



Naperville Yard COED Youth Soccer League 2020 – 2021 Scrimmage Rules



Updated October 6, 2020

General

- Age divisions are based on grade in school (see player eligibility on page 2).
 - Players may play up an age group, not down
- Shinguards and socks are mandatory. Players who are not wearing shinguards will not be allowed to play.
- Referee(s): all decisions made by the referee are final
- Cleats and turf shoes are allowed. No metal bottoms.
- No jewelry allowed (earrings, etc).
- No eye 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
- Parents may volunteer coach
- Only players on the roster and 1 coach per team are permitted on the field.
- The Naperville Yard will provide the game ball.

Health & Safety – NEW

***All procedures are subject to change based on various state/local guidelines that are added or removed. ***

- Players, coaches, spectators, and officials must have a mask on while entering the facility & must keep it on.
 - Coaches and substitute players must keep their mask on when on the sidelines.
 - Field players have the option of wearing their mask during the game.
- Spectators – Each athlete is allowed 1-2 spectators. ***The second spectator is provided for a younger sibling that has to accompany the parent/guardian.*
- Arrive to the field using the main stairwell.
- Exiting
 - Field 3 – Exit out the SOUTH door to the stairwell.
 - Field 4 – Exit out the NORTH door to the stairwell.

Laws

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

- **U6 – u14 will play 4v4 (including goalie) – NEW**
- Length of game: 43-minute running clock. If an injury stops play for more than 15 minutes then the game will be cancelled and a make up game will be scheduled. Games with less than 15 minutes will not be made up.
- Games start on time – please be ready to go on time and leave the field right after your game is over.
- No slide tackling
 - Defensive slide tackle inside the box results in a PK
- No offsides
- No build out line.
- All boards, walls, and curtains are considered in play.
 - Any netting is out of bounds. The restart is an indirect kick for the opposing team at the spot.
 - Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling.
 - If the ball goes past the curtain the restart is a goal kick.
- **All fouls are indirect.** In the event the referee needs to stop the game, the restart will be a drop ball.
- Substitutions are unlimited and on the fly.
- Defensive players in a wall need to be 5 yards from the ball.

Kick Offs

- Occur at the beginning of the game, at the start of the second half, and after a goal is scored.
- The ball is in play when the ball is kicked and clearly moves.
- The kicker must not touch the ball again until it has been touched by another player.
- A goal may not be scored directly from a kick off. The result is a goal kick for the opposing team.

Goal Kicks

- Can be taken anywhere inside the penalty area.
- Ball cannot travel in the air past the half line on a goal kick unless touched first by a player.
- *The ball is in play once the kick is taken; it can be played before leaving the penalty area.
 - The defending team must remain outside the penalty area until the ball is in play.

Goalkeepers

- No punts or drop kicks
 - Penalty is a direct kick from the center circle for the opposing team.
- Ball placed down by the goalkeeper and then kicked may travel in the air past half.
- Throws may pass the half line in the air.
- If the goalkeeper throws the ball into their own net, it is considered a goal.
- After a save is made and the goalkeeper puts the ball down on the ground, he/she may not pick it up again.
 - Penalty is an indirect kick to the opposing team at the top of the penalty box.
- Goalkeeper has 6 seconds, after gaining possession, to release the ball.
 - Penalty is an indirect kick for the opposing team at the top of the penalty box.
- Goalkeeper may not pick up the ball if it is passed back by their teammate.
 - Penalty is an indirect kick to the opposing team on the top of the penalty box.

Headers

- Due to Naperville Yard grade divisions, we will not allow players in the u6 – u12 divisions to commit purposeful headers.
 - Purposeful headers will result in an indirect kick for the opposing team at the spot where the header occurred.

Penalties

- The Naperville Yard, and its officials, have the right to eject players, parents, and/or coaches from the league and/or the facility for misconduct.
- **Blue Card: 2-minute penalty.** Offending team will play a person 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 person 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 person for 5 minutes, regardless of the score.

Player Eligibility

- All players must be registered in the Naperville Yard league in order to play
- All players must submit a birth certificate or other proof of age (Passport, State ID) before the player's first game.
- Age groups are based on academic 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