

Alliance Community Soccer Club (ACSC) Soccer Rules

Revised 4/16/2021

General Rules

- Referees will perform a card flip to determine which team gets the first possession and which goal each team will be defending.
- Referees will call each team to midfield prior to starting the game to check for shin guards, jewelry, and cleats
 - Players must wear shin guards, no exceptions.
 - No earrings or necklaces are permitted (only rubber bracelets are allowed).
 - Soccer (plastic cleats) are highly recommended, but not required.
 - No metal spikes allowed.
 - Baseball type cleats can be worn, but the front (toe) cleats must be cut to off.
- Players must wear their ACSC jersey for all games (Home teams wear yellow).
- Players can wear shirts, jackets etc. underneath their jersey in inclement weather.
- Goalies must wear a goalie jersey or shirt that is clearly a different color than ACSC jerseys.
- Kickoff – the game starts with the ball placed at midfield.
 - All players, except the player taking the kickoff, must be in their own half of the field of play.
 - The ball must be stationary on the center mark.
 - The referee gives a signal to start play by blowing their whistle.
 - The ball is in play when it is kicked and clearly moves. The ball does not need to go forward.
 - The kicker cannot touch the ball again until it has been touched by another player.
 - Opposing team must stay out of the center circle and not move towards the ball until the ball is kicked.
- Throw-ins must be 2-handed, go straight back over the player's head with both feet on the ground until the ball is released.
 - Players are not allowed to throw the ball directly into the goal.
 - Second chances are given for incorrect throws.
- Game balls will be provided for each game in the equipment bag at the field.
- First aid kits are available at the concession stand.
- In all Recreational divisions of play, **sliding tackles are NOT allowed**. A sliding tackle is to be defined as an intentional sliding play with an opposing player within playing distance. Players are to be allowed to slide to play the ball in all other situations.
 - If the attacking player retained possession, the referee can decide to allow play to continue or to stop play and restart with an indirect free kick. If play is allowed to continue the appropriate warning or caution is to be enforced at the next stoppage.
- Tiebreaker in standings in order of evaluation.
 - Head to Head
 - Goal Diff (5 goal max)
 - Goals Allowed
 - Goals Scored

Tenderfoot

- Teams play 5v5 **NO** goalkeeper
- Size 3 Soccer Ball
- Play is (4) 8-minute quarters with a 5-minute halftime
- If regular coach cannot make the game, please ask another parent to fill in.
- Please take every opportunity to teach the kids and increase their love of soccer.
- **HAVE FUN.... ITS TENDERFOOT!!**

U8 Division

- Teams play 7v7 including goalkeeper
- Size 3 Soccer Ball
- Play is (4) 10-minute quarters with a 5-minute halftime
- Teams will change ends only at halftime.
- Substitutions may be made on a throw-in, goal kick, any re-start, kick off or any break in play. Referee should acknowledge and allow the substitution.
- Score is kept by the referee during games
- Coaches not permitted on field during play, but can instruct players from the sidelines
- Referees will call all hard body contact and kicking even if unintentional
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- No offsides in this division
- No headers are permitted; headers will result in an indirect free kick to the other team
- Regular season: 3 points for a win, 1 point for a draw and 0 points for losing team
- Tournaments are played in this division
- Subs report to midline wait for ref to call on to field no subbing on the fly.
- Regular season games can end in a tie. No tiebreaker during regular season.

U9/U10 Division (CCL)

- Teams play 7v7 including goalkeeper
- Games will be played in both Louisville and Alliance
- Score is kept by the referee during games
- Coaches not permitted on field during play, but can instruct players from the sidelines
- A size 4 soccer ball is used
- Home team wears white or yellow jersey
- Play is (2) two 25-minute halves – (5) five-minute break at half time
- All laws including throw-ins are enforced (second chances are given for incorrect throws)
- Referees will call all hard body contact and kicking even if unintentional
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- No headers are permitted; headers will result in an indirect free kick to the other team
- Regular season: 3 points for a win, 1 point for a draw and 0 points for losing team
- Tournaments are played in this division, alternating between Alliance and Louisville.
- Subs report to midline wait for ref to call on to field no subbing on the fly.
- Regular season games can end in a tie. No tiebreaker during regular season.
- **No slide tackling will be permitted.** Indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- The blue line or build out line will be used in this division. The blue line will also act as the offside line. THERE WILL BE NO PUNTING!
- If score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once score is under 5 goal difference
- **Running up the score- THIS WILL NO LONGER BE ACCEPTABLE BEHAVIOR!** Only 5 goal differentials will used in computing standings. Anything over 5 goal is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then violating team will only receive one point in standings.

U11/U12 Division (CCL)

- Games will be played in both Louisville and Alliance
- Teams play 8 v 8 including goalkeeper
- Score is kept by the referee during games
- A size 4 soccer ball is used
- Home team wears white or yellow Jerseys
- Play is (2) two 25-minute halves – (5) minute break at half time
- All laws including throw-ins and off sides are enforced (second chances will be given during regular season at referee's discretion)
- Referees will call all hard body contact and kicking even if unintentional
- No headers are permitted; headers will result in an indirect free kick to the other team
- Regular season: 3 points for a win 1 point for a draw and 0 points for losing team
- Tournaments are played in this division, alternating between Alliance and Louisville.
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- Subs report to midline wait for ref to call on to field no subbing on the fly.
- **No slide tackling will be permitted.** Indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- If score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once score is under 5 goal difference
- **Running up the score- THIS WILL NO LONGER BE ACCEPTABLE BEHAVIOR!** Only 5 goal differentials will used in computing standings. Anything over 5 goal is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then violating team will only receive one point in standings.

U13/U14 Division (CCL)

- Games will be played in both Louisville and Alliance
- Teams play 9v9 including goalkeeper
- Score is kept by the referee during games
- A size 5 soccer ball is used
- Home team wears white or yellow
- Play is (2) two 30-minute halves – (5) break at half time
- All laws including throw-ins and off sides are enforced
- Referees will call all hard body contact and kicking even if unintentional
- Regular season: 3 points for win, 1 point for draw and 0 points for losing team
- Tournaments are played in this division alternating between Alliance and Louisville.
- If a team is short players, both coaches will decide whether to play with fewer players or give the team missing players additional players from the opposite team.
- Subs report to midline wait for ref to call on to field no subbing on the fly.
- **No slide tackling will be permitted.** Indirect free kick will be awarded to the other team unless in the 18-yard box, then PK will be awarded.
- If score is at a five-goal difference trailing team will add a player if available. If not available, the winning team will remove a player. This advantage will stop once score is under 5 goal difference
- **Running up the score- THIS WILL NO LONGER BE ACCEPTABLE BEHAVIOR!** Only 5 goal differentials will used in computing standings. Anything over 5 goal is looked at as excessive. If a team wins by a goal difference of 10 or more goals that team will only receive 2 points in the standings. If the score difference reaches 15 then violating team will only receive one point in standings.

PLEASE NOTE THAT COACHES ARE TO BE ON SIDELINE WITH TEAM AND COACHING BEHIND THE GOAL IS NOT PERMITTED. COACHES ARE EXPECTED TO BE RESPONSIBLE FOR THEIR TEAM'S PARENTS CONDUCT! PARENTS SHOULD BE SEATED OPPOSITE THE FIELD FROM THEIR RESPECTIVE TEAM DURING GAMES.