



# Naperville Yard COED Youth Soccer League 2021 - 2022 Scrimmage & League Rules



Updated October 7, 2021

## 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 shin guards 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 (watches, etc). Earrings must be taped or removed.
- No eye glasses allowed unless they have a strap. Players are strongly encouraged to wear contacts or sports goggles.
- If both teams are wearing the same color, the HOME team (1<sup>st</sup> team listed) must change.
- No gum, food, or spitting on the field
- Parents may volunteer coach their child's team.
- 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 must wear a face mask as they enter and exit the facility. Players have the option of removing their face mask once they are on the field.
- Regardless of vaccination status, spectators (2+ yrs of age) must wear a face mask inside the facility.
- At the end of the game there will be no handshakes.
- Fields 3A/3B/4A/4B - Arrive to the field using the main stairwell.
- **Exiting (Winter 1 & Winter 2)**
  - Fields 1A/1B/3A/3B – Exit out the SOUTH doors or stairwell
  - Fields 2A/2B/4A/4B – Exit out the NORTH doors or stairwell

## Laws

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

### Fall & Spring Season - Format

- U6 & u8 – 5v5 (including goalie)
  - Restarts along the touchline,
    - U6: Kick in
    - U8: Throw in or Kick in
- U10 & u12 – 7v7 (including goalie). \*\*\*Build out line is halfway between half-line and top of goal box.
  - No offsides
  - Restarts along the touchline will be a throw in

### Winter 1 & Winter 2 - Format

- All teams will play 4v4
  - In the event the winning team is ahead by 5 or more goals, the losing team may add a 5<sup>th</sup> player until the score is within 3 goals.
- 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

- **Fields 3A/3B/4A/4B**

- 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 (goal box).
- 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 Naperville Yard house teams will be coed.
- All players must be registered in the Naperville Yard league in order to play
- (Winter) 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 (Pre-K children accepted), size 3 ball
  - U8 1<sup>st</sup> & 2<sup>nd</sup> grade, size 3 ball
  - U10 3<sup>rd</sup> & 4<sup>th</sup> grade, size 4 ball
  - U12 5<sup>th</sup> & 6<sup>th</sup> grade, size 5 ball
    - If u10 & u12 must combine, a size 4 ball will be used

## **Hallways & Spectators**

- No warming up in the hallways before a game.
- No passing, throwing, or playing with soccer balls or any other type of athletic equipment in the hallways.
- Please do not congregate to the front doors of the Naperville Yard for team meetings.
- The playroom is closed for all non-playing spectators.