

City of Goose Creek Recreation Department
Youth Soccer Game Day Rules

Objectives

To provide recreational soccer leagues in a family environment.
Goose Creek Recreation will play all games following FIFA Laws of the Game league with the following modifications to allow for changes to game length & format, player numbers, substitutions, and safety.

Officials

All officials over the age of 18 working these matches will hold a current USSF badge or SCHSL approval. If not, their name will be submitted to the City of Goose Creek for a background check approval. The official will report all scores in the ArbiterSports system and make notations of cautions, ejections and injuries under "Comments."

Goose Creek Soccer Facilities

There will be a facility supervisor at each game. They are Rec Department employees, and as such, represent the final authority for each situation not handled by the referee.

Game Length and Player Numbers Adjustments

Division	#per side	Minimum #	Length	Ball Size	Halftime	Offside
8 & 9's	9v9	7	4 (10 min) quarters	4	5 min	Yes
10 & 11's	9v9	7	4 (12 min) quarters	4	5 min	Yes
13-15's	11v11	7	2 (30 min) halves	5	5 min	Yes

Game Format

Pregame

- Prior to the game, the referees will check the shin guards and cleats of all players for safety.

Kick-off

- 8/9's and 10/11's - The referee will conduct a coin toss to determine which team will have kick and teams' starting sides. Present at the coin toss will be at least 1 representative from each team.
- 13-15's The home team will pick defending side and the visiting team will kick first.

Game

- Each quarter/half will start with a kickoff alternating teams to take the kick.
- Breaks between the 1st and 2nd quarter as well as the 3rd and 4th quarter will be no more than 2 minutes.
- The teams will switch sides at the half.
- Games will be played with a running clock. Time may be added, at the discretion of the referee, for injuries.
- There is no overtime period, games may end in a tie.

Postgame – Teams will not shake hands after the game, but line up across from each other and say “GOOD GAME”

Player Safety

To promote safety, the following precautions have been added:

- 8/9's Goalkeepers - No punting, drop kicks or kicking of bouncing balls. Restart is an IFK. (indirect free kick)
- No Heading for 8/9's and 10/11's – restart with an IFK for infractions
- No Slide Tackling in any age group – restart with an IFK for infractions or DFK if player fouled opponent in the process of sliding.

Goalkeeper possession 8's & 9's:

To promote a fair release of the ball by a goalkeeper with possession, the opponents must back out of the penalty area beyond the arc's 10 yd from Penalty Spot. From the point of greatest distance to the spot, the official will indicate an invisible line parallel to the goal line and be recognized as the build out line. The goalkeeper can then choose to throw the ball to a teammate, put the ball at his feet and pass to a teammate or place the ball on the ground and kick as if a goal kick from anywhere inside the Penalty area. The ball may not be attacked or touched by an opponent until it has either passed the build out line or been touched by a teammate of the goalkeeper.

Throw-Ins

A second attempt will be allowed during regular season games in all age groups as this is a learning league. No second attempt will be allowed during tournament play.

Offside

ONLY - Obvious Offside will be called in all leagues/age brackets. This is to discourage “Cherry Picking”

Substitutions

It is the expectation of the league that **all players play a minimum of 50% of the game.**

Substitutes must check-in prior to substitution opportunity unless except in cases of injury, goals scored and quarter/half breaks.

8/9's and 10/11's – Unlimited Substitutions may be made at the following times:

- Prior to a throw-in in your favor
- Prior to any goal kick
- After any goal scored.
- During halftime or quarter breaks
- After an injury, by either team, when the referee stops play and the injured player is substituted.

13-15's Unlimited substitutions at any stoppage at the approval of the referee as per FIFA law. Substitutions may be disallowed if they prevent a quick restart by an opponent. If, in the opinion of the referee, the substitutions are used as a time-wasting tactic, a caution may be issued to the coach.

Player Uniforms

Players will be checked prior to the match for compliance to the uniform policy

- The minimum uniform requirements are matching shirts or jerseys with a six (6) inch number on the back. The recommended uniform is a matching shirt, shorts, and socks.
- Each player **MUST** wear shin guards. **NO EXCEPTIONS!!!**
- Each individual team must provide a different color shirt for their goalie. It may not match either team's field players' color. Players that play the goalie position are encouraged to provide their own different colored shirt.
- Athletic shoes or shoes with molded cleats may be worn. No steel, metal, replaceable or "screw-in" cleats may be worn.
- No Jewelry: except for religious or medical medals. Religious and medical item must be taped to the body, and the referee must be notified prior to the game. **Piercings and bracelets may not be covered with tape or band aids.**

Team Bench Area

Coaches/Teams must be separated by the halfway line and each coach and team member must **ALWAYS** stay on their side of the half. Coaches may not enter the field or stand behind the goal during the game. A referee may request the assistance of a coach to tend to an injured player. Spectators and parents **ARE NOT ALLOWED** to be on the same side of the field as the team benches (parents and spectators on one side and players and coaches on the other side). Coaches are responsible for the conduct of their players, parents and spectators.

Injuries and Ejections

All injuries and ejections will be reported to the facility supervisor. Ejections will require the "issuing official" to email the assignor with a report including name of player, team and reason for ejection. Details pertinent to the incident must also be included.

Forfeits & Match Adjustment

A 10-minute grace period will be given to the **first game of the season**. If a game starts late because of coaches and/or players, then each quarter/half will be shortened equally to adjust to the allotted field time usage and allow any other games to start on time.

All other games – **GAME TIME** is **FORFEIT** Time. If either team (or both) are not able to field the minimum number of players to play, they automatically forfeit.

If a game is suspended due to weather or other circumstances, the league may opt to reschedule. However, games that play 2 **FULL** quarters or one **FULL** half are counted as official and will not be rescheduled.