away from the thrower. At least 1 player (either team) must touch the ball after it is thrown before the original thrower

may touch the ball again. (An indirect kick will be awarded to the opposing team if the thrower touches the ball immediately after it is thrown into play.)

Corner Kicks:

The ball must be stationary when it is kicked. The player taking the direct kick may score. Opponents must be at least 5 yards away from the kicker when the ball is kicked. At least 1 player (team member or opponent) must touch the ball after it is kicked before the original kicker may touch the ball again. (An indirect kick will be awarded to the opposing team if the kicker touches the ball in succession.) Any Player can sub on a corner kick. (2007)

Goal Kicks:

Goal kicks may be taken by any defensive player. The kick may take place anywhere in the goal area. Opposing players must remain outside the penalty area until the kicked ball leaves the penalty area. A kicked ball that does not leave the penalty area must be re-kicked.

Fouls:

Fouls will result in the award of a direct kick or indirect kick at the point of the foul.

Direct Kick – A goal can be scored if the ball is touched or played into the goal by one or more players from either team. The following types of fouls will result in the award of a direct kick:

- Intentionally kicking or attempting to kick an opponent
- Intentionally tripping or attempting to trip an opponent
- Intentionally charging an opponent violently
- Intentionally striking or attempting to strike an opponent
- Intentionally holding an opponent
- Intentionally pushing an opponent
- Intentionally slapping or touching the ball
- Intentionally handling of the ball by the goalkeeper outside the penalty area (first offence: verbal warning by the referee and opposing team is awarded a direct free kick)

Indirect Kick – A goal can be scored only if the ball is touched or played by one or more players from either team after it is kicked into play and before it enters the goal. The following types of fouls will result in the award of an indirect kick:

- Dangerous play such as high kicking near other players
- Charging fairly when not in playing distance of the ball.
- Obstructing an opponent
- Charging the goalkeeper inside his goal area
- Goalkeeper fouls (delay of game 6 seconds)
- An intentional foot pass played back and handled by the goalie. (The goalie is restricted to play the ball the same as all other players in the field.)

Carded Player:

A player receiving a red card will be ejected from the remaining portion of that game as well as sitting out of the first half of the next scheduled game. **Yellow carded players must leave the field and can be replaced by a substitute player. The yellow carded player can return to play upon the next approved substitution.**

Penalty Kick:

The ball is to be placed at a designated point equal distance from the goal line. The goalie is allowed to move his/her feet but must remain on the goal line between the goal posts until a kick is taken. No other players may enter the penalty area until after the penalty kick is taken. Rebounds off the goal posts, cross bars and goalie are live balls in play.

EXCEPTION: During tiebreaker shootouts, the ball is dead if the kick does not result in a goal.

Penalty kicks will be awarded for the following fouls:

- Handling the ball in your own penalty area (except for the goalkeeper)
- Intentional tripping, pushing **in the penalty area**, verbal abuse or physical violation against another player, coach, referee or spectator.

Scoring:

Score will be kept in all age groups (except U6 – No score will be kept.)

****If a team is ahead 7 goals at the end of the 3 period, the game will be considered complete.**

A goal can only be scored if all the ball goes completely over the goal line, under the cross bar and between the goal posts while legally remaining in play. Any player on a team may score a goal except when taking a indirect kick, throw-in, goal kick or kick off. A ball played by a player directly into his/her own goal is a score for the opposing team.

Out of Play:

The ball is out of bounds when it completely crosses, on the ground or in the air, the outside edge of the touch or goal lines. Rebounds off the goal posts and crossbars are in play. Play stops only when the referee blows his/her whistle.

Tournament Play

If a Tournament Game ends in a tie an additional 5 minute overtime period will be played, if tied after overtime, there will be a kick off PK's. (4-30-08)

Tournament will be double elimination. (2009)

NOTE: The U10's will be playing on the field with the U12 & U14

For additional information or for questions call:

Bruce Lackey or Valerie Scott – Morgan County Parks and Recreation at 778-7931 or email us at MCCPARKREC@Co.Morgan.AL.US