

# Naperville Yard Youth Indoor

## Soccer Rules



### General

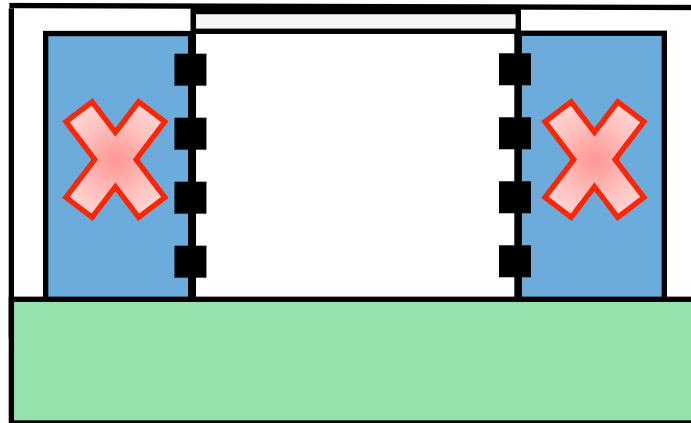
- All of these rules are designed for the safety of the child
- Referee(s) serve as the field authority and/or field judge for all games. Their calls and decisions are final regarding all game rulings
- Schedules are posted on [napervilleyard.com](http://napervilleyard.com) please check this as occasionally there are game changes
- Clubs/coaches are liable for any player not registered in the league
- Shin guards and socks are **mandatory**
- Turf shoes are recommended, cleats are allowed, (no metal bottoms)
- No jewelry allowed (earrings, necklaces, bracelets, etc.)
- In the event both teams are wearing the same jersey color, the home team must change to a different color (1<sup>st</sup> team listed)
- **No gum, food, or spitting in the field area**
- 43min, running clock, no halftime. If an injury stops play for more than 20 minutes, then the game will be cancelled and a makeup game will be re-scheduled. Games with less than 20 minutes left will not be made up
- After each game, the clock resets to 45 min. Teams have 2 min to get on the field and get ready to start
- Games start on time – please be on time and ready to go, and please leave the field right after your game is over
- Only players on the roster and coaches (2) are allowed on the field- no spectators

### Laws

- USSF Rules apply except for the modifications noted below
- **U8-U14:** 7v7 (including keeper) **U15-U18:** 6v6 (including keeper)
- No slide tackling (Slide tackle inside the box results in PK)
- No offside rule
- Goal cannot be scored on a kick off
- All free kicks are direct from the spot of the foul. Infringement in the penalty area will result in a direct free kick from the top of the box
  - Examples of free kicks from the top of the box; Delayed defensive restart, Defensive player impeding offensive player, playing in a dangerous manner, keeper holding the ball more than 6 seconds, keeper handles defensive pass, keeper handles defensive throw-in, or keeper puts ball down and picks it up again
- Defensive players in a wall or around the ball will need to be five yards away
- Throw-ins for out of bounds
- Substitutions are unlimited and on the fly
- Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling
- **Forfeits:** Teams will have 5 minutes to assemble a team. Minimum to play is 5 players for 7v7, and 4 players for 6v6. Teams that can't make a game at its scheduled time must forfeit. We will find another team to play the game (which doesn't count for standings.) Please notify us as soon as possible for forfeits so we can find a team to fill in.

## Goals for U8-U10

- If the ball hits the crossbar between the blue tarps it is in play and a part of the goal
- If the ball hits the support pole and goes in the goal it is a goal
- If the ball hits the support pole and goes onto the field of play it is a live ball
- If the ball hits anywhere outside this area and goes out of bounds or in play it is a dead ball (goal kick or corner kick)



## Goal Kicks

- Can be taken anywhere inside the box
- Cannot be played till the ball crosses out of the goal box
- **Ball cannot travel in the air past the halfway line on a goal kick** unless touched first by a player or Ref.

## Goalkeepers

- **No punts** (Penalty is direct kick from center circle)
- No drop kicks (Ball must bounce 3 times before it is kicked – penalty is direct kick from center circle)
- Throws may pass the half way line in the air
- Balls placed down by the keeper and then kicked may travel in the air pass half
- If keeper throws the ball into the net, it is considered a goal
- Goal Keeper is allowed to bring the ball from outside of the penalty area back into the box and pick the ball up as long as it wasn't passed back from their team
- Keeper has 6 seconds after gaining possession to release the ball
- Goalie is not allowed to use hands when ball is passed back from teammate

## Headers

- Effective immediately, in accord with US Soccer the Illinois Youth Soccer has banned heading for players aged 10 and under for all Illinois Youth Soccer activities including but not limited to Illinois Youth Soccer Member League play, practices and tournaments.
- A purposeful header by a player in an age bracket for players aged 10 and under shall be considered an indirect free kick awarded to the opponent.

## Penalties

- *Blue Card*: 2 minute penalty. Offending team will play a man down until penalty is up or opposing team scores a goal. Teams will receive a blue card for persistent fouling, repeated foul language, a hard foul, **or spitting on the field**
- *Yellow Card*: 2 blue cards equals a yellow which is a 4 minute penalty and your team will play a man down until penalty is up or opposing team scores.
- *Red Card*: Red card equals 1 game suspension plus a fine which will be determined by fighting, spitting, extreme language, etc. Offending team plays down a man for 5 minutes, regardless of score.
- Naperville Yard reserves the right to eject players and/or parents from the league and/or facility for misconduct.

## Player Eligibility

- Maximum roster of 18 for all age groups
- All players must be registered in the Naperville Yard league in order to play. Registration includes:
  - Name and information on team registration page
  - Copy of IWSL/NISL card on file (or birth certificate if player not a participant in an outdoor league)
  - Electronic submittal of Naperville Yard waiver
- If a team plays an unregistered player the game will be counted as a forfeit. If both teams have an unregistered player no points will be given to either team. The club is responsible for making sure their roster is complete
- Players in the same club may guest play for an older team in their club or a similar age team in the same or higher division. Only players registered in the Naperville Yard league are able to guest play.
- No additions may be made to the rosters after the second week of play in the season has been completed.

## Scoring

- Win = 3 points
- Tie = 1 point
- Forfeits - the non-forfeiting team is awarded 3-0 win
- All scores and standings are posted at [napervilleyard.com](http://napervilleyard.com)

## Tie-Breakers

- Head to Head competition
- Goal differential, capped at 3 per game (We don't want teams to be incented to run up the score)
- If tied teams are both in the play-offs a coin flip will determine seeding
- If neither team is in the play-off, then they remain tied
- If only one of the tied teams would be in the play-offs, then a play-in game may be required
- The standings on [napervilleyard.com](http://napervilleyard.com) do not always accurately reflect the actual standings as they don't take into account a capped goal differential
- For playoffs only- if a game is tied the teams will do 3 PK's followed by sudden death PK's. Any player on the bench may take the PK's every player must go at least once before a player may shoot twice