

# FRYSC Spring Soccer League Rules

## FIFA Rules will apply with the following modifications

### Law #1 The Field of Play

- The playing surface will vary by division
- Regular size goals for the division will be used
- The penalty arc will be a 7yd arc
- The penalty mark will be at the top of the arc 7yds away from the goal

### Law #2 The Ball

- U8, U7, U6 will use a size 3 ball
- U9, U10 & U12 will use a size 4 ball
- U14 & U16 will use a size 5 ball

### Law #3 Number of Players

- U6 - 4 Players (no goalkeeper)
- U7 - 4 Players (no goalkeeper)
- U8 - 5 Players Including goalkeeper
- U9/U10 - 5 Players including goalkeeper
- U12 - 5 Players including goalkeeper
- U14 & U16 – 5 players including goalkeeper
- A minimum of 4 players must be present to play.
- Substitutions
  - Unlimited free substitutions are allowed during the run of play and teams may sub as many players as they wish at anytime without asking the referees permission.
  - The player must fully exit field before new player enters.
  - The player entering the field of play must enter from the centerline.
  - Substitution violation will receive a yellow card
  - Goalkeeper may only be substituted during a stop in play

### Law #4 The Player's Equipment

- Each player shall have Spring Soccer T-shirts. Pennies will be provided at the field

### Law #5 The Referee

- Referee's jurisdiction begins when he/she arrives at the field, and ends when they leave.
- Games shall be officiated by one referee
- Referee's will be used for division U8 through U16

### Law # 6 The Assistant Referee

- There will be only one referee

### Law #7 The Duration of the Match

- U5 will be 4 – 10 minute quarters with 2 minute breaks and 5 minute half
- U7& U8 will be 4 – 12 minute quarters with 2 minute breaks and 5 minute half
- U9, U10 & U12 will have 2 - 25 minute halves with a 5 minute half time
- U14/U16 will have 2-30 minute halves with 5 minute half time
- A 10 minute grace period is allowed before a forfeit is recorded
- Teams not ready to play will play **a shortened game.**

### Law #8 Start and restart of play

- All players of opposing team must be at least 5 yards away from team taking the kick off

### Law #9 The Ball In and Out of Play

- No change

### Law #10 The Method of Scoring

- No change

### Law #11 Offside

- No off side

### **Law #12 Fouls and Misconduct**

Addition of offenses as stated in Goalkeeper Rules

### **Law # 13 Free Kicks**

- Opponents are at least 5 yards from the ball

### **Law #14 The Penalty Kick**

- All players except the kicker and the goalkeeper are behind the penalty mark and at least 5 yds away.

### **Law #15 The Throw in (Replaced with the Kick-in)**

- The ball must be stationary on the line
- The ball is kicked back into play in any direction
- The player taking the kick has part of each foot on or behind the touch line
- Opponents are at least 5 yds away
- Kick must be taken within 4 seconds of taking possession of the ball
- The player taking the kick in may not touch the ball a second time until it has touched another player
- A goal may not be scored directly from a kick in

### **Law #16 The Goal Kick (replaced with Goal Clearance)**

- The ball is thrown from any point within the penalty area by the goalkeeper
- Opponents remain outside the penalty area until the ball is in play
- The goalkeeper does not play the ball a second time until it has touched a second player
- The ball is in play when it is thrown directly beyond the penalty area

### **Law #17 The Corner Kick**

- Opponents must be at least 5 yds away from the ball

### **Goal Keeper Rules:**

- Keeper can throw or roll the ball, but when throwing the ball, it cannot cross the halfway line in the air without first touching a player. **This is also on a goal kick.** Restart is an indirect free kick at the point where the ball crossed the mid-field line.
- No punting or dropkicking. Restart is an indirect free kick at the center of the mid-field line.
- The ball may be put on the ground and released into play then kicked into any distance the keeper wishes.
- If the goalkeeper holds the ball for longer than 6 seconds, the opposing team will receive an indirect kick at the half line.
- Goalkeeper's change only during dead balls

### **Teams:**

- All players must complete the waiver/registration before participating in any league games.
- In order to be eligible to play, all players must be listed on the team roster.
- Number of players per team will vary by division, one of which shall be the goal keeper
- Rosters must have a minimum of 7 players per team for upper divisions.
- Lower division rosters 7 and 8 will vary by number of players registered.

### **Cards/Suspensions:**

- Yellow card player sits out five (5) minutes and allowed back in with referees permissions (substitute allowed)
- Non-Violent red card player ejected from game and rules per handbook apply
- Coach and player behavior will be per rules and expectations as described in FRYSC handbook.

### **No Protests: All games final**

- The referee and league director's decisions are final.
- Any complaint by a player/team shall be in writing or email and filed within 72hrs of game to be considered for review.
- Only matters pertaining to the interpretation of FIFA rules (and not judgment calls) are subject to review.
- All players are responsible for abiding to all FIFA and league rules.

**Scoring:**

- Scores will not be kept for first 5 weeks
- Tournament scoring will be determined based on number of teams registered and by division

**Spirit of the Game:**

- Conduct should be in the spirit of good sportsmanship both on and off the field.
- Any misconduct by a player, team, or their guests could result in disciplinary action as agreed upon by the league and described in FRYSC handbook