

# **CALVERTON RECREATION COUNCIL SOCCER LEAGUE RULES**

## **PRACTICES**

All team practices and other gatherings are open to parents and other interested persons. A team parent must be present at each practice to assist the coach and to be available in the event of an emergency. A maximum of three practices per week is allowed prior to the start of the season. After the season has started no more than two practices per week are permitted.

## **PLAYING RULES**

FIFA rules, as published by the United States Soccer Federation (USSF), with Calverton Recreation Council Soccer League modifications.

## **PLAYING TIME**

Every player on the roster and present with proper uniform at a game must play at least one-half of the game. It is the coaches responsibility to insure that the players present and in uniform play at least one-half of the game. Players who leave prior to the end of the game are not required to be played for one-half of the game.

## **CONDUCT**

Coaches, not referees, are responsible for the conduct of their players and fans. Players, coaches and spectators are expected to conduct themselves in accordance with the principles of good sportsmanship and fair play. Any player, coach or spectator who does not follow these rules, in the opinion of the referee, will be given a yellow card (warning) or red card (expulsion) by the referee. Any person who receives a second yellow card is automatically expelled from the game (field for a coach or spectator). An expelled player, coach or spectator cannot attend the next game. The referee has the authority to suspend the game until the expelled player has left the playing field or the expelled coach or spectator has left the vicinity of the playing field and it's sidelines. Failure of an expelled player, coach or spectator to comply with these rules in a timely manner will result in the game being forfeited and the offending player, coach or spectator being banned from all remaining games.

The referees are required to report any yellow or red cards given and the circumstances causing the giving of the cards to the referee coordinator.

#### **TEAM SIDELINES**

**The teams and their spectators must occupy opposite sides of the field.** The referees are not permitted to start any game until this requirement has been satisfied. Everyone, including players and coaches, must stay behind the spectator line (about 6 feet from the field touchline). The home team, the team listed first on the schedule, must choose the side of the field it will occupy, the visiting team will occupy the other side. The home team is responsible for providing the game ball. No persons, players, coaches or spectators are permitted behind the goal during play. Coaching from behind the goal line is prohibited.

#### **SUBSTITUTIONS**

In 1<sup>st</sup> and 2<sup>nd</sup> grade, players (no goalie in 2<sup>nd</sup> grade) may be substituted at any dead ball situation. In Division 1, and grades 3, 4 and 5, players be substituted whenever there is a goal kick or throw-in for that team or prior to any kick off. For all Division 1, and grades 3, 4 and 5, substitutions can only be made after permission has been granted by the referee. Substitution may occur at any time in case of injury.

#### **TEAM STANDINGS AND AWARDS**

Calverton Recreation Council does not keep track of win-loss records or team standings, which are not in accordance with the organization's objectives. Participation awards are provided to each player during the fall soccer season.

**THERE are 17 LAWS OF SOCCER. THESE ARE:**

#### **LAW 1 - THE FIELD OF PLAY**

The field will be approximately 20 x 40 yards for 1st grade and 2nd grade, 45 x 75 yards for grade 3, 100 X 50 for grades 4 and 5, and 50 x 120 yards for Division 1. Only players and referees (and others as permitted by the referee, such as during time out for injury) are allowed on the playing field during a game.

## **LAW 2 - THE BALL**

A size 3 ball will be used for 1<sup>st</sup> and 2<sup>nd</sup> grade.

A size 4 ball will be used for grades 3 and 4.

A size 5 ball will be used for grade 5 and Division 1.

## **LAW 3 - NUMBER OF PLAYERS**

There shall be 4 players on each side for 2<sup>nd</sup> grade and 1st Grade, 7 players for grades 3 and 4, 8 or 9 players for grade 5, and 11 players for Division 1.

## **LAW 4 - PLAYER'S EQUIPMENT**

All players must be in complete uniform. This includes shin guards and team jerseys. The referees are not permitted to allow any player to play unless they are wearing shin guards. Goalies must wear a different colored jersey than the colors worn by any of the field players.

## **LAW 5 - REFEREES**

All referees will be local teenagers who have played in the CRC Soccer League or volunteer parents. The primary objective of the referees is the players' safety.

Grade 3: If a player involved in a play is in a flagrant offside position, offsides will be called. Illegal throw-ins will be replayed once before possession is given to the other team. Direct and indirect free kicks, as well as penalty kicks, will be awarded for fouls and other offenses.

DIVISION 1 and grades 4 & 5: Offsides will be called in Division 1 and 4<sup>th</sup>, and 5<sup>th</sup> grade games.

## **LAW 6 - LINESMEN**

Each team is required to provide a linesman to assist the referee by signaling when the ball goes out of play. The referee is responsible for determining who touched the ball last before the ball left the field of play.

## **LAW 7 - DURATION OF THE GAME**

The following is the game length according to Divisions:

1<sup>st</sup> and 2<sup>nd</sup> Grade: 8 minute quarters (3 minute break between quarters and 5 minute break at the half)

Grade 3 and 4: 25 minute half (5 minutes break at the half)

5<sup>th</sup> and Division 1: 30-35 minute half (5 minute break at the half)

#### **LAW 8 - START OF PLAY/KICK OFF AND DROP BALL**

Play will be started by a kick off at the beginning of each quarter or half and after a goal has been scored. Team kicking off to begin the game will be decided by a coin toss prior to the game. Kick off to start quarters or halves will alternate between the teams. Kick off will be considered legal when the ball has traveled forward a distance equal to one full revolution of the ball. The player kicking off may not subsequently touch the ball prior to the ball being touched by another player. All defensive players must be at least 10 yards away from the ball at the moment of the kick off. In 1<sup>st</sup> and 2<sup>nd</sup> grades, a goal may not be scored directly from a kick off.

After a temporary suspension of play because of injury or any unusual circumstances, play shall be restarted in either of two ways.

1. If one team had clear possession of the ball when play was stopped, that team will be given an indirect free kick from where they had possession of the ball when play was stopped.
2. If neither team had clear possession of the ball when play was stopped, a drop ball shall be used to restart play.

#### **LAW 9 - BALL IN AND OUT OF PLAY**

A ball is in play whenever play has started until the referee signals the ball dead. A ball is out of play when it completely crosses the side or end line.

#### **LAW 10 - METHOD OF SCORING**

A goal is scored whenever the ball is legally played and completely crosses the goal line between the goal posts.

## **LAW 11 - OFFSIDE**

**Grades 4, 5 and Division 1** (Grade 3 Flagrant offsides only)

A player is OFFSIDE when, in the referee's opinion, that player either participates in a play, interferes with an opponent or otherwise takes advantage of his position when:

1. That player is in front of the ball when the ball is passed towards the opponents goal

AND

2. There are less than two defenders between that player and the opponent's goal (goalie plus one opposition field player or two opposition field players). A player cannot be offside on a throw-in or when in his own defensive half of the field.

## **LAW 12 - FOULS AND MISCONDUCT**

There are two kinds of fouls: penal and non-penal.

There are nine penal fouls:

1. Kicking or trying to kick an opponent
2. Tripping an opponent
3. Jumping at an opponent
4. Charging an opponent violently or dangerously (**NO** slide tackles)
5. Charging an opponent from behind
6. Hitting, trying to hit or spiting on an opponent
7. Holding an opponent
8. Pushing an opponent
9. Touching the ball with the hands (other than the goalie while inside the penalty area). For a hand ball to be called, the player committing the foul must, in the referee's opinion, be intentionally playing the ball with the hands or arms. Any player who raises their arms to touch the ball is assumed to be doing so intentionally.

When a penal foul is committed, the team fouled is awarded a direct free kick, or if the foul occurred inside the penalty area, a penalty kick is awarded.

There are five non-penal fouls:

1. Dangerous play, such as high kicking near another player.
2. Fair charging (shoulder to shoulder) when the ball is not within playing distance.
3. Illegal obstruction (a player obstructing an opponent when the ball is not within playing distance).
4. Charging the goalkeeper
5. A goalkeeper:
  - a) Releasing the ball into play, and then touching the ball again with his hands before an opponent touches or plays the ball inside the penalty area or another player plays the ball outside the penalty area.
  - b) wasting time
  - c) Touching the ball when it is intentionally played to him by a kick by one of his own team members.
  - d) Touching the ball with his hands if he receives it directly from a throw-in by his team.

When a non-penal foul is committed, the team fouled is awarded an indirect free kick.

There are two kinds of misconduct: conduct resulting in a WARNING (YELLOW CARD) and conduct resulting in EXPUSION (RED CARD). A second yellow card results in an automatic EXPUSION. These cards are given by the referee and based solely upon the referee's judgment that misconduct has occurred. Misconduct such as foul language, arguing with the referee's judgment, willful fouling of an opponent, deliberate delay of the game, or other unsportsman-like behavior can result in a YELLOW or RED card. If a RED card is given to any adult (coach or spectator), the game will be suspended until the RED carded adult has left the vicinity of the playing field.

### **LAW 13 - FREE KICKS**

Direct free kick: A goal may be scored directly from a direct free kick.

Indirect free kick: A goal can be scored only if the ball is touched by another player before it crosses the goal line.

The player taking the free kick must not play the ball after the free kick until another player has touched the ball.

#### **LAW 14 - PENALTY KICK**

##### **Grades 3, 4 5 and Division 1**

When a penal foul is committed by the defensive team in its penalty area, a penalty kick is awarded to the team fouled. The goalie must be on the goal line and can move laterally along the goal line but must not move forward until the ball is struck. The player taking the penalty kick may not play the ball again until it has been touched by another player.

#### **LAW 15 - THROW-IN**

Beginning in the 3<sup>rd</sup> grade, a throw-in is used to restart play whenever the ball goes completely over the side lines (touchlines). The throw-in is taken by a player on the team that did not touch the ball last before it passed completely over the side line. Throw-ins, to be legal, must be thrown by using both hands equally starting from directly behind and passing directly over the head and releasing the ball in a continuous motion. Both feet must remain on the ground during the throw-in.

#### **LAW 16 - GOAL KICK**

A goal kick is taken by the defending team whenever the ball goes completely over the end line and is last touched by an attacking team player. A goal kick is taken from any spot in the goal box. All opponent players must stay outside the penalty area and the ball must not be touched by any player prior to crossing completely over the penalty area line. If any player touches the ball before it completely leaves the penalty area the goal kick must be retaken.

#### **LAW 17 - CORNER KICK**

##### **All Grades**

A corner kick is taken by the attacking team whenever the ball crosses over the defending team's end line and is last touched by a player of the defending team. The corner kick is a direct free kick taken from the corner of the field on the side where the ball crossed over the end line.