



Naperville Yard Recreational 5v5 Soccer League

Soccer Rules

General

- Shin guards and socks are **mandatory**. Players who are not wearing shin guards will not be allowed to play.
- Referee(s): all decisions made by the referee are final
- Cleats and turf shoes are allowed. Not metal bottoms.
- No jewelry allowed (earrings, necklaces, bracelets, watches (Fitbit), etc.)
- No glasses allowed unless they have a strap. Players are strongly encouraged to wear contacts or sports goggles.
- No gum, food, or spitting on the field
- In the event of both teams wearing the same jersey color, the home team must change to a different color. The home team is the first team listed.
- Only players on the roster and coaches (2) are allowed on the field

Laws

USSF (United States Soccer Federation) rules apply except for the modifications noted below,

- U6 – u14 will play 5v5 (including Goalie)
- **U6** will play two 20 minute halves with no more than 5 minutes allowed for halftime
- **U8 – u14** will play with a 45 minute running clock. If an injury stops play for more than 20 minutes then the game will be cancelled and a makeup game will be scheduled. Games with less than 20 minutes left will not be made up.
- Games start on time – please be on time and ready to go and please leave the field right after your game is over.
- No slide tackling
 - Defensive slide tackle inside the box results in a PK
- No offsides
- All boards, glass, and curtains are considered in play. Any netting is out of bounds. If a ball goes past the curtain the result is either a goal kick or corner kick.
- A goal **may not** be scored directly from a kick off
- Substitutions are unlimited and on the fly
- All fouls are indirect. In the event the referee needs to stop the game, the restart will be a drop ball.
- Defensive players in a wall will need to be 5 yards away from the ball
- 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 4 players. Teams that cannot make a game at its scheduled time must forfeit. If possible, we will find another team to play the game (which does not count). Please notify us as soon as possible for forfeits so we can find a team to fill in.

Kick Offs

- Occur at the beginning of the game
- At the start of the second half
- After a goal is scored
- The ball is in play when the ball is kicked and moves
- A kicker must not touch the ball again until it has touched another player

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 half line on a goal kick unless touched first by a player

Goalkeepers

- No punting or drop kicks (penalty is a direct kick from the center circle)
- Throws may pass the half line in the air
- Ball placed down by the goalkeeper and then kicked may travel in the air past half
- If keeper throws the ball into their own net, it is considered a goal.
- Keeper has 6 seconds, after gaining possession, to release the ball
- Goalkeeper is allowed to bring the ball from outside the penalty area back into the box and pick up the ball
- The goalkeeper may not pick up the ball if it is passed back by their teammate

Headers

- Based on the advice of the US Soccer Medical Committee, effective 2/11/16 Illinois Youth Soccer has banned heading for players aged 10 and younger (**U11 and younger age brackets**) at all Illinois Youth Soccer activities including but not limited to Illinois Youth Soccer Member League play, practices and tournaments. 11 year olds playing U11 are prohibited from heading the ball. If a player is playing in an older age group, players 10 and younger should not be heading the ball regardless of the age group in which they play. A purposeful header by a player in a **U11 or younger age bracket** shall result in an indirect free kick awarded to the opponent.
- Due to Naperville Yard age divisions, we will not allow players in the u12 league to commit purposeful headers. Purposeful headers will result in an indirect kick for the opposing team at the spot where the header occurred.

Penalties

- If a player continues to foul or does a hard foul the referee will have the player sit for a few minutes
- Naperville Yard reserves the right to eject players, parents, and/or coaches from the league and/or the facility for misconduct

Player Eligibility

- All players must be registered in the Naperville Yard league in order to play
 - Any team playing with an unregistered player will forfeit the game
- Age groups for the winter sessions follow the school year,
 - U6 (Kindergarten), size 3 ball
 - U8 (1st/2nd grade), size 3 ball
 - U10 (3rd/4th grade), size 4 ball
 - U12 (5th/6th grade), size 4 ball
 - U14 (7th/8th grade), size 5 ball

Scoring

- Win = 3 points
- Tie = 1 point
- Loss = 0 points
- Forfeits – the non-forfeiting team is awarded a 3-0 win
- **U6** – scores will not be recorded

Tie-Breakers

- Head to head competition
- Goal differential, capped at 3 per game
- 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.
- For playoffs only – if a game is tied at the end of regulation, there will be (if necessary) 2x 5 minutes of overtime until a goal is scored. If a goal is not scored during OT, both teams will do 3 penalty kicks followed by sudden death PK's. Any player on the bench may take the PK's.

