

# Town of Moncks Corner Parks & Recreation Youth Soccer Game Day Rules

## **Objectives**

To provide recreational, learning soccer leagues in a family environment. Participants in this league must adhere to the highest ideals of good sportsmanship. Moncks Corner will play all games according to official FIFA laws with the following modifications to allow for changes to game format, length, 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 Town of Moncks Corner for a background check or approval. The official will report all scores in the ArbiterSports system and make notations of cautions, ejections and injuries under "Comments."

## **Town 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 Format**

### Pregame

- Prior to the game, the official will check the shin guards and cleats of all players for safety.
- The referee will conduct a coin toss to determine which team will have kickoff and team starting side. Present at the coin toss will be at least 1 representative from each team.

### Game

- Each quarter/half will start with a kickoff alternating teams to take the kick.
- Breaks between the 1<sup>st</sup> and 2<sup>nd</sup> quarter as well as the 3<sup>rd</sup> and 4<sup>th</sup> quarter will be no more than 2 minutes.
- The teams will swap sides at the half.
- Games will be played with a running clock. Time may be added, at the discretion of the referee, for injuries.
- Except for the 6U division, 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.
- 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"

### **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.

### **Game Length and Player Numbers Adjustments**

<b>Division</b>	<b>#per side</b>	<b>Minimum #</b>	<b>Length</b>	<b>Ball Size</b>	<b>Halftime</b>	<b>Offside</b>
6U	6v6	5	4 (6 min) quarters	3	5 min	No
8U	6v6	5	4 (8 min) quarters	4	5 min	No
10U	7v7	5	4 (10 min) quarters	4	5 min	Yes
12U	9 v 9	7	4 (12 min) quarters	4	5 min	Yes
16U	11v11	7 with 2 females	2 (30 min) halves	5	5 min	Yes

### **Player Safety**

To promote safety, the following precautions have been added:

- Goalkeepers - No punting, drop kicks or kicking of bouncing balls for 6U-12U Restart is an IFK at site of infraction
- No Heading in 6U-12U – 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.

### **Substitutions**

Substitution may be made only with the Referee's permission at the following times:

- Prior to a throw-in by your team.
- Prior to a goal kick by either team.
- After a goal by either team.
- At half time
- After an injury, by either team, when the referee stops play.

### **Team Bench Area**

Coaches/Teams must be separated by halfway line and each coach/team member must always stay in their technical area. This is the area on their side of the half between the circle and the penalty area. Spectators and parents are not allowed to be on the same side of the field as team benches parents/spectators. They should sit across the field from their team and are not allowed behind the goals. Coaches are responsible for the conduct of their players and fans.

### **Player Uniform Policy**

Player equipment shall include jersey, shorts, socks, suitable shoes and shin guards. Athletic shoes or shoes with molded cleats may be deemed suitable. No steel, metal replaceable or screw in cleats may be worn. Shin guards will be worn UNDER the sock. The team members will wear matching jerseys with unique numbers clearly printed on the back except for the goalkeeper. The goalkeeper must be clearly and easily identifiable. Goalkeepers may wear a bib, penne or jersey that contrast **all field players' jerseys**. Additional equipment: Sweat bands and hair control devices may be worn if made of soft material.

Jewelry shall not be worn 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.**

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

### **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 during the first game of the season only. If either team (or both) are not able to field the minimum number of players to play, they automatically forfeit. 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. **NO GRACE PERIOD FOR ANY GAMES SCHEDULED AFTER THE FIRST GAME OF THE SEASON. GAME TIME IS FORFEIT TIME.**

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