

JCUMC YOUTH SOCCER LEAGUE RULES

General

The league will follow **FIFA** (Federation Internationale De Football Association) rules, with the exceptions listed herein. Where conflicts occur between FIFA and the listed exceptions, the exceptions will govern.

Length of Game

- K 10 minute quarters with 2 minutes between all quarters
- 3 v 3 same as K with more flexibility of time
- 1st Grade-4th Grade 25 minute halves; 5 minute halftime
- 5th/6th Grade 30 minute halves; 5 minute halftime
- 7th/8th/9th Grade 35 minute halves; 5 minute halftime

Forfeits

Teams will not forfeit games based on the number of players attending. If a team is two or more players below the minimum the game will be played at even strength with both teams sharing players. No player who is not registered with the league is allowed to play at any time. If a coach sees that his/her team will not have enough players for the upcoming game, then he/she must first contact the opposing coach to see if the teams might be able to share players. (This is the Johns Creek UMC way!) We want OUR players to get playing time no matter the team over someone who is not even registered in the league. If the coaches decide that they will need additional players from outside the league to play the game, then the coach must contact the league office and get approval prior to the scheduled game. In addition, a liability release form must be signed by the child's parent-guardian.

Rules of Play

- Both teams must have a prayer together at mid-field before play begins.
- Coaches should check for protective shin guards and proper cleats. **(No metal spikes)**
- K teams will play CO-ED while all other age groups will play with same-sex teams.
- Each child must play one half of the ballgame. If a player is late, he/she is only entitled to play one half of the time that he/she is present. If a player is absent from a game, he/she forfeits the right to make up those two quarters at any other game.
- When all players are not present, the extra playing time should be divided equally among the players that are present. Please keep tabs from game to game who has and who has not played extra time. Extra time should NOT be given as a reward for advanced ball players, instead, all players should have an equal opportunity to play. For example, no child will be allowed to play 3 quarters until every other teammate has played 2 quarters. No player will be allowed to play 4 quarters until every other teammate has played 3 quarters in a game.
- In Pre-k- 4th Grade games all fouls result in a direct kick. ***Exception: Kick-offs that start the game or half, or restarting play after a score or injury will be indirect.***
- One timeout per half is allowed for Pre-k/K teams.
- **Absolutely NO slide tackling is allowed in Pre-k, K, 1st, or 2nd grade games.**

Games

- Pre-k, K, 1st, and 2nd grade teams may have **one** coach per team on the field. This will provide the opportunity for the coach to direct the positioning of players. **Coaches must stay near**

mid-field and not enter the penalty area or touch players. 1st and 2nd grade coaches may not be on the field after the second game. Pre-K and K teams may have one additional off-field goalie coach.

- Each coach will recruit one volunteer per side for line judge. If there is no referee, coaches will alternate halves in calling the game. **(Pre-k/K games will not have referees)**
- **3 v 3 will play three on a side, K will play seven on a side, 1st grade-4th grade will play eight on a side, and 5th-9th grade will play eleven on a side. All of these numbers include the goalie!**
- Teams and spectators should always occupy **opposite** sides of the field.

Ball Size

Pre-k, K, 1 st & 2 nd Grade	#3
3 rd & 4 th Grade, 5 th /6 th & 7 th Grade	#4
8 th /9 th /10 th Grade	#5

Substitutions

Pre-k/K Free substitutions during entire game

All other leagues

- 1) Prior to a throw-in (Only the offensive team)
- 2) Prior to a goal kick by either team
- 3) After a goal by either team
- 4) After an injury by either team once the referee stops play

Fouls and Misconduct

A player who commits any of the following ten offenses in a manner considered by the referee to be careless, reckless or involving disproportionate force shall be penalized by the award of a **Direct free-kick** to be taken by the opposing team from the spot of the foul. Should a player of the defending team commit one of these ten offenses within the penalty area a **Penalty kick** will be awarded.

1. Kicking or attempting to kick
2. Tripping
3. Jumping
4. Charging
5. Strikes or attempts to strike
6. Pushing
7. Improper slide tackle (**NO slide tackles allowed in Pre-k through 2nd grade leagues**)
8. Holding
9. Spitting at opponent
10. Handling the ball deliberately (except goalie in penalty area)

A player who commits any of the following five offenses in a manner considered by the referee to be careless, reckless or involving disproportionate force shall be penalized by the award of an **Indirect free-kick (5th-9th grade only)** to be taken by the opposing team from the spot of the foul.

❖ **Reminder – All fouls in Pre-k through 4th grade are awarded with a Direct free-kick.**

1. Dangerous play
2. Charging fairly away from ball

3. Obstruction
4. Goalie charging (Once the ball is handled by the goalie all players must clear the penalty area)
5. Goalie offenses:
 - a) 4 steps (**5th- 9th grade only**)
 - b) Touches the ball with hands after it has been deliberately kicked to him by a teammate
 - c) Holding the ball to run time off of the clock
 - d) Second touch with hands after releasing the ball into play

Offsides

K	No offsides called; coaches should encourage players to move up the field to join the play.
1 st grade- 4 th grade	Referees are instructed to call offsides for those players who are NOT making an attempt to be onside. Referees may warn or use discretion if player is in flow of the game.
5 th grade- 9 th grade	All offsides infractions will be called.

Carding (5th grade- 9th grade ONLY)

- A player shall be **cautioned** and shown the **Yellow card** if:
 - a) He/she enters or re-enters the field of play without permission from the referee
 - b) He/she persistently infringe upon the rules of play
 - c) He/she displays by words or actions lack of respect for referees or league officials
 - d) He/she is guilty of unsportsmanlike conduct
- A player shall be sent off of the field and shown the **Red card** if:
 - a) He/she is guilty of violent conduct
 - b) He/she is guilty of serious foul play
 - c) He/she uses foul or abusive language
 - d) He/she is guilty of a **second** cautionable offense

Penalty kicks - are awarded from the penalty mark when a defensive player commits a foul in penalty area; the referee shall:

- 1) Place the ball at mark; identify kicker
- 2) All other players must stand outside the penalty box at least 10 yards from the kicker
- 3) Goalie can run line prior to kick
- 4) On the whistle the kicker may play the ball

Pre-K	6 yards
1 st grade- 4 th grade	10 yards
5 th grade- 9 th grade	12 yards

Unsportsmanlike Conduct

- Any coach or parent displaying “unsportsmanlike conduct” will be ejected from the playing area and may not return for the duration of the game. **Head coaches are responsible for notifying parents and assistant coaches of this rule, and are expected to keep the adults under control.**
- Any player displaying “unsportsmanlike conduct” will be removed from the game and not allowed to re-enter.

- Unsportsmanlike conduct includes, but is not limited to:
 - Profanity
 - Disrespect to the coach, referee or players

Flexibility of Officials

- Lenient enforcement of some rules is permissible on occasion during the first few games at the discretion of the referee to ensure that the JCUMC philosophy of learning fundamental athletic skills in an environment that emphasizes teamwork and fun while promoting a Christian attitude is intact. Children that are not as advanced in their athletic skills will be given some latitude for learning during game time. **THERE IS NEVER A REASON FOR A COACH/PARENT TO BERATE OR YELL AT A REFEREE.** If there is a problem with a referee's calls, coaches may contact the league office and the league office will contact the referee. We must be teaching our kids that **REFEREES ARE THE AUTHORITY ON THE FIELD.**

Common Terms and Definitions

Handball – deliberate handling of the ball; carrying, propelling, or striking the ball with the hands or arms (except as allowed by the goalkeeper)

Pre-k/K	to be called only on an intentional touch
1 st grade- 4 th grade	to be called with discretion
5 th grade- 9 th grade	FIFA rules apply

Throw-in – when the whole of the ball passes over a sideline, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it; the thrower at the moment of delivering the ball must be:

- 1) Facing the field of play
- 2) Touching the ground with both feet (neither of which are in the field of play)
- 3) Delivering the ball from behind and over their head using both hands

Penalties for improper throw-in

Pre-k/K	none, they have unlimited tries
1 st & 2 nd grade	two chances, emphasis on two feet on the ground
3 rd grade- 10 th grade	called immediately

Free Kicks – kick taken as the result of a foul, free from obstruction, that returns the ball to live play

- Defensive players must be 10 yards from the ball (5 yards for Pre-k/K)
- Goals can be scored on a free kick (5th grade- 10th grade Direct kicks only)
- Free kicks cannot be taken in the goal area by attacking team
- Defending team can take free kicks anywhere in the goal area

Ball In and Out of Play

- 1) The ball is out of play when:
 - a) It has wholly crossed the goal-line or side-line, either on the ground or in the air
 - b) When play has been stopped by the referee

- 2) The ball is in play at all times from start to finish including:
 - a) If it rebounds off of a goal post, corner flag, referee, or coach
 - b) On all throw-ins, goal kicks, corner kicks, or free kicks when the action is taken

Goal Kick- when the entire ball crosses over the goal line (not in the goal), either in the air or on the ground, having last been played by a member of the attacking team it shall be kicked into play by the defending team inside the goal area. all attacking players must be out of the penalty area, and the ball must leave penalty area to be in play.

- If attacking team enters penalty area, retake kick.
- A team cannot score directly on a goal kick.

Corner Kick - when the entire ball crosses over the goal line (not in the goal), either in the air or on the ground, having last been played by a member of the defending team, it shall be kicked into play by the attacking team in the corner nearest to where the ball left the field of play.

- A team can score directly on a corner kick.
- Players of the defending team may not be within ten yards of the ball until it is in play

Second Touch – a player putting the ball into play cannot touch the ball again until it has been touched or played by another player; violation of this will result in a re-kick.

Offside

- 1) A player is in an off-side position if he/she is nearer to his opponents goal line than the ball unless:
 - a) He/she is in his own half of the field of play
 - b) He/she is not nearer to his opponents goal-line than at least two of his opponents
- 2) A player shall only be penalized for being in an off-side position if at the moment the ball touches or is played by a teammates he/she is involved by:
 - a) Interfering with play
 - b) Interfering with an opponent
 - c) Gaining an advantage by being in that position
- 3) A player shall not be called off-side by the referee if:
 - a) He/she does not gain an advantage in that position
 - b) **He/she receives the ball directly from a corner kick, goal kick, or a throw-in**

3 v 3 Rules

-Game will be played on a field that is 30 X 20 yards.

-No offensive or defensive players are allowing in goal boxes at any time.

-All goals must be scored from an “offensive” touch from the offensive half of the field

-Kick-Offs will be taken at mid-field with the opposing team lined up on their goal box.

-Substitutions should be made at least every 5 minutes.

-Throw-Ins, Goal Kicks, Corner Kicks, and Kick-Offs are all used to re-start when a ball is out of play.

-All fouls result in an indirect kick.