

Youth Soccer Rules

Age Requirements:

A player's age as of 12/31 the current year will determine the age group they participate in:

6U League: ages 4-6

9U League: ages 7-9

12U League: ages 10- 12

Purpose:

The purpose of the Ayden Youth Soccer Program is to provide a wholesome recreational activity for boys/girls ages 4-12 that will help them to build self-esteem and teach them the basic fundamentals of soccer.

The program is designed for the following purpose:

- To help players learn the basic skills of soccer.
- To help players develop self-discipline and build positive attributes such as teamwork, respect for authority and good sportsmanship.

Rosters and Registration:

- All players will be entered into the draft every year.
- The draft will take place following the registration period. A second draft may occur to fill remaining roster spots.
- Draft order will be determined by picking numbers out of a hat.
- For other Draft rules see Youth Sport Manual

Fields Rules and Sportsmanship:

- No alcoholic beverages are allowed on recreation property. This is a state law. If necessary, proper legal action will be taken to enforce this rule.
- A coach, player, or spectator with alcohol on their breath will be asked to leave the recreation area.
- No tobacco products—smoking, chewing, dipping, etc. Are allowed on the field or practice area.
- No profanity
- No negative cheering
- Children not participating must be under supervision by a parent/adult at all times. No children may be unattended at any time in any facility.

General Players Rule:

- No jewelry, watches or any accessory of hard materials may be worn during games.
- Shoes - Tennis shoes or molded sole shoes with multiple cleats are acceptable.

- Cleats: Molded multiple cleats, studs or bars less than ½ inch in diameter or width that does not extend more than ½ of an inch from the sole and are not of an extreme conical design is permissible. Detachable fiberglass or steel-tipped cleats are not legal
- Shin guards - Use of shin guards is required, either commercial or custom made shin guards deemed safe by the game officials. All players must wear shin guards under their stockings. Shin guards will not be furnished by the Ayden Arts and Recreation Department.
- Mouthpieces are not required.
- Players must wear their team shirt for all games.
- Players may wear long sleeve or short sleeve undergarments that do not conflict with the referee or goal keepers jersey.
- Shorts- Shorts or long pants are approved in any color that has no belt loops or buckles. Shorts or pants with pockets are acceptable.

General League Rules:

Ayden Arts and Recreation Department will utilize the National Federation of High School rules except as modified within:

Female Block: Girls will be allowed to hold their arms over their chests for protection.

Judgment on the move will be called by the officials.

GRACE PERIOD: 10 minute grace period for the 1st game of the night. There will be no grace time allowed for any games other than the 1st game.

PLAYING TIME: Each player is required to start and finish two full periods of each game without interruption except in the case of injury, illness, or other emergency situation. There will be no substitutions in the first and second quarters except in the case of injury, illness, caution or ejection. These players must be brought to the attention of the athletic staff. During the third and fourth quarters, players who have played their two full quarters of playing time may enter the game as a substitute or be substituted for. Participation does not have to be in consecutive quarters. A coach who has a player arrive after the start of the game but prior to the start of the third quarter must play him or her in two full quarters of playing time. However, if a player arrives after the start of the third quarter, the coach has the option to play this player or not in the fourth quarter. If the tardy player is placed in the game at the beginning of the quarter, he/she cannot be replaced unless an injury occurs.

CAUTION: A player issued a yellow card for a caution must leave the field of play and may return at the next legal substitution opportunity.

TOURNAMENT: The tournament will be held directly after the regular season.

Tournament brackets will depend on the number of teams participating. All regular season rules will apply to the tournament. Tournament will be single elimination unless otherwise stated. Seating for the tournament will be determined by the regular season standings. (Except 6U no tournament)

LEAGUE STANDINGS: League standings will be determined by the following formula.

- Win = 2 points
- Tie = 1 point (there is no overtime period)
- Loss = 0 points

Division Rules

6U CO-ED SOCCER

4-6 years old: This non-competitive league to teach this age group the fundamentals of soccer.

Game Rules:

- Goal 4'high x 6' wide
- Field 30 yd. x15 yd.
- Ball size 3
- Games will consist of four (4) 8 minute quarters
- 6 players on the field
- 7 minimum / 9 maximum players
- Each team is allowed 3 coaches on the roster.
- The official time will be kept on the field by the referee.
- Halftime will last 5 minutes.
- No score is kept for the Mini Mites league.
- Heading will not be allowed. Penalty: Indirect Free Kick at the point of the infraction.
- Off-Sides - This will not be enforced unless a clear advantage or disadvantage is apparent to the official.
- Minimum Players to Start - teams have no minimum to start however; both teams will play with a balanced number for example, 4 vs. 4 or 5 vs. 5. When additional players arrive, they must enter the game immediately.

9U CO-ED SOCCER

7-9 years old: This league is to teach the fundamentals, skills, and team building.

Game Rules:

- Goal 6'5" high x 12'wide
- Field 60 yd. x 40 yd.
- Ball size 4
- Games will consist of four (4) 10 minute quarters
- **7 players on the field**
- 8 minimum 10 maximum players on a team
- Each team is allowed 3 coaches on the roster.
- The official time and score will be kept on the field by the referee.
- Halftime will last 8 minutes.
- Heading will not be allowed. Penalty: Indirect Free Kick at the point of the infraction.
- Bicycle kicks or other high kicks that are potentially dangerous are not allowed and will fall under the "Dangerous Play" call.
- **Minimum Players to Start - teams have 5 players to start however;** both teams will play with a balanced number for example, 5 vs. 5 or 6 vs. 6. When additional players arrive, they must enter the game immediately.
- No slide tackling allowed
- A goal cannot be scored directly from a kick-off

Tournament rules:

Play-Off /Tournament Games - If this game is tied at the end of regulation time a shootout will be held. In the shoot-out, a coach can choose any 5 players, including the goalie, to kick. The shoot-out round consists of 5 kicks (1 kick per player) per team. The rounds will continue until a winner is determined. At the end of a round, a coach may change players or keep the same ones. A flip of the coin will determine who kicks first. The shoot-out will remain at the same goal area.

12U CO-ED SOCCER

10-12 years old: This league develops gross motor skill fundamentals and competitive play.

Game Rules:

- Goal 6'5" high x 18'5" wide
- Field 80 yd. x 50 yd. (subject to change depending on season)
- Ball size 5
- Games will consist of four (4) 12 minute quarters
- **8 players on the field**
- 10 minimum / 14 maximum players
- Each team is allowed 3 coaches on the roster.
- The official time and score will be kept on the field by the referee.
- Halftime will last 10 minutes.
- Heading will not be allowed. Penalty: Indirect Free Kick at the point of the infraction.
- Bicycle kicks or other high kicks that are potentially dangerous are not allowed and will fall under the "Dangerous Play" call.
- **Minimum Players to Start - teams have 6 players to start however;** both teams will play with a balanced number for example, 6 vs. 6 or 7 vs. 7. When additional players arrive, they must enter the game immediately.
- No slide tackling allowed
- A goal cannot be scored directly from a kick-off

Tournament rules:

Play-Off /Tournament Games - If this game is tied at the end of regulation time a shootout will be held. In the shoot-out, a coach can choose any 5 players, including the goalie, to kick. The shoot-out round consists of 5 kicks (1 kick per player) per team. The rounds will continue until a winner is determined. At the end of a round, a coach may change players or keep the same ones. A flip of the coin will determine who kicks first. The shoot-out will remain at the same goal area.