



Merced Youth Soccer Association

Spring League Soccer Under 8 - Under 15 Modified Playing Rules

Rules conform to FIFA and CYSA rules, but modified for youth soccer as specified below:

NO DOGS, ALCOHOL, OR SMOKING ON ANY MYSA FIELD DURING PRACTICE OR GAMES!!

LAW 1: THE FIELD OF PLAY

GAME LOCATIONS:

Games will be held at (including, but not limited to):

- Joe Herb Park, Merced Youth Sports Complex, Ada Givens Park

To all parents: Please observe all Fire Department Zones (red curbs)

FIELD DIMENSIONS:

Field size: 40 x 60 yards for u10s, u12s, and u15s. U10 sized goalposts.

Field size: 25 x 40 yards u8's. U8 sized goalposts.

Coaches Box: 6 yards each way from the halfway line.

Spectator area: directly behind coaches box ONLY.

FIELD MARKINGS:

Distinctive lines (white paint preferred) 3-5 inches wide, which mark the following: halfway line, center circle, touchlines, 4 1-yard corner arcs, & the arc at the goal area.

HOME & VISITOR SIDES:

Home team chooses side. Coaches, players, and parents must be on own team's side.

SPECTATOR /COACHING AREAS:

Coach must stay within coach's box. If no coach box is marked, the coach box will be one yard beyond the touchline and six (6) yards extending on each side of the half line.

NO ONE is allowed down by the corner flag or behind the goal line. Referee may give permission for the taking of pictures only, but you must have the Ref's permission first. All players, coaches, and spectators must be on assigned side of field and remain at least two (2) yards away from the touchline and behind the designated spectator line located behind the coaches/players box/area. If no coach box is marked, the coach box will be one yard beyond the touchline and six yards extending on each side of the half.

FIELD CLEAN-UP: You must have your team clean up their side of the field after each and every game. Please use the trash cans available. We do not want to lose the use of these fields.

LAW 2: THE BALL

The Ball Size is three (3) for u8s; four (4) for u10s and u12s; five (5) for u15s. The coach for the Home Team is responsible to bring three balls suitable for use at scheduled games. The balls must also be properly inflated (it should be firm, but not too hard).

LAW 3: THE NUMBER OF PLAYERS

COED TEAMS

The goal is to roster girls and boys teams separately. If the need arises based on registration numbers, we will make coed teams. Teams will at all times play at least one girl on the field.

NUMBER OF PLAYERS FOR U8s & U15s

A maximum of five (5) players on the field at any time during the game, and one of them must be the goalie. Minimum number of players on the field at any time is four (4). A forfeit will be declared if the minimum number of players is not on the field five minutes after the scheduled kick off time.

NUMBER OF PLAYERS FOR U10s & U12s

A maximum of six (6) players on the field at any time during the game, and one of them must be the goalie. Minimum number of players on the field at any time is five (5). A forfeit will be declared if the minimum number of players is not on the field five minutes after the scheduled kick off time.

PLAYING TIME

Each player must play at least 1/2 of the game, unless the Referee is informed at check-in that a player is sick (Coach will advise the other coach of this). If a player shows up after the game has started, the coach is only required to play that player ¼ game time. If the coach is disciplining a player, the coach must contact the Division Coordinator first.

SUBSTITUTIONS

All substitutions are to be made “on the fly”. Player coming off must be running towards the sidelines before sub can run on. Player coming out is not allowed to be active with the game. Any infraction of this rule will result in a yellow card.

GOALIE

No player shall be goalie the entire game. Two goalies per team must play during the game. Each one will play a whole different half. This rule shall not apply during tournament play.

LAW 4: THE PLAYERS' EQUIPMENT

UNIFORM

League assigned team jersey or shirt. Player provides black shorts, black socks, and soccer cleats (i.e.: no open-toe shoes, no football or baseball cleats with a cleat on the front of the shoe). Shin guards are mandatory and must be completely covered by socks for all practices and games, **NO EXCEPTIONS**.

Only the MYSA approved jersey shall be used by all players. Players with altered uniforms (including printing names on jerseys), or different attire will not be permitted to play. ALL shirts will be tucked in at all times. No pants or gloves will be allowed, except by the goalie. If you switch goalies, that player must immediately conform to the uniform rules.

CASTS, BANDAGES, ETC.

Players wearing orthopedic solid casts, air splints or metal splints are not allowed to participate in any game.

GOALIE SHIRT

The goalie shirt/jersey must be a different color from jerseys of your team, the opponent, and the referee.

JEWELRY

No jewelry (earrings, necklaces, bracelets, nose rings, etc) will be permitted on the field of play. Only a Medic Alert bracelet, or similar item, may be worn at the discretion of the Referee, if the band is securely taped to the body and not a danger to any players. There will not be exceptions made for newly pierced ears or such. This is for the protection of all players.

LAW 5: THE REFEREE

GENERAL INFO

Games will be officiated by a Single Referee. Referees are encouraged to explain the infraction called on the offending player. Decisions on points of fact will be final. **Do not argue calls with our youth Referees, AT ALL.**

CHECK IN

Each team is to be at the field 30 minutes before scheduled game time. Teams are to be ready to play as soon as the previous game ends on each field. Coaches will have game ball(s), goalie shirt, game card, Goldenrod Player roster, and coach passes. Each coach will line up his or her players by numbers 4 feet back from the halfway line. Each coach submits their Goldenrod Player roster to the referee.

GAME CARD

The home team fills out the Game Card and gives to the away team. Game Cards will be filled out listing players in numerical order based on their uniform number (2,3,4, ...) Label for Game Card that can be downloaded from MYSA website is preferred. All Players on the team's roster must be listed even if the player is not there for the game. Signature of team coach(es) is required on Game Card. The away team submits the properly completed Game Card to the Referee. The Referee will check all the players' uniforms, including hands and shoes, looking for anything dangerous. The registration forms for all players on a team must be in the coaches' possession at all times, including games and practice sessions.

LAW 6: THE ASSISTANT REFEREE

There will be no Assistant Referees for Spring League.

LAW 7: THE DURATION OF THE MATCH

Game Duration:

U8s: 40 minutes, divided into two (2) equal halves of 20 minutes each, and a five (5) minute half-time break.

U10s, U12s, u15s: 50 minutes, divided into two (2) equal halves of 25 minutes each, and a five (5) minute half-time break.

NOTE: If teams are not ready to play, they will lose valuable playing time. Please get to the field early.

LAW 8: THE START AND RESTART OF PLAY

KICK-OFF

The team winning the coin toss: **selects the goal it will defend**. The other team: **takes the kick-off to start the game**. Positions are reversed at start of 2nd half. The kick-off team (including restarts after a goal is scored) must remain in their half of the field until the ball is kicked forward into their opponent's half of the field. Defenders must remain on their half of the field and outside the center circle until the ball is played. The ball is placed at the center field mark and kicked after Referee whistle.

GOALKEEPER:

The goalkeeper (or any player inside the arc) cannot punt, drop kick, or throw the ball over the midfield line without it first touching another player.

LAW 9: THE BALL IN AND OUT OF PLAY

The ball is out of play only when it has **wholly crossed** the goal line or the touchline. Same holds for scoring.

LAW 10: THE METHOD OF SCORING

SCORING A GOAL

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, including any applicable modifications, have been committed previously by the team scoring the goal.

Goals cannot be scored from one's own side of the field.

RUNNING UP SCORES

Coaches are expected to keep the score controlled by limiting the maximum difference in scored goals between teams to a maximum of 10 goals. Once a team goes ahead by a difference of five (5) goals, the losing team must add an additional extra player. The extra player may play until the score is tied. Once the score is tied, a player from that team must come off the field and the teams then will play with the age group's appropriate playing number.

When in the event that a team is stronger and there will be an obvious score advantage over the other, coaches are encouraged and expected (in all age divisions) to move high scoring players back on defense, play weaker goalies, allow only shots from outside the penalty area, use a one-touch per player rule, or any of a number of different techniques to prevent from exceeding the ten (10) goal score differential and to try to make the game more competitive. Coaches who only want to win by a landslide and go home, rather than allow both teams to play an exciting and challenging game are considered unsportsmanlike. **Unsportsmanlike behavior, including coaches allowing scores to be run-up, is not condoned by the MYSA Board and will have serious reprisals!**

--Referees will not stop games--

TIES

All ties stand during the regular season. No shootouts to resolve tie games.

LAW 11: OFFSIDE

There is no Offside rule in Spring League.

LAW 12: FOULS AND MISCONDUCT

*****NO SLIDING OF ANY TYPE ALLOWED! NO HEADING IN U6 - U12s DIVISIONS IS ALLOWED!*****

GENERAL INFO.

If a player is injured, the Referee will call the Coach onto the field. Coaches are responsible for behavior of players and parents at the game. Coaches shall use a positive and informative tone of voice, not being harassing or derogatory towards anyone. Profanity or disruptive behavior of any kind is not allowed. No mechanical devices to magnify your voice.

YELLOW CARD

Affects Players and Coaches (coaches *ARE RESPONSIBLE* for parent conduct). This is a warning only. Any further persistent infringement of the rules can result in a RED CARD. If a player who is playing in the game receives a yellow card ONLY, that player must be substituted out at that time. The player is to sit out at least five (5) minutes. This action is advised as it gives the player a chance to cool down and return to the game later.

RED CARD

Affects Players and Coaches (*Coaches are responsible for conduct of Parents and spectators*). It is not necessary to receive a yellow card first. A coach who is sent off, or receives a Red Card, must leave the area (sight & sound of referee). If the player was in the game when he received the Red Card, he may NOT be replaced and the team plays down one player.

Failure to comply will result in the game being suspended. Upon receipt of the official referee game report, the MYSA discipline committee will decide the number of games that the offending coach and/or player need to sit out before joining the team again --as little as one game or as much as the rest of the season, depending on the severity of the infraction. The "MYSA Red Card Verification Form" must be turned in to the Spring League Coordinator before the player or coach is able to join the team.

YELLOW CARD ACCUMULATION

Affects players AND coaches. Three yellow cards in the course of the season will lead to a minimum of one game suspension. The MYSA Discipline Committee will decide the # of games that offending coach or player needs to sit out before joining the team again. The "MYSA Red Card Verification Form" must be turned in to the Recreational Coordinator before the player or coach is able to join the team.

****If coach is sent off / red carded and/or suspended, and there is no asst. coach rostered, the team cannot play during those games the coach is suspended****

LAW 13: FREE KICKS **INDIRECT KICKS**

All fouls committed outside the penalty box/arc will be indirect kicks. Walls must be set at least five (5) yards from the ball. The ball must be kicked and move (simply stepping on the ball does not count) then be touched by a second player from either team before the ball goes into the goal. Failure to be played by a second player will result in **NO GOAL**. The opposing team puts ball back in play with a Goal Kick.

LAW 14: THE PENALTY KICK

All fouls committed in the attacking penalty box/arc by the defending team will be FIFA penalty kicks from anywhere on the arc line, except for balls passed back and picked up by the keeper, and headers by the defending team. These will be indirect from the nearest spot on the penalty box/arc.

LAW 15: THE THROW-IN

Two feet on the ground, behind or on the touchline, facing the field, and the ball delivered over the head with both hands. All defenders must stand no less than two (2) yards from the point at which the throw-in is taken. One (1) retake is allowed to the erring player at the u8 and u10 divisions.

LAW 16: THE GOAL KICK & ANY KICK INSIDE THE GOAL ARC

Goal kicks may be taken from any point inside the penalty arc and must be kicked outside the penalty arc before they can be touched by another player.

Goal kicks (and any other type of kick by the goalie or another player from inside the penalty arc) cannot be kicked beyond the midfield line unless it touches a player before crossing the midfield line. Any kick within the arc going over the midfield line without first touching a player will result in an indirect kick by the opposing team at any point on the halfway line.

LAW 17: THE CORNER KICK

Corner Kicks may be taken from any point inside the corner arc area. Opponents must be five (5) yards from ball.

ADDITIONAL INFORMATION

*** Where the above listed modified rules do not cover a specific event, the most current F.I.F.A Laws of the game shall prevail.**

1) TEAM RESPONSIBILITIES

FIRST GAME OF THE DAY, BOTH TEAMS:

- Pick up goalposts, nets, and flags at the assigned location. Should be set up & ready thirty (30) minutes *before* the scheduled game time.

LAST GAME OF THE DAY, BOTH TEAMS:

- Take down the goal posts, nets, metal spikes, and corner flags. Take them to the assigned location for lockdown.

GAME TIME DUTIES:

- Check that nets and goal posts are secured prior to each game. Check field for possible hazards.

2) COMMON SENSE

Teams will cheer the other teams in a positive manner and shake hands at the end of game. Parents and spectators will support both teams and players in a positive manner at all times. League win/loss standings are not maintained. Our purpose is to introduce Merced's County's youth to the great game of soccer, so that kids can learn the game in a fun and positive environment. Coaches: avoid the "win at all costs" attitude.

Please, please remember to have all of your parents, players, and coaches pick up their trash and dispose of it properly after each game. Fields & sidelines are to be left clean for the next team. If there are no trash receptacles nearby, have one of the parents or coaches bring a trash bag for the team to use and dispose of properly when the game is done.

3) TOURNAMENT:

Automatic entry is not guaranteed. The end of season Tournament is a reward and a privilege for teams in good standing. Teams that have caused problems during the season (per info provided by Age Group Coordinator, Referees, other teams, any league official) will not be invited to participate.

4) WWW.MERCEDYOUTHSOCCER.COM & FACEBOOK

CHECK OUR WEBSITE & FACEBOOK PAGE REGULARLY FOR SCHEDULE CHANGES AND ADDITIONAL INFORMATION.

REMEMBER: We are all here for the kids!