

IN-HOUSE PLAYING RULES FOR COACHES

Effective August 2018

GAME FORMAT U6

- A size 3 ball is used.
- U6 will be played 3v3 with NO GOALKEEPER. Only one coach per team will be allowed on the field at this level only. U6 coaches shall not interfere with play or stand in front of goals during games.
- The minimum number of players to start/play a game is 2 players.
- U6 opponents will be 10 feet away on all restarts.
- U6 kick-offs, free kicks, kick-ins, coach roll-ins, corner kicks and goal kicks will be used to restart play and will be taken in vicinity where ball left field.
- Goal kicks must be kicked and clearly move.
- U6 field markings: center line with a 10-foot circle for kickoffs, 12' x 10' goal box.
- U6 games will be played with 4 quarters consisting of 8 minutes per quarter and a 1-2 minute break between each quarter.
- Half time will consist of 5 minutes.
- No overtime period is allowed.
- Scores will not be kept.
- ALL free kicks are INDIRECT
- 2nd and 4th quarter restarts shall be as if no quarter breaks occurred. *For example, if the first or third quarter was stopped with a throw-in, the next quarter will start with a throw-in, etc.*
- Slide tackling will be considered dangerous play in all instances and awarded a free kick. To be considered a slide tackle, both components of tackling an opponent and sliding MUST be present.

GAME FORMAT U8

- A size 3 ball is used.
- U8 will be played 4v4 with NO GOALKEEPER.
- The minimum number of players to start/play a game is 2 players.
- U8 opponents will be 10 feet away on all restarts.
- U8 kick-offs, free kicks, throw ins, corner kicks and goal kicks will be used to restart play and will be taken in vicinity where ball left field.
- Goal kicks must be kicked and clearly move.
- U8 field markings: center line with a 10-foot circle for kickoffs, 12' x 10' goal box.
- U8 will be played with 4 quarters consisting of 10 minutes per quarter and a 1-2 minute break between each quarter.
- Half time will consist of 5 minutes.
- No overtime period is allowed. The score will be entered as it is written at game duration.
- ALL free kicks are INDIRECT.

- 2nd and 4th quarter restarts shall be as if no quarter breaks occurred. *For example, if the first or third quarter was stopped with a throw-in, the next quarter will start with a throw-in, etc.*
- Slide tackling will be considered dangerous play in all instances and awarded a free kick. To be considered a slide tackle, both components of tackling an opponent and sliding **MUST** be present.

SUBSTITUTIONS

- Substitutions will be unlimited at any stoppage of play when recognized by the referee. **Coaches should not substitute without the referee's approval.**
- Players should enter and exit the field at the half line of the playing field. Substitute players may enter only **after** the player they are substituting for has exited the field.

PLAYING TIME

- All players should play a minimum of 50% of the total game time. Teams that do not adhere to this rule may be required to forfeit the game.
- Prior to the start of the game, the referee shall be notified of any player on a team who is physically unable to play or who has violated the agreement of the parent/player liability contract and is being benched for such violations. These players may sit with the team in uniform with a target jersey on (to mark them as non-participating). *It is not the referee's responsibility to ensure all players play 50%. Opposing coaches or team managers must report it to a home team board member and the referee will document the occurrence on the game report game card after the game. The referee may be notified at halftime and he/she can remind the opposing coach to be sure to play all players 50% of game time.*

GAME CARDS

- All game cards must be game specific from the GotSoccer program.
- Each team must submit a game card to the referee **prior** to start of the game.
- The referee may check both teams in on one team game card if both teams do not have the required cards.
- **NO HANDWRITTEN OR ELECTRONIC COPIES OF GAME CARDS ARE ALLOWED.**
- Each coach or assistant coach (or in the absence of a coach/assistant coach, an approved team parent) must sign both teams' game cards after the game.
- Coaches must ensure that the score is recorded and correct. Once a team official signs the game card without protest, they have agreed to the score the referee has recorded.

MERCY RULE

- There will be a 10-goal mercy rule if the losing coach requests it. The "Mercy Rule" cannot be applied until the first half of the game has ended. The losing coach must notify the referee at half time if invoking "Mercy Rule."

GAME TERMINATION

- A game will be considered complete if terminated for any reason only after the start of the second half of the game (i.e. inclement weather). This means at least half of the game must be played in order to avoid a reschedule.

GAME BALL

- The home team will provide the game ball unless by discretion of the referee no suitable ball is provided by the home team, the visiting team may provide it.
- A size 3 ball will be used for U6 and U8 games.

EQUIPMENT

- All players must wear shin guards covered by stocking socks. No exceptions.
- If cleats are worn they cannot have the toe cleat.
- No jewelry is allowed. Taping of jewelry is **not** acceptable.
- Medical identification is allowed but must be kept as safe as possible by the player. Under no circumstances shall medical information be covered by tape or otherwise be made inaccessible to emergency need.
- Glasses will only be allowed for prescription lenses.
- Numbers must be on all jerseys. Duplicate numbers are allowed.
- In the event of extreme cold weather, local officials may use discretion on clothing worn, provided team colors are showing on top. Note: "hoodies" are unsafe, unless the hood is tucked under the outer garment.

FORFEITS

- Games will begin at posted start times unless otherwise determined by the referee in charge. If a team is not ready for play 10 minutes after the posted game time or a club approved game card has not been submitted, the game will be recorded as a 3-0 loss and recorded by the League administrator as a forfeit.

TEAM BEHAVIOR

- Coaches and team managers shall be responsible for the team spectators' behavior.
- The referee may warn unruly spectators. In the event a spectator is requested to leave the area, he/she is expected to do so immediately and without further altercation.
- Players' parents removed shall wait in their vehicles until the game is over and they can take their child home. All others shall leave the complex immediately.
- Coaches will be held responsible for their players' behavior.
- Coaches ejected from a game shall immediately leave the field area. He/she may wait in their vehicle if their child is on the team. Coaches observed coaching from another area if ejected and coaches who incite parents to be unruly or disrespectful to referees should be considered unfriendly to the game and the youth and subject to club discipline.
- Visiting teams shall adhere to all local clubs' rules and regulations and cooperate with field monitors on duty.
- Local board members who are also part of a team that is involved in an altercation

should find a “neutral” board member/ field monitor to deal with the issue.

- In the event a game is terminated due to misconduct by spectators/players/coaches, the Coaching Director will review the incident with the possibility of a 3-0 loss (forfeit) for the offending team.

PROTEST POLICY

- The referee’s decision is final. All protests must be related to the referee’s actions or interpretations that do not adhere to the *Laws of The Game* or Interclub rules.
- The team protesting **MUST** sign the game card as “protesting” and contact the coaching coordinator within 72 hours of the game.
- The protesting coach must pay a \$100 protest fee before the protest panel will meet.

RESCHEDULE POLICY

- Game reschedules will follow the home club reschedule policy.
- Coaches are **NOT** allowed to reschedule games due to weather. If a team chooses not to play because of the weather, they **WILL** forfeit the game.

LEAGUE SCORING (U8 to U10 only)

- Win = 3 points

Tie = 1 point

Loss = 0 points

A forfeit is recorded as 3-0.

- League standings will be updated weekly and posted for view on the GotSport web site.
- Tiebreakers for league placement will **not** be broken.
- Regular Season games will determine team placement for the end of the season
- 1st and 2nd place awards will be given for end of season only.