

# AYSA INTRAMURAL SOCCER RULES 2018

## All Divisions: Game Rules

### NO TOLERANCE POLICY

AYSA will not tolerate any abuse directed towards our players, coaches, referees, or spectators.

- IF a referee or AYSA board member/coordinator deems a spectator or coach to be abusive, he/she may be asked to leave the field or field complex without warning.
  - IF the referee or AYSA board member/coordinator believes the game can continue safely, the game will resume.
  - IF the referee or AYSA board member/coordinator believes that the situation is not safe or the abuse does not end with the ejection, the game will be abandoned and may or may not be resumed/replayed at a later date/time.
- A report outlining the event shall be sent to the AYSA board and intramural/referee coordinators for further evaluation and possible sanctions.
- Referees will handle any abusive players via yellow or red card fouls, as outlined herein.
- Further advice for coach/referee interaction is outlined herein.

### REFEREES

- Referees will be provided for each game.
  - AYSA Intramural Referees are area youth soccer players who are learning about and applying the rules of the game.
  - Coaches can expect referees to arrive promptly, be ready to begin the match on time, and be properly dressed and equipped for his/her game.
  - Referees shall be fair and consistent.
  - Referees are overseen and taught by the AYSA Referee Coordinator, who is a certified referee.
- The referee shall be shown respect and will provide the same to players, coaches and parents.
- He/she is not an object for abuse.
- The referee will make the calls as he/she sees them from his/her vantage point and his/her decisions (calls) are final.
- A coach may ask WHAT a call is, if he/she did not hear the call, so as to position/prepare his/her players accordingly.
- A coach may NOT ask the ref WHY a call was made.
- If a spectator, coach or player is abusive to the referee, the referee has the power to eject that person from the game or, if necessary, from the field.
  - The referee does not have to issue warnings prior to ejections.
  - **Any ejection from the field as a result of abuse to the referee may result in the end of the match if the referee deems the conduct to be too disruptive and/or the conduct does not end with the ejection.**
    - **If the match is abandoned, a report shall be sent to Intramural and Referee Coordinators for further evaluation.**
- No protests will be allowed.

- **After every game, all coaches are asked to fill out an online referee evaluation form, found in the “Referee” section of the AYSA Web site, [www.astonyouthsoccer.com](http://www.astonyouthsoccer.com).**
  - Please make sure you know the name of your referee each week and fill out the form in its entirety.
  - Should a coach need to know WHY a call was made, disagrees with the referee, or would like learn more about how/why a call is made, the coach should put the situation/call in the referee report and/or contact the Referee Coordinator.
- Any further referee issues/feedback should be sent to the Referee Coordinator, Matt Hengey, 610-283-1066/hengey@gmail.com.

## **EQUIPMENT**

Equipment is important for the safety and development of the players.

- Shin guards **must** be worn during all games and practices. Players shall not play or practice without shin guards.
- While not mandatory, turf shoes or cleats are recommended for players.
- Open-toed shoes are not permitted.
- Metal or metal tipped studs are not permitted on shoes.
- If needed, coats and jackets shall be worn under team jerseys and any hoods must be tucked inside the jersey.
- NO player may wear jewelry (ie, rings, bracelets, earrings, metal hairclips.)
- ALL goals **MUST** be weighted down with two sandbags — one on each side of the net (on top of net bar on the ground). Sandbags are located in the AYSA Shed.

## **SUBSTITUTIONS**

- An unlimited number of substitutions are permitted per game.
- Substitutions shall be made only after the referee acknowledges the substitution and signals the sub(s) onto the field.
  - Substitutes shall gather at the half line and be ready to go in when the referee waves them in.
  - Substitutions should be made quickly to preserve as much playing time as possible.
- The referee may deny substitutions if they occur so frequently as to reduce playing time.
- Substitutions can be made by both teams after a goal, prior to tap.
- Substitutions can be made by either team at any throw-in or any goal kick.
  - Please be aware of frequent substitutions that slow down the game.
- Injured players may be substituted once the referee is able to stop play and signal the coach onto the field.
  - If an injured player is substituted, the opposing team shall also be given the opportunity to substitute one player.
- The referee shall be notified ahead of time if a goalie is being substituted.

## WEATHER

- All games scheduled will be played unless the fields are closed or deemed unplayable or unsafe for the players.
  - The decision to cancel games shall be made by the Field Coordinator and/or the V.P. of Intramurals.
- Every attempt will be made to reschedule cancellations at the next available opportunity taking into account coaches availability when possible.
- All attempts will be made to work around conflicts.
- Division coordinators will reschedule games if they are notified of a conflict no later than one week prior to the scheduled game.
- In the event of a weather event, please check:
  - TeamSnap (AYSA Referees only)
  - Our Facebook page — <http://www.facebook.com/pages/Aston-Youth-Soccer-Association/122053727871750?ref=ts>
  - The Aston Youth Soccer Web site — [www.astonyouthsoccer.com](http://www.astonyouthsoccer.com)

## YELLOW/RED CARD FOULS

- In the event of a **yellow card foul**, the referee shall send the offending player off for a “cooling off” period of no less than five minutes.
  - A substitute shall be brought on for the player who was sent off.
- At the end of the cooling off period, the player sent off may re-enter the game upon the approval of the referee.
- In the event of a second yellow card foul, the player will be sent off for the rest of the game.
  - A substitute shall be brought on for the player who was sent off.
- IF the player remains hostile on the sideline, that player will be asked to leave the field complex.
- In the event a player commits a **red card foul**, the player will be sent off for the rest of the game.
  - A substitute shall be brought on for the player who was sent off.
- IF the player remains hostile on the sideline, that player will be asked to leave the field complex.
- **The restart for any yellow or red card foul shall be a direct kick for the other team.**
- In the event of a yellow or red card foul in the penalty area, the restart shall include a penalty/direct free kick for the opposing team.
  - U8 — Direct free kick shall be taken from just outside of the penalty area, on the penalty area line, center to the goal.
  - U10/12/15 — PK shall be taken from 12 yards from the goal line, center to the goal.

## U8 Division: Specific Game Rules

FIFA rules apply except for the following modifications.

- Emphasis is on development.
- Teams will train for 30 minutes prior to 30-minute games.

### GAME SPECIFICS

- Two, 12-minute halves.
- 5-minute half time.
  - There shall be no clock stoppage or added time to the game.
- 6v6 (including goalies).
- Smaller field size; 25yd x 45yd.
- No scores or standings.
- Size 3 ball.
- Field markings — touch lines, goal lines, midfield line.
  - There will only be a goalie box, no “18.”
- ANY/ALL foul/procedural calls for this age group will restart with a direct kick at the point of the foul, except for fouls within the penalty area (see below).
  - The opposing team shall be at least 8 yards from the ball.
  - If the foul occurs within 8 yards of the goal line, the opposing team can line up on the goal line.
  - For ALL fouls within the penalty area, the DFK shall be taken from just outside the top of the penalty area line, center to the goal.
- **No offsides**, except in OBVIOUS cases and if it happens repeatedly by a team or player. The restart will be a DFK from the spot of the offsides infraction.
- Throw-ins from the touch lines.
  - If the throw is a foul, referee shall allow one second attempt per player.
    - Second attempts will be given during the first half of the season only.
  - If the second attempt is also a foul, the other team shall be awarded the throw at the same spot.
- Goal kicks shall be taken anywhere within the goal box.
  - Offense must retreat to the midfield line and cannot play the ball until it is played by a second defender OR it crosses the midfield line.
- **NO INTENTIONAL HEADING THE BALL** for this age group (key word is “intentional”). Any INTENTIONAL heading shall result in a direct free kick for the opposing team at the spot of the foul, except when within the penalty area, in which case the ball will be placed on the penalty area line closest to the point of infraction.
- Subbing may be on the fly OR at a stoppage.
  - IF players sub on a stoppage, sub may not come onto the field until field player has left the field.
  - IF sub enters the field of play before the field player has left the field, the team’s coach shall be warned first. IF the same team infringes the subbing on the fly rule a second time, that team will no longer be allowed to sub on the fly for the rest of the game.

- Teams that continue to infringe the subbing on the fly rule may face punishment by the AYSA Board.
- IF subbing player enters the field prior to the field player exiting AND becomes involved in play, the play shall be whistled stopped and the restart shall be a direct kick for the other team.
- No forfeits for U8.
  - If a team does not have enough players, the other team is asked to lend players to make even teams (numbers) and play the game.

## U10/U12/U13 Divisions: Specific Game Rules

FIFA rules apply except for the following modifications.

### GAME SPECIFICS

- Emphasis is on development.
- Size 4 ball.
- Field markings — touch lines, goal lines, midfield line, 6-yard box, penalty area.
- **COED U10** — 9v9 (including goalie).
- **COED U12/13** — 7v7 (including goalie).
- Game — two, 25-minute halves (no clock stoppage or added time).
- Goal kicks shall be taken from the top of the 6-yard box, located inside the penalty area.
  - Opposing players shall not encroach the kick; all players shall be outside of the penalty area.
- **NO INTENTIONAL HEADING THE BALL for U10 & U12 BOYS/GIRLS** (key word is “intentional”). Any INTENTIONAL heading shall result in an indirect free kick for the opposing team at the spot of the foul, except when within the 6-yard box, in which case the ball will be placed on the 6-yard box line closest to the point of infraction.

### STANDINGS AND FORFEITS

- Three points will be awarded toward the standings for a win.
- One point will be awarded for a tie.
- If, at game time, one team cannot field the minimum number of players, the referee will declare a forfeit.
  - No grace period will be given.
- In the event of a forfeit, the players may be divided into two teams and an unofficial game may be played.
- If, at game time, neither team can field the minimum number of players, the game will be declared a forfeit by both teams and no standing points will be awarded.
- Ties in the standings will not be broken.

## U15 Division: Specific Game Rules

FIFA rules apply except for the following modifications.

### GAME SPECIFICS

- Emphasis is on a solid game of soccer.
- Size 5 ball.
- Field markings — touch lines, goal lines, midfield line, penalty area, goal area.
- **COED U15** — 6v6, 7v7, or 8v8 (including goalie), depending on how many players show up.
- Game — two, 25-minute halves (no clock stoppage or added time).

### STANDINGS AND FORFEITS

- Three points will be awarded toward the standings for a win.
- One point will be awarded for a tie.
- If, at game time, one team cannot field the minimum number of players, the referee will declare a forfeit.
  - No grace period will be given.
- In the event of a forfeit, the players may be divided into two teams and an unofficial game may be played.
- If, at game time, neither team can field the minimum number of players, the game will be declared a forfeit by both teams and no standing points will be awarded.
- Ties in the standings will not be broken.